circbuf

This repository provides the <code>circbuf</code> package. This provides a <code>Buffer</code> object which is a circular (or ring) buffer. It has a fixed size, but can be written to infinitely. Only the last <code>size</code> bytes are ever retained. The buffer implements the <code>io.Writer</code> interface.

Documentation

Full documentation can be found on Godoc

Usage

The circbuf package is very easy to use:

```
buf, _ := NewBuffer(6)
buf.Write([]byte("hello world"))

if string(buf.Bytes()) != " world" {
    panic("should only have last 6 bytes!")
}
```