

TLS_Client

- io_context: asio::io_context&
- resolver: asio::ip::tcp::resolver
- socket: asio::ip::tcp::socket
- endpoints: asio::ip::tcp::resolver::results_type
- session: std::shared_ptr<Session>
- handshake_agent: std::shared_ptr<TLS_Handshake_Agent>

- + TLS_Client(asio::io_context&, std::string, std::string)
- + notify(tls::Message_Wrapper, unsigned int): void
- + run(): void

TLS_Server

- io_context: asio::io_context&
- acceptor: asio::ip::tcp::acceptor
- sessions: std::vector<std::shared_ptr<Session>>
- handshake_agents: std::vector<std::shared_ptr<TLS_Handshake_Agent>>

- start_accept();
- + TLS_Server(asio::io_context&, int)
- + notify(tls::Message_Wrapper, unsigned int): void
- + send(unsigned int, std::string): void