

Filter\_\*.h

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graph TD; A[Filter_*.h] --> B[Impulse Response Based]; A --> C[Transfer Function Based];
```

### Impulse Response Based

**Class Name:**

*FIR\_Filter*

**Function Declaration:**

***void** initializeFIR\_Filter(void)*

***bool** runBlock(void)*

***void** terminate(void) {}*

### Transfer Function Based

**Class Name:**

*FD\_Filter*

**Function Declaration:**

***void** initializeFD\_Filter(void)*

***bool** runBlock(void)*

***void** terminate(void) {}*