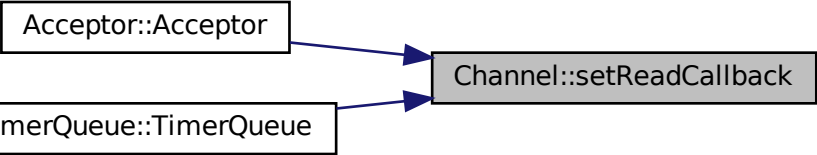


Acceptor::Acceptor

TimerQueue::TimerQueue

Channel::setReadCallback



```
graph LR; A[Acceptor::Acceptor] --> C[Channel::setReadCallback]; T[TimerQueue::TimerQueue] --> C;
```