```
Server
# m Acceptor
# m ThreadPool
# m_ThreadPoolSize
# m IsAccepting
# m SessionList
# m SessionQueue
+ Server()
+ ~Server()
+ Init()
+ Start()
+ MoveSessionToQueue()
+ GetSession()
+ GetSessionList()
# OnAccept()
- Accept()
- OnAccept()
      LogonServer
    + LogonServer()
    + ~LogonServer()
    + Init()
    # OnÄccept()
```