

spider::server

SpiderServer

```
- serialization_ : SPtr<Serialization>
- mongoConnector_ : SPtr<MongoConnector>
- receivedQueue_ : ReceivedQueueSP
- commandQueue_ : CommandQueueSP
- network_ : shared_ptr<SpiderNetwork>
- receiveStrand_ : boost::asio::io_service::strand
- commandStrand_ : boost::asio::io_service::strand
- deserializerThread_ : thread
- deserialFuncTab_ : std::unordered_map<Type_e,deserialFunc>
+ defaultPort : static const uint16_t = 12345

+ run() : void
- handleCommand() : void
- deserializeHandler() : void
- deserialLogMouse(RawPacket&rawPacket) : SPtr<spider::AData>
- deserialLogInput(RawPacket&rawPacket) : SPtr<spider::AData>
```

SpiderNetwork

```
- acceptor_ : IAccept
- clients_ : vector<Spider>
- serialization_ : SPtr<Serialization>
- clients_ : std::set<SPtr<SpiderClient>>
- receivedQueue_ : ReceivedQueueSP
- commandQueue_ : CommandQueueSP
- receiveStrand_ : boost::asio::io_service::strand
- commandStrand_ : boost::asio::io_service::strand
```

```
+ run() : void
+ stop() : void
+ addSpider() : void
+ removeSpider() : void
+ getIoService()const : SPtr<boost::asio::io_service>
+ getReceiveStrand() : boost::asio::io_service::strand&
+ getCommandStrand() : boost::asio::io_service::strand&
```

SpiderClient

```
- serialization_ : std::shared_ptr<Serialization>
- headerSize_ : size_t
- readBuff_ : RawPacket
- writeBuffPair_ : std::pair<RawPacket, RawPacket>
- socket_ : std::shared_ptr<myboost::asio::Connection>
- network_ : SpiderNetwork &
- receivedQueue_ : ReceivedQueueSP
- commandQueue_ : CommandQueueSP
```

```
+ spy() : void
+ startRead() : void
+ startWrite() : void
+ handleReadBody(size_t size, Type_e type) : void
+ handleSaveBody(Type_e type) : void
+ handleWriteHeader() : void
+ handleWriteCommand() : void
```

AData

```
- address_ :String
- port_ :String
- dbName_ :String
- cacheQueue_ :<T>
```

```
+ void insertInDB(AData*, Type_e) = 0
```

MongoConnector

```
- uri_ :Uri
- client_ :Client
- db_ :Database
- coll_ :Collection
- currentView_ :View
- currentData_ :AData
```

```
+ void insertInDB(Data, Type_e)
- checkAndCreateCollect()
- buildBson(Type_e)
- sendToDB()
- handleQueue()
- buildMouseLog()
- buildInputLog()
```

