StartPoolAsync (PoolBase)

* SetupBanning (PoolBase)
* SetupJobManager (PoolBase)
* InitStatsAsync (PoolBase)
* StartStratumServerListners (StratumServer)
* OutputPoolInfo (PoolBase)

StartStratumServerListners (StratumServer)

* Setup Socket Array of all pool ports (StratumServer)
* Setup Socket Accept Connections Task (StratumServer)
* Accept Socket Connection if Successfull (StratumServer)
* IsBanned Check (StratumServer)
* Setup TLS Certificate (StratumServer)
* Setup Stratum Client (StratumServer)
* Register Client (StratumServer)
* OnConnect (Override from PoolBase)
* Client.Run ~ OnClientRequest

OnClientRequest

* IsBanned Check (StratumServer)
* OnRequestAsync (Override from Blochchain Pool)

-- Cryptonote --

OnRequestAsync (CryptonotePool)

* OnLoginAsync (CryptonotePool)
* OnGetJobAsync (CryptonotePool)
* OnSubmitAsync (CryptonotePool)

OnSubmitAsync (CryptonotePool)

* Some validation checks
* jobManager.SubmitShareAsync (CryptonoteJobManager)
* client.ResponseAsync
* Update Stats

SubmitShareAsync (CryptonoteJobManager)

* Check block expired
* Job.ProcessShare (CryptonoteJob)
* Enrich Share Data
* Check is Share is Block Candidate

ProcessShare (CryptonoteJob)

* Check data
* Create blob clone
* Blob insert extraNonce
* Blob insert Nonce
* LibCryptonote.ConvertBlob (LibCryptonote)

ConvertBlob (LibCryptonote)