# srsran::rlc\_tx\_upper layer data interface

- + rlc\_tx\_upper\_layer data interface()
- + ~rlc\_tx\_upper\_layer data interface()
- + rlc\_tx\_upper\_layer data interface()
- + operator=()
- + rlc\_tx\_upper\_layer data interface()
- + operator=()
- + handle sdu()
- + discard sdu()

# srsran::rlc\_tx\_lower layer interface

- + rlc\_tx\_lower\_layer interface()
- + ~rlc\_tx\_lower\_layer interface()
- + rlc\_tx\_lower\_layer interface()
- + operator=()
- + rlc\_tx\_lower\_layer interface()
- + operator=()
- + pull\_pdu()
- + get\_buffer\_state()

#### srsran::rlc tx metrics

- + num sdus
- + num of pulled sdus
- + num sdu bytes
- + num dropped sdus
- + num discarded sdus
- + num discard failures
- + sum sdu latency us
- + num pdus no segmentation
- + num pdu bytes no segmentation
- + mode
- + tm
- + um
- + am
- + mode specific

## srsran::rlc tx entity

- # logger
- # metrics
- # upper dn
- # upper\_cn
- # lower dn
- # pcap
- + get metrics()
- + reset metrics()
- # rlc tx entity()

### srsran::rlc tx am entity

- + rlc tx am entity()
- + set status provider()
- + handle sdu()
- + discard sdu()
- + pull pdu()
- + get buffer state()
- + on status pdu()
- + on status report changed()
- + get polling bit()
- + on\_expired\_poll\_retransmit \_timer()

and 6 more...

## srsran::rlc tx tm entity

- + rlc tx tm entity()
- + handle sdu()
- + discard sdu()
- + pull pdu()
- + get buffer state()

## srsran::rlc tx um entity

- + rlc tx um entity()
- + handle sdu()
- + discard sdu()
- + pull pdu()
- + get buffer state()