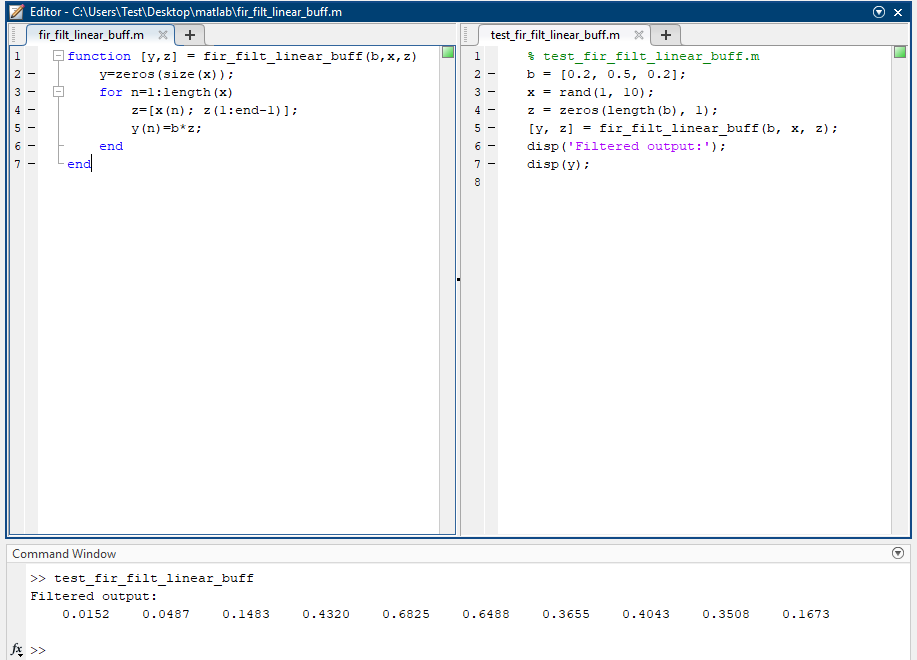
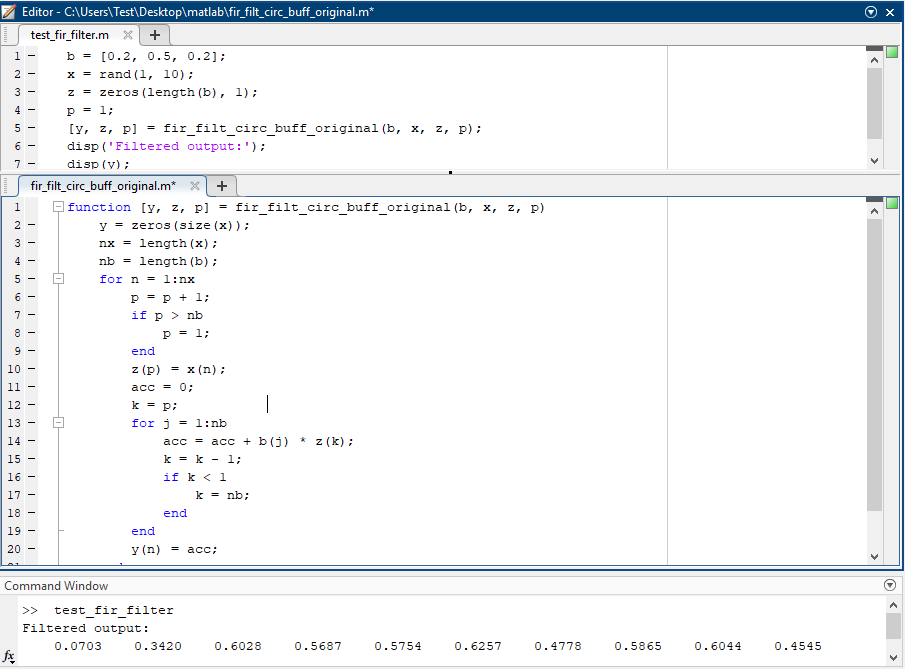
**Linear Buffer Implementation**



**Circular Buffer Implementation**



**Low Pass Filter**

