

Server

```
# m_Acceptor  
# m_ThreadPool  
# m_ThreadPoolSize  
# m_IsAccepting  
# m_SessionList  
# m_SessionQueue
```

```
+ Server()  
+ ~Server()  
+ Init()  
+ Start()  
+ MoveSessionToQueue()  
+ GetSession()  
+ GetSessionList()  
# OnAccept()  
- Accept()  
- OnAccept()
```