UDPHandler std::shared ptr< ClientSession > client 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 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 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

void HandleTeardownRequest

(int cseq)

(int cseq)