FIFO Summary

- Scenario:
  - Data is big: `std::atomic<>::is_always_lock_free == false`
  - Transferring objects between real-time and non-real-time threads
- Trade-off:
  - Static FIFO size
  - Behaviour when FIFO full (block/drop/overwrite)
  - Potential overhead of copying when writing and reading from the FIFO
- Examples:
  - Logging, writing input to disk (recording), reading from disk, dispatching

Both Mutating