

```
#ifndef BUFFER_H
#define BUFFER_H

#include <windows.h>
#include <stdio.h>
#include <list>
#include "packet.h"

//when buffer reaches
#define BUFFMAX 30
// send RVI

#include "packet.h"
//when buffer reaches
#define BUFFMIN 5
// end RVI

class Buffer {
public:
    Buffer();
    ~Buffer(){ DeleteCriticalSection(&cs_); }
    void send(Packet p);    // add packet on the list
    Packet peek();          // returns next packet on list
    void pop();             // takes packet off list
    bool danger();          // send rvi
    bool safe();            // end rvi
    bool empty();
    std::list<Packet> packetList_;
private:
    CRITICAL_SECTION cs_;
    int count_;
    HANDLE hEvent_;
};

#endif BUFFER_H
```