```
MPD::Connection
                          +Connection()
    MPD::Listener
                          +is connected()
                          +connect()
+Listener()
                          +disconnect()
+enter()
                          +clear error()
+leave()
                          +check error()
+is_idling()
                          +signal_error()
+signal_client_update()
                          +signal_connection_change()
+force update()
                          +emit_connection_change()
                          +get_connection()
             mp_Listener
                                 m Conn
                  MPD::BaseClient
```

MPD::BaseClient # m_Conn # mp_Listener + go_idle() + go_busy() + get_connection() + is_connected() + get_status() + force_update() + signal_client_update() + signal_connection_change()