

```
task Buffer is
  entry Append(item: in INTEGER);
  entry Remove(item: out INTEGER);
end;
```

```
task body Buffer is
  contents: array (1..n) of INTEGER;
  num: INTEGER range 0..n := 0;
  ipos, opos: INTEGER range 1..n := 1;
begin loop
  ...
```

```
begin loop
  select
    when num<n =>
      accept Append(item: in INTEGER) do
        contents(ipos) := item;
      end;
    ipos := (ipos mod n)+1; num := num+1;
  or
    when num>0 =>
      accept Remove(item: out INTEGER) do
        item := contents(opos);
      end;
    opos := (opos mod n)+1; num := num-1;
  end select;
end loop;
end Buffer;
```