myboost::asio

Accept

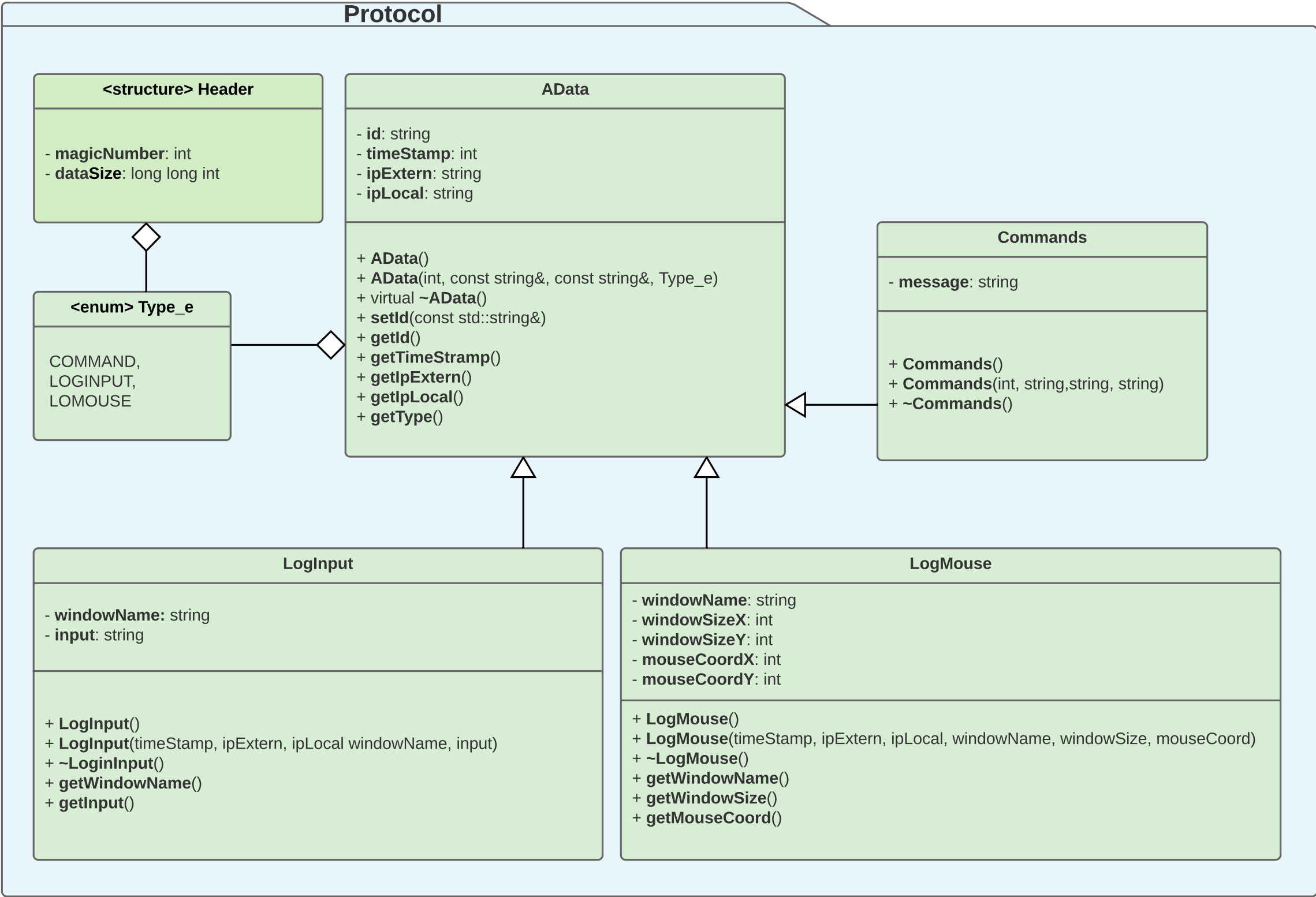
```
- io_service_ : SPtr<boost::asio::io_service>
- acceptor_ : boost::asio::ip::tcp::acceptor
```

```
+ Accept()
+ ~Accept()
+ start() : void
+ stop() : void
+ bind((conststd::string&addr,uint16_tport) : void
+ listen(intbacklog) : void
+ async_accept(constacceptHandler_t&callback) const : void
+ getIoService() : SPtr<boost::asio::io_service>&
# onAccept(constacceptHandler_t&callback, const boost::system::error_code&ec,
const SPtr<Connection>&sock) : void
# familyFromAddr(constboost::asio::ip::address&addr) : boost::asio::ip::tcp
```

Connection

```
- errorCall_ : t_errorHandler
# socket_ : boost::asio::ip::tcp::socket
# connected_ : bool
```

```
+ Connection(boost::asio::io_service&io_service)
+ ~Connection()
+ async_write(conststd::vector<char> &data,
const t_writeHandler&callback) : void
+ async_read(std::vector<char> &buffer,size_tsize,
const t_readHandler&callback) : void
+ async_error(const t_errorHandler&callback) : void
+ getSocket() : boost::asio::ip::tcp::socket&
+ isConnected() : bool
# onWrite(const t_writeHandler&callback,
constboost::system::error_code&ec,size_tsize) : void
# onRead(const t_readHandler&callback,constboost::system::error_code&ec, size_tsize) : void
```



Common

