

```

class DBS_Peer(player) : STS_Peer(balancer, tracker, channel)
    chunk_to_play = 0                                ▷ /* next chunk to be sent to the player */
    previous = 0                                     ▷ /* previously received chunk */
    buffer = []

    function main(player, balancer, tracker, channel)
        :
        load_buffer()
        while player.connected or waiting_for_goodbye do
            get_chunk()                                ▷ /* receive one chunk */
            play_chunks()

            :
        function load_buffer()
            (x, sender) = get_chunk()
            chunk_to_play = x
            while  $\left( \begin{array}{l} x < \text{chunk\_to\_play} \text{ or } \\ ((x - \text{chunk\_to\_play}) \bmod \text{BUFFER\_SIZE}) \\ < \text{BUFFER\_SIZE}/2 \end{array} \right)$  do
                while x < chunk_to_play do
                    (x, sender) = get_chunk()

            prev = x

        function get_chunk()
            repeat
                (x, sender) = get_message()
            until x ≥ 0
            return (x, sender)

```