```
FrameServer< cv: Mat >
+ captureFrame()
+ hasNext()
+ releaseServer()
+ ~FrameServer()
    FrameServerCv
  + FrameServerCv()
  + FrameServerCv()
  + FrameServerCv()
  + ~FrameServerCv()
  + captureFrame()
  + hasNext()
  + releaseServer()
```