## RollicSDK.Core.Interfaces. ISessionManager

- + void StartSession()+ void EndSession()
- + double GetSessionDuration()

RollicSDK.Core.SessionManager

- + SessionManager(IStorage
- Strategy storageStrategy)
  + void StartSession()
- + void EndSession()+ void PauseSession()
- + void ResumeSession()
- + double GetSessionDuration()