

class DBS1 peer BS1 peer (load\_balancer, splitters\_tracker, channel)

**function** main(load\_balancer, splitters\_tracker, channel)

⋮

play\_chunks()

⋮

**function** load\_buffer()

( $x$ , sender) = get\_chunk()

chunk\_to\_play =  $x$

**while**  $x < \text{chunk\_to\_play}$  **or**  
( $x - \text{chunk\_to\_play}$ ) < BUFFER\_SIZE/2 **do**

**while**  $x < \text{chunk\_to\_play}$  **do**  
( $x$ , sender) = get\_chunk()

**return**  $x$

**function** get\_chunk()

**repeat**

( $x$ , sender) = get\_message()

**until**  $x \geq 0$

**return** ( $x$ , sender)