```cpp
 1: // Copyright 2015 <Angel Z'heondre Calcano>
 2: // PS5b
 3: #ifndef _RingBuffer_
 4: #define _RingBuffer_
 5: #include <stdint.h>
 6: #include <iostream>
 7: #include <string>
 8: #include <vector>
 9: #include <stdexcept>
10:
11: class RingBuffer{
12:   int _size, _first, _last, _currentcapacity;
13:   std::vector< double > _buffer;
14:  public:
15:   explicit RingBuffer(int x): _size(x) {
16:     if (x < 1)
17:       throw std::runtime_error("Constructor capacity must be > than 0");
18:     _first = _last = _currentcapacity = 0;
19:     for (int i = 0 ; i < x; i++)
20:       _buffer.push_back(100);
21:    }
22:   void RB();
23:   int size();
24:   bool isEmpty();
25:   bool isFull();
26:   void enqueue(int16_t x);
27:   int16_t dequeue();
28:   int16_t peek();
29: };
30: #endif
```