

```
1: /*Copyright [2016] <Albara Mehene> */
2: #ifndef RINGBUFFER_HPP
3: #define RINGBUFFER_HPP
4:
5: #include <boost/test/unit_test.hpp>
6:
7: #include <SFML/Graphics.hpp>
8: #include <SFML/System.hpp>
9: #include <SFML/Audio.hpp>
10: #include <SFML/Window.hpp>
11: #include <stdint.h>
12: #include <iostream>
13: #include <string>
14: #include <exception>
15: #include <stdexcept>
16: #include <vector>
17:
18: class RingBuffer{
19: public:
20:     explicit RingBuffer(int capacity);
21:     int size();
22:     bool isEmpty();
23:     bool isFull();
24:     void enqueue(int16_t x);
25:     int16_t dequeue();
26:     int16_t peek();
27:     void print_out();
28:     ~RingBuffer();
29: private:
30:     int16_t *first;
31:     int16_t *last;
32:     int16_t *array;
33:     int count;
34:     int cap;
35: };
36:
37: #endif
```