

MPSocket

Bytes that are coherently stored in the ringbuffer can be read from this structure

1

n

MPPool

Represents a file. Collector threads synchronize on this structure. Further responsible for determining which start byte of next chunk to request

n

1

n

1

MPCConnection

The collector thread that collects data via a real socket.

1

<<static>>

MPBuffer

Memory Management. Responsible for assigning memory to chunks and to free memory that has already been read by the application

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MPScheduler

Structure that measures link quality and determines the optimal next chunk size.

1

HTTPParser

Responsible for parsing received bytes.

1