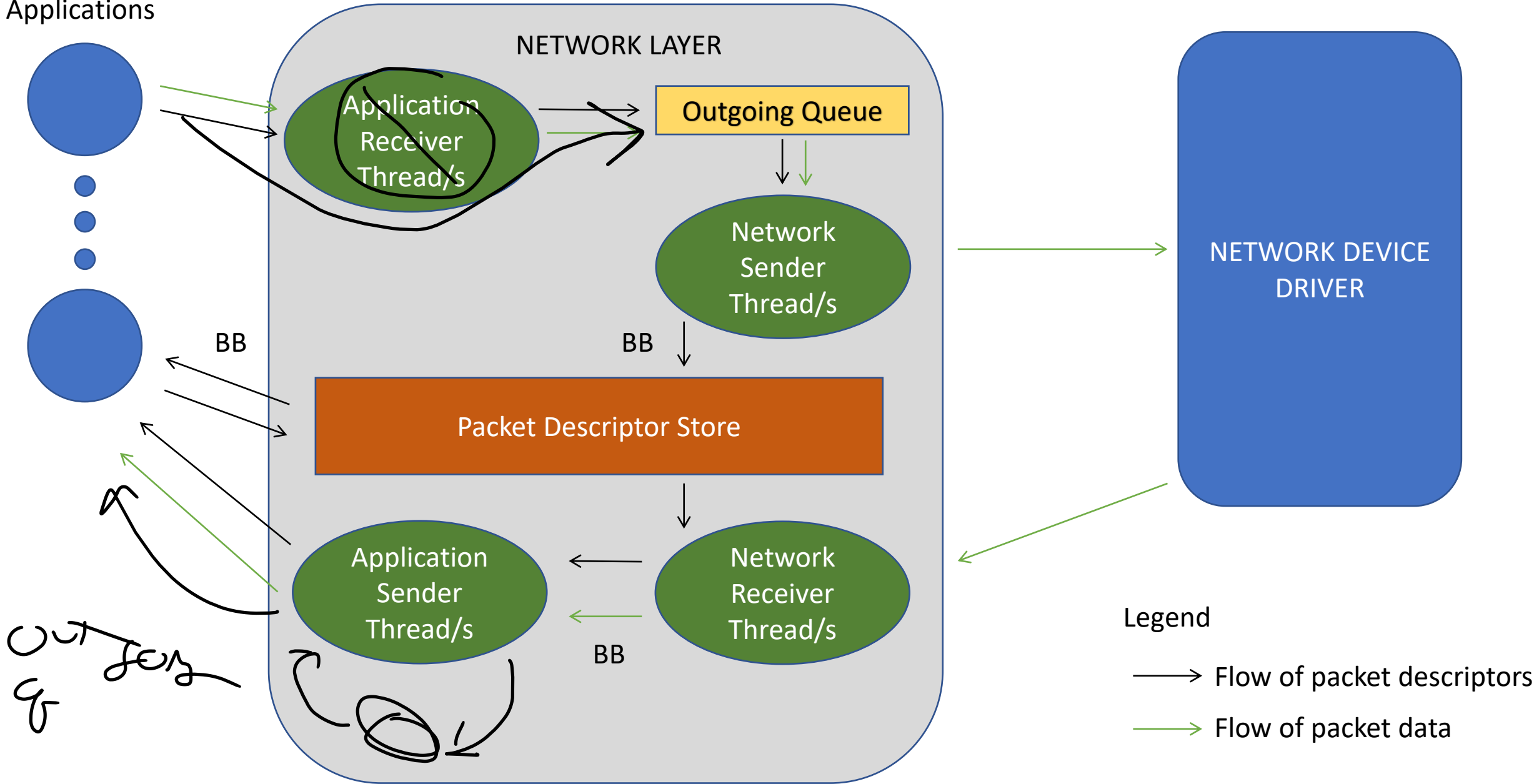


Applications



Bounded buffers hold single packet descriptors ? And associated data if needed, but there is no data in the toy project??