```
class DBS_Peer(player) : STS_Peer(balancer, tracker, channel)
    chunk_to_play = 0              ▷ /* next chunk to be sent to the player *
    previous = 0                   ▷ /* previosly 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 ⎛ x < chunk_to_play or                              ⎞ do
              ⎜ ((x − chunk_to_play) mod BUFFER_SIZE)            ⎟
              ⎝ < BUFFER_SIZE/2                                  ⎠
            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)
```