

```
/* Enqueue */
unsigned int kfifo_in(struct kfifo *fifo,
                     const void *from, unsigned int len);

/* Dequeue */
unsigned int kfifo_out(struct kfifo *fifo,
                     void *to, unsigned int len);

/* Peek */
unsigned int kfifo_out_peek(struct kfifo *fifo, void *to,
                          unsigned int len, unsigned offset);

/* Get size */
static inline unsigned int kfifo_size(struct kfifo *fifo);

/* Get queue length */
static inline unsigned int kfifo_len(struct kfifo *fifo);

/* Get available space */
static inline unsigned int kfifo_avail(struct kfifo *fifo);

/* Is it empty? */
static inline int kfifo_is_empty(struct kfifo *fifo);

/* Is it full? */
static inline int kfifo_is_full(struct kfifo *fifo);

/* Reset */
static inline void kfifo_reset(struct kfifo *fifo);

/* Destroy (kfifo_alloc()ed only) */
void kfifo_free(struct kfifo *fifo);
```