```
srsran::detail::byte
     buffer segment
+ byte_buffer_segment()
+ byte buffer segment()
+ capacity()
+ empty()
+ headroom()
+ length()
+ tailroom()
+ back()
+ back()
+ data()
  and 17 more...
  srsran::detail::byte
  buffer segment list
        ::node t
                              +next
+ byte_buffer_segment()
+ byte buffer segment()
             +head
             +tail
  srsran::detail::byte
   buffer_segment_list
+ byte_buffer_segment
   list()
+ byte_buffer_segment
   list()
+ operator=()
+ push back()
+ push_front()
+ pop_front()
+ pop back()
+ empty()
+ front()
+ front()
+ back()
```

+ back()