class Packet class Buffer public functions: constructors public functions: - add/remove/peek at Headers Iterators to move byte buffer - add/remove/peek at Tags pointers forward or backward fragmentation & reassemble - functions to read and write data of various sized chunks private data: - Buffer object private data: - PacketMetadata object struct BufferData, a - list of byte Tags dynamically varying byte - list of packet Tags ' buffer to which data can be prepended or appended class Tags class PacketMetadata public functions: public functions: constructors - static void Enable (void); - templates to add, remove - static void EnableChecking() or peek at Tags of various types - methods to add/remove headers and trailers private data: singly linked list of TagData structures, with a reference count