#define arraysize 200 //no of peaks storing.

struct TemplateLibrary { // structure definition

int JumpMagnitude;

int Indexofc1;

int ShapeMagnitude;

int ShapeIndex;

int Toleranceofc2;

float AvgSteadyState;

float Toleranceofc3;

int SettlingTime;

int flag;

};

TemplateLibrary device[10]; //device database or Template Library

int Peaks[200]; //Storing of peaks

void setup() {

// put your setup code here, to run once:

}

void loop() {

// put your main code here, to run repeatedly:

}