<<Interface>> Closable + close(): void + is open(): bool {const} + is closed(): bool {const} + is empty(): bool {const} + is_not_empty(): bool {const} <<Interface>> <<Interface>> **SendingPipe** ReceivingPipe + send(std::vector<T> {const &}): bool + receive(): std::optional<T> + close(): void + is open(): bool {const} + is closed(): bool {const} + is open(): bool {const} + is closed(): bool {const} + is empty(): bool {const} + is empty(): bool {const} + is not empty(): bool {const} + is not empty(): bool {const} **Pipe** + send(std::vector<T> {const &}): bool + send(T): bool + receive(): std::optional<T> + close(): void + is open(): bool {const} + is closed(): bool {const} + is empty(): bool {const} + is not empty(): bool {const}

+ send(T): bool + close(): void