```
+ PictType
                          Size_Width
                        + Size_Height
                        + timeId
                        + viewId
                        + baseQP
SliceParameters
                        + lumaStart
+ IDR
                        + chromaUStart
+ priority_id
                        + chromaVStart
+ viewId
                        + Ref_Count
+ timeId
                        + Ref_Id
+ SliceType
                        + ref_lumaStart
+ QP_Delta
                        + ref_chromaUStart
                          ref_chromaVStart
 isAnchor
+ isRef
                        + ref_refVec
+ frameNum
                        + refVec
                        + resultStream
                        + resultSize
                        + streamStart
                        + pictStatus
                        + log2nFrames
                          MP
                        + Padding
                       pictInfo
                 sp
              tagSlidingItem
              + pictInfo
              + sp
                      slidingWindow
             SlidingWindow
         · _width
         - _height
         - _viewCount
         _refWidth
          _slidingFrameCount
          _slidingWindowSizeMl
          _slidingWindow
          _firstUnfinished
          _firstAvail
          _keep
         - _lastUnsaved
           _dataFinished
        + SlidingWindow()
        + SlidingWindow()
        + Init ()
        + GetFirstAvail()
        + IncreaseAvail()
        + GetUnsaved()
        + IncreaseSaved()
        + GetKeep()
        + IncreaseKeep()
        + GetFirstUnfinished()
        + IncreaseFinish()
         + InitPictInfo()
        + GetCodingPictInfo()
        + GetSliceParameters()
        + IsDataFinished()
        + SetDataFinished()
         - AlloaMem()
         - GetFirstUnmarked()
                      slidingWindow
             BitstreamData
             slidingWindow
             file
            thread
           - fileBuf
           - bufPos
           - buflen
            FILE_BUF_SIZE
           + BitstreamData()
           + ~BitstreamData()
           + LoadNextStream()
```

+ ProcessData() - BitstreamReader()

CodingPictInfo