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Pr-2.2 Buffering

```cpp
// Rutina de interrupcion
void rutina_interrupcion(long scan_code) {
    std::lock_guard<std::mutex> lock(mtx);

    if (isFull()) {
        errorHandler();
        return;
    }

    buffer[fin] = scan_code;
    fin = (fin + 1) % N;
}
```

```cpp
// Rutina de procesamiento

void procesamiento() {
    std::lock_guard<std::mutex> lock(mtx)

    while (!isEmpty()) {
        long scan_code = buffer[inicio];
        inicio = (inicio + 1) % N;

        char character = convertScanCodeToChar(scan_code);

        std::cout << "Procesando carácter: " << character << std::endl;
    }
}

char convertScanCodeToChar(long scan_code) {
    return static_cast<char>(scan_code);
}
```