

```
#ifndef RECEIVER_H
#define RECEIVER_H
// TODO: remove these
// #define GOTO_IDLE_EXCEPTION 1000
// #define TIMEOUT_TIME 100

#include<windows.h>
#include "Buffer.h"
#include "s_control.h"
#include "utils.h"
#include "serial.h"
#include "exceptions.h"
#include "protocol.h"

class Receiver{
public:

    //static DWORD WINAPI thread(PVOID pvoid);
    Receiver();
    Receiver(Buffer *pBuffer, Serial *pSerial, Controller *pGUI):pBuffer_(pBuffer),
        pSerial_(pSerial),pGUI_(pGUI){}
    void run();
    void enterRVIMode();
    //void readPacket();

private:
    Buffer *pBuffer_;
    Serial *pSerial_;
    Controller *pGUI_;
    CRITICAL_SECTION cs_;

};

#endif
```