

DeviceConnectionHandler

```
classDiagram
    class DeviceConnectionHandler {
    }
    class connection_handler_Connection_Handler {
        + DeviceTcpReturn handle_connection(self, ReferencePass device_ref, TcpConnection connection, ReferencePass msg_sent_r)
    }
    DeviceConnectionHandler <|-- connection_handler_Connection_Handler
```

connection_handler.Connection
Handler

+ DeviceTcpReturn handle
_connection(self, ReferencePass
_device_ref, TcpConnection connection,
ReferencePass msg_sent_r)