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#ifndef COMMOUT_H
#define COMMOUT_H

/*
*****
* CommOut.cpp
* Purpose: Sending completed packets from the buffer to the serial port.
* Additionally, CommOut handles the RVI process of receiving data and
* sending that to the GUI.
* Author: Max Wardell
* Version: 1.0
*****
*/

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

class CommOut {
public:
    //Constructor, initializes pointers the the GUI, buffer and serial port.
    //CommOut(Buffer *buffer, GUI *gui, Serial *serial):buffer_(buffer), gui_(gui),
    serial_(serial) {}
    CommOut(Buffer *buffer, Serial *serial, Controller * gui);
    void ConnectClient();
    void SendPacket();
    void RVIProcess();

private:
    Buffer *buffer_;
    Controller *gui_;
    Serial *serial_;
    Packet packet_;
};

#endif
```