

## NetworkPacketHandler

- \_rx\_queue\_number: int

- \_tx\_queue\_number: int

+ NetworkPacketHandler (rx\_queue\_number: int, tx\_queue\_number: int)

+ poll\_packets\_from\_port (port\_id: uint\_16, rte\_mbuf\_arr: rte\_mbuf [\*], nb\_pkts\_received: uint16\_t) : void

+ send\_packets\_to\_port (port\_id: uint\_16, rte\_mbuf\_arr: rte\_mbuf [\*], nb\_pkts\_to\_send: uint16\_t) : void

+ drop\_packet (mbuf: rte\_mbuf) : void