```
elements
                            std:queue T >
                            + elements
                                            <book::shared.ptr<cCommand>>:
std:queue<boost::shared_ptr<aCommand>>
+ elements
                                           m Queue
                   engine:cCommandQueue
                  - m Gueue
- miMutex
- miNotEmptyCond
                   + cCommandCleue()
+ ~cCommandGleue()
+ Put()
+ Barrove()
                  + Empty()
+ GeSze()
# Put i()
# Berrove i()
# Empty i()
# GeSze_i()
                                           m CommandQueue
                       engine:cThreadPool
                 - m ThreadPool
- m CommendSueue
- m Sum Threads
- m Sarted
                 + cThreadPool()
+ cThreadPool()
+ SartPool()
+ StopPool()
+ AddToCommandGueue()
+ isStarted()
- Bin()
                                           sThreadPool
                           engine:cSession
                    - m SessionId
- m State
- m Result
- s ThreadPool
                    + cSession()
+ cSession()
+ ~cSession()
                    + RunCommand()
+ ScheduleCommand()
+ TerminateCommand()
+ GetProgess()
+ GetState()
+ SetState()
+ GetPesul(()
                           m Session/m Result
                            engine:dResult
                         - m Session
- m Command
- m Result
                          + aPesult()
+ aPesult()
+ SetPesult()
+ SetCommend()
+ GetPesult()
+ GetCommend()
```