I’d need more information for this question to answer it more thoroughly. Given the task at hand, I would start by implementing a class given the specifications (attributes and functions). If the buffer has to support different types of objects, implementing a factory design pattern would be best, since the buffer would support the same type of object as a result of inheritance and the individual objects will make use of polymorphism when a function is called. Each object must have a time attribute that registers the time that the specific object has been used, which will later be used.