



b

```
1. class System {
2. public:
3.     Producer p;
4.     Consumer c;
5.     FIFO fifo;
6.     void configuration() {
7.         p.pPush = &fifo;
8.         c.pPull = &fifo;
9.     }
10.};
11. class Producer {
12. public: IPush* pPush;
13. }
14. class Consumer {
15. public: IPull* pPull;
16. }
```