

RollicSDK.Core.Interfaces.  
ISessionManager

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



RollicSDK.Core.SessionManager

~ readonly IStorageStrategy  
storage

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