## **UDPHandler**

- std::shared\_ptr< ClientSession</li>client
- int rtpSocket
- Int rtpsocket
- int rtcpSocket
- sockaddr\_in rtpAddrsockaddr in rtcpAddr
- + UDPHandler(std::shared \_ptr< ClientSession >
- \_client) + ~UDPHandler()
- + bool CreateUDPSocket()
- + int & GetRTPSocket() + int & GetRTCPSocket()
- + sockaddr in & GetRTPAddr()
- + sockaddr\_in & GetRTCPAddr()

+udpHandler

## MediaStreamHandler

- bool threadRun
- MediaStreamState streamState
- std::mutex streamMutexstd::condition variable
- std::condition\_variable condition
- + MediaStreamHandler()
- + void HandleMediaStream()
- + void SetCmd(const std ::string &cmd)
- void SendFragmentedRTPPackets (unsigned char \*payload,
- size\_t payloadSize, RTPPacket &rtpPacket)
  - void SendRTCPPacket
  - (RTCPPacket &rtcpPacket)