```
class Client:
    def __init__(self, rate, data=[]):
        self.rate = rate
        self.data = data

    def __str__(self):
        return str([str(self.rate), str(self.data)])

class Buffer:
    def __init__(self, buffersize, buffer=[])
        self.buffer = buffersize
        self.buffer = buffer

    def checkstate(self):
        if len(self.buffer)==0:
            return True

    def __str__(self):
        return str([str(self.buffer.size),
                              str(self-buffer)])

while True
        datatosend = input("Enter sting to send)
            if i< client.rate
                client.data.append(data_to_send[i])
            else:
                if count < buffer.buffer_size:
                    buffer.buffer.append(data_to_send[i]
            else
                print("Data loss "+datatosend
                                              [i])
```

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else
  j=0
   for i in range(0, len(data_send)+len(buffer.size)):
      if i<client.ratec:
         if len(buffer.buffer):
           client.data.append(buffer.buffer[0])
            def  buffer.buffer[0]
         else
           client.data.append(data to send[j])
             j+=1
     else:
        if len(buffer.buffer)<=buffer.buffer size:
           if  j<(data_to_send)
              buffer.buffer.append data_to send[j]
              j+=1
        else.
           if  j < len(data_to_send):
               print("Data Loss" +data to send[j])
               j+=1
print(buffer)
 print(client)
```