```cpp
#pragma once

#include <iostream>
#include <queue>
#include <mutex>

///// NOT THREAD SAFE /////
// actually doesnt need to be, only thing accessing the memory is the
// controller and the inputs
// f*ck it Im using a mutex, to lazy to think this through

class Memory {
    std::queue<FloorNum> mFloors;
    std::mutex mGuard;

    FloorNum mFireFloor;

public:
    FloorNum getFloor();
    FloorNum getDefaultFloor();
    void clearMem();
    void setFloor(FloorNum flr);
    bool isEmpty();

};
```