```
+ void StartSession()
```

+ void EndSession()+ double GetSessionDuration()

- SessionManager

RollicSDK.Core.SessionManager
~ readonly IStorageStrategy

storage

+ SessionManager(IStorage
Strategy storageStrategy)

Strategy storageStrategy)
+ void StartSession()

+ void EndSession()
+ void PauseSession(

+ void PauseSession()+ void ResumeSession()+ double GetSessionDuration()