```
IEventBase
               + epfd()
               + timeout()
               + cancel timer()
               + post_timer()
                  GEventBase
             # m_running
             # m_thrnum
             # m_blksize
             # m_grp
             # m_listener
            # m_mutex
# m_tlock
# m_tmap
            # m_ep
# m_pp
# m_tsig
# m_lock
# m_leader
# m_map
             + GEventBase()
                ~GEventBase()
             + epfd()
             + post_
                       _timer()
             + create_handler()
             + init()
             + listen()
             + connect()
             + timeout()
            + cancel_timer()
and 7 more...
# do_accept()
             # do_recv()
             # do_error()
# init_pipe()
            # Iffit_pipe()
# close_pipe()
# post_notify()
# promote_leader()
# find_by_key()
# find_by_fd()
# do_timeout()
# on_accept()
# on_read()
            # on_read()
# on_error()
# on_timeout()
             # filter_handler()
                         Δ
    GEventBaseWithAutoReconnect
# m_host
# m_port
# m_app
# m_htimer
# m_timer
# m_reconn_min
# m_reconn_max
# m_reconn_curr
# m_retry_max
# m_retry_curr
+ GEventBaseWithAutoReconnect()
+ ~GEventBaseWithAutoReconnect()
+ connector()
+ do connect()
+ filter_handler()
# on_error()
# on_timeout()
# on_connect_break()
# on_connected()
# on_retry_max()
# do_reconnect()
```