class Packet

public functions:
- constructors
- add/remove/peek at Headers
- add/remove/peek at Tags
- fragmentation & reassembly

private data:
- Buffer object
- PacketMetadata object
- list of byte Tags
- list of packet Tags

class Buffer

public functions:
- Iterators to move byte buffer pointers forward or backward
- functions to read and write data of various sized chunks

private data:
- struct BufferData, a dynamically varying byte buffer to which data can be prepended or appended

class Tags

public functions:
- constructors
- templates to add, remove or peek at Tags of various types

private data:
- singly linked list of TagData structures, with a reference count

class PacketMetadata

public functions:
- static void Enable (void);
- static void EnableChecking ()

- methods to add/remove headers and trailers