

DataCapture

```
+ static const int buffer  
_max_size  
# std::vector< DataCapture  
Frame > frameBuffer  
# int head  
# int tail  
# int buffer_size  
# std::mutex bufferMutex
```

```
+ bool isEmptyBuffer()  
+ bool isFullBuffer()  
+ virtual void pushFrame  
(const DataCaptureFrame  
&frame)  
+ virtual DataCaptureFrame  
popFrame()  
+ static DataCapture  
& getInstance()  
# DataCapture()  
# ~DataCapture()
```