1. How would your code change if there were multiple packet types, and each occupied a different number of ring slots?
2. The tracker that we’ve built is essentially a monitor. Once it has abstracted the bits into high-level packets, we might want to use them to write checkers. What things might you check using the output from this monitor?

* Whether the package is going the path we expected. If the package doesn’t turn in expected mesh or turn in unexpected ones, the checker could print out a warning. If a package disappears without reaching its destiny, the checker could print out an error and basic info of the lost package.
* Whether there are two identical packages in the mesh.