UDPHandler

- std::shared_ptr< ClientSession > client
- int rtpSocket
- int rtcpSocket
- sockaddr_in rtpAddr
- sockaddr_in rtcpAddr

+ UDPHandler(std::shared _ptr< ClientSession > client)
+ ~UDPHandler()
+ bool CreateUDPSocket()
+ int & GetRTPSocket()
+ int & GetRTCPSocket()
+ sockaddr_in & GetRTPAddr()
+ sockaddr_in & GetRTCPAddr()

+udpHandler

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MediaStreamHandler

- bool threadRun
- MediaStreamState streamState
- std::mutex streamMutex
- 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)

-mediaStreamHandler

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RequestHandler

- std::shared_ptr< ClientSession > session

+ RequestHandler(ClientSession *session)
+ void operator()()
+ void HandleRequest()
+ void StartThread()
- std::string ParseMethod (const std::string &request)
- int ParseCSeq(const std::string &request)
- std::pair< int, int > ParsePorts(const std::string &request)
- bool ParseAccept(const std::string &request)
- void HandleOptionsRequest (const int cseq)
- void HandleDescribeRequest (const std::string &request, const int cseq)
- void HandleSetupRequest (const std::string &request, const int cseq)
- void HandlePlayRequest (int cseq)
- void HandlePauseRequest (int cseq)
- void HandleTeardownRequest (int cseq)

-requestHandler

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ClientSession

- int id
- int version
- int tcpSocket
- int rtpPort
- int rtcpPort
- std::string ip

+ ClientSession(const int tcpSocket, const std::string ip)
+ int GetVersion() const
+ int GetID()
+ int GetTCPSocket()
+ int GetRTPPort()
+ int GetRTCPPort()
+ std::string GetIP()
+ void SetRTPPort(int rtpPort)
+ void SetRTCPPort(int rtcpPort)