

## CacheData

CacheData(uint8\_t\* data, size\_t size)

CacheData(const CacheData& other)

~CacheData()

void WaitOnCompletion()

uint8\_t\* GetDataLocation() const

## Cache

Cache() = default

~Cache()

void Init(CachePolicy\*, CopyPolicy\*)

std::unique\_ptr<CacheData>  
Access(uint8\_t\* data, size\_t size)

void Flush(int node = -1)

void Clear()

void Invalidate()