**C2TrainingFindingShapeMagnitude**

#define arraysize 200

int Peaks[arraysize];

struct TemplateLibrary {

int JumpMagnitude;

int IndexofC1;

int ShapeMagnitude;

int ShapeIndex;

int ToleranceC2;

float AvgSteadyState;

float Tolerance;

int SettlingTime;

int flag;

};

TemplateLibrary device[10];

int a; //indexOfc1 c1's pass

int b; //jumpmagnitude c1's pass

int c;//Shapemagnitude c1's pass

int d; //shapeIndex c1's pass

int i;

void findShapeMagnitude() {

int index=a; // local variable for indicating the point of implementation of C2

int newMagnitude=b; //local variable for succesive magnitude comparision

for( i=index+1;i<=arraysize;i++)

{

if (Peaks[i]>newMagnitude) //condition for finding maxima

{

newMagnitude=Peaks[i];

}

else

{

break;

}

}

c=newMagnitude; // returning the peak

d=i; //returning index of peak

}