```cpp
#ifndef _SERIAL_H
#define _SERIAL_H

#include <windows.h>
#include "packet.h"
#include "events.h"

#define PURGE_FLAGS PURGE_TXABORT | PURGE_TXCLEAR | PURGE_RXABORT | PURGE_RXCLEAR

class Serial {
public:
    bool connected_;
    Serial();
    static DWORD WINAPI thread(PVOID pvoid);
    void getNewPacket();
    char getNextChar();
    Packet getPacket(int timeout);
    bool sendPacket(Packet& packet);
    bool Serial::sendString(const char *str, size_t len);
    friend DWORD WINAPI serialThread(PVOID pvoid);
    bool connect(LPCTSTR port);
    bool disconnect();
    bool connected();
    void getString(std::string& data8);
    bool foundString(std::string s);
private:
    CRITICAL_SECTION portGuard_;
    Packet   packet_;
    bool     packetAvailable_;
    // Physical Port
    HANDLE hComm_;
    COMMPROP commProp_;
    COMMCONFIG commConfig_;
    DCB dcb_;
    // Thread
    HANDLE  thread_;
};

#endif
```