

TLS_Handshake_Agent

- session: std::shared_ptr<Session>
- current_state: State
- prime_group: int
- G: std::shared_ptr<BigInt>
- P: std::shared_ptr<BigInt>
- s: std::shared_ptr<BigInt>
- S: std::shared_ptr<BigInt>
- c: std::shared_ptr<BigInt>
- C: std::shared_ptr<BigInt>
- key: std::shared_ptr<BigInt>
- local_protocol: std::string
- partner_protocol: std::string
- partner_encrypted: bool

- check_protocols(): void
- handle_message(tls::MessageWrapper): void
- receive_client_hello(): void
- receive_server_hello(tls::MessageWrapper): void
- receive_certificate(tls::MessageWrapper): void
- receive_server_hello_done(): void
- receive_client_key_exchange(tls::MessageWrapper): void
- receive_finished(tls::MessageWrapper): void
- + TLS_Handshake_Agent(std::shared_ptr<Session>)
- + notify(tls::MessageWrapper, unsigned int): void
- + initiate_handshake(): void
- + is_secure(): bool
- + is_establishing(): bool
- + reconnect(): void
- + get_key(): std::string
- + generate_random_number(BigInt, BigInt): BigInt
- + red_primes_json(std::string, int, BigInt&, BigInt&): void
- + encrypt(const std::string&, unsigned long&, const string&): void
- + decrypt(const std::string&, unsigned long&, const string&): void
- + encode_base64(const std::string&): void
- + decode_base64(const std::string&): void
- + send_message(std::string, unsigned long&, std::string): void
- + receive_message(std::string, unsigned long, std::string): void