

```
class DBS_Peer: STS_Peer(load_balancer, player)
```

```
    function main(load_balancer, player)
```

```
        ⋮
```

```
        connected_splitter = STS_Peer.main(load_balancer, player)
```

```
        leave_team(connected_splitter)
```

```
    function process_control_message(message, sender)
```

```
        ⋮
```

```
        if message[0] = “goodbye” then
```

```
            remove_neighbor(sender)
```

```
        ⋮
```

```
    function remove_neighbor(sender)
```

```
        for all peers_list  $\in$  forward do
```

```
            peers_list.remove(sender)
```