TCPHandler

- int tcpPort
- int tcpSocket
- sockaddr_in tcpAddr
- std::unordered_map
< int, int > socketTable

+ TCPHandler(const TCPHandler
&)=delete
+ TCPHandler & operator
=(const TCPHandler &)
=delete
+ void CreateTCPSocket()
+ int AcceptClientConnection
(std::string &_clientIp)
+ void CloseClientConnection()
+ std::string ReceiveRTSPRequest
(int sessionId)
+ void SendRTSPResponse
(int clientSocket, std
::string &response)
+ int & GetTCPSocket()
+ sockaddr_in & GetTCPAddr()
+ static TCPHandler &
GetInstance()
- TCPHandler()
- ~TCPHandler()