```
Server
# m Acceptor
# m ThreadPool
# m ThreadPoolSize
# m IsAccepting
# m SessionList
# m SessionQueue
+ Server()
+ ~Server()
+ Init()
+ Start()
+ MoveSessionToQueue()
+ GetSession()
+ GetSessionList()
# OnAccept()
- Accept()
OnAccept()
       ChatServer
    - m RoomList
    + ChatServer()
    + ~ChatServer()
    + Init()
    + JoinRoom()
    + GetRoomList()
    # OnAccept()
```