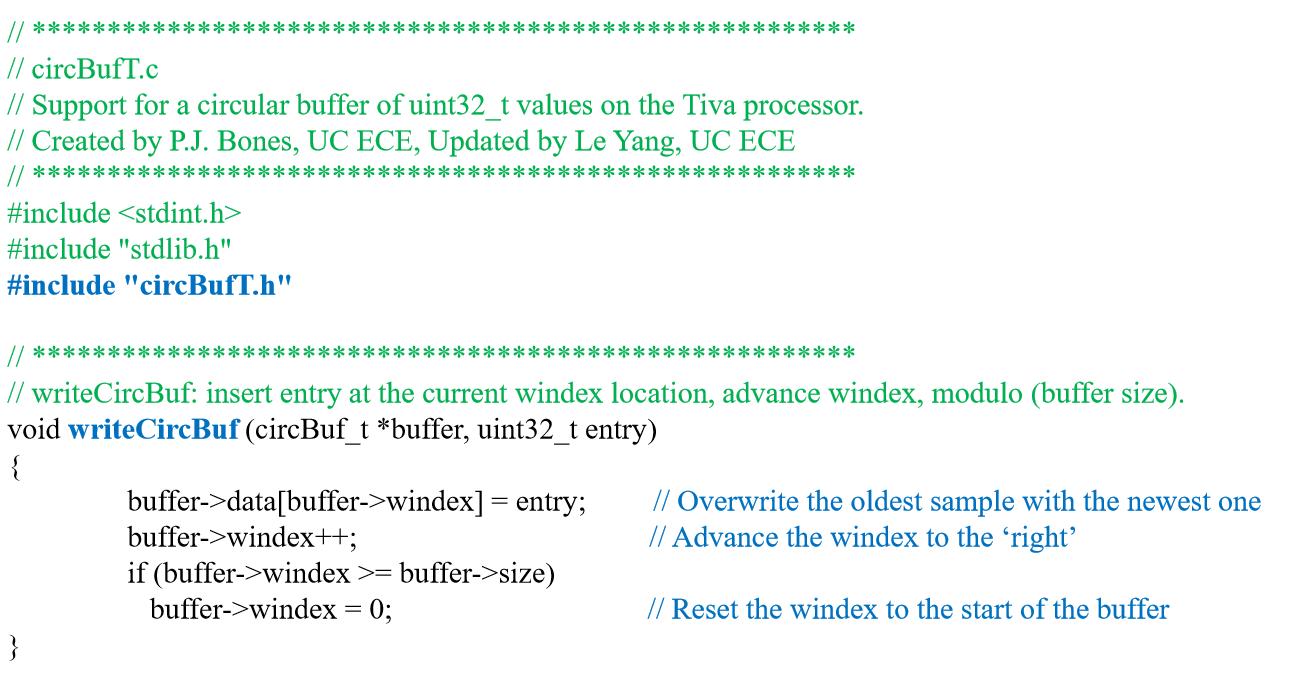
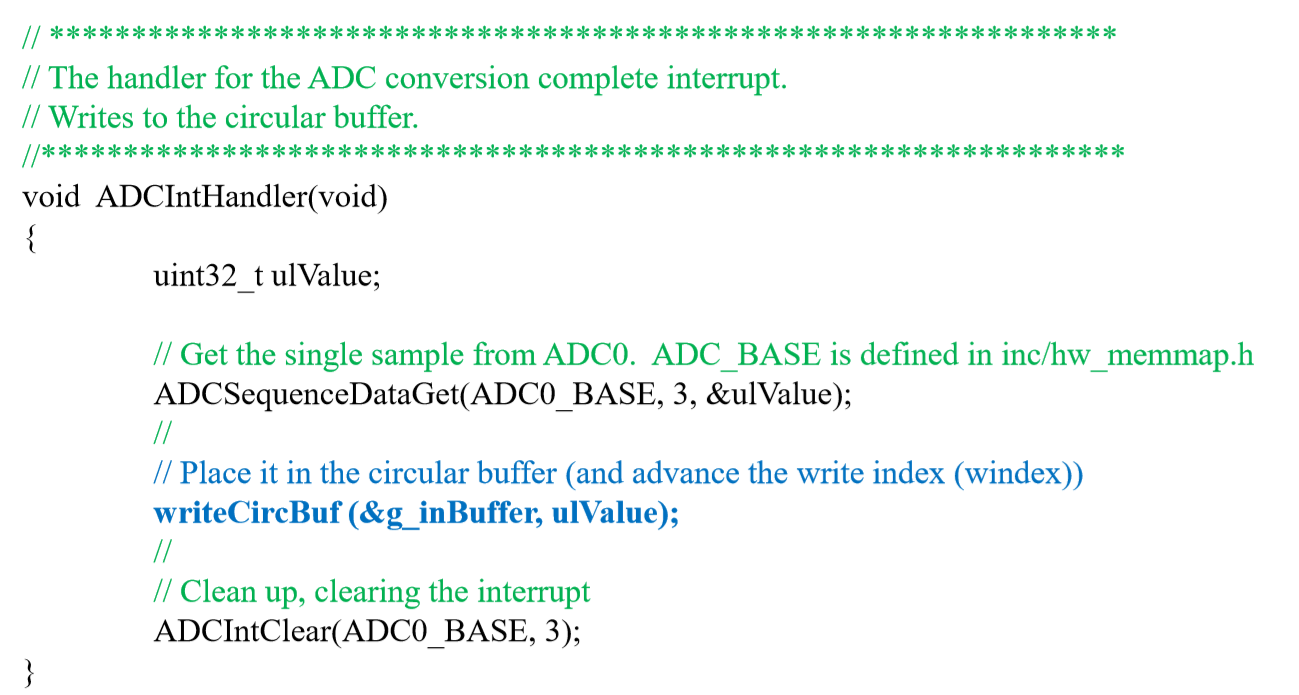
**Buffering**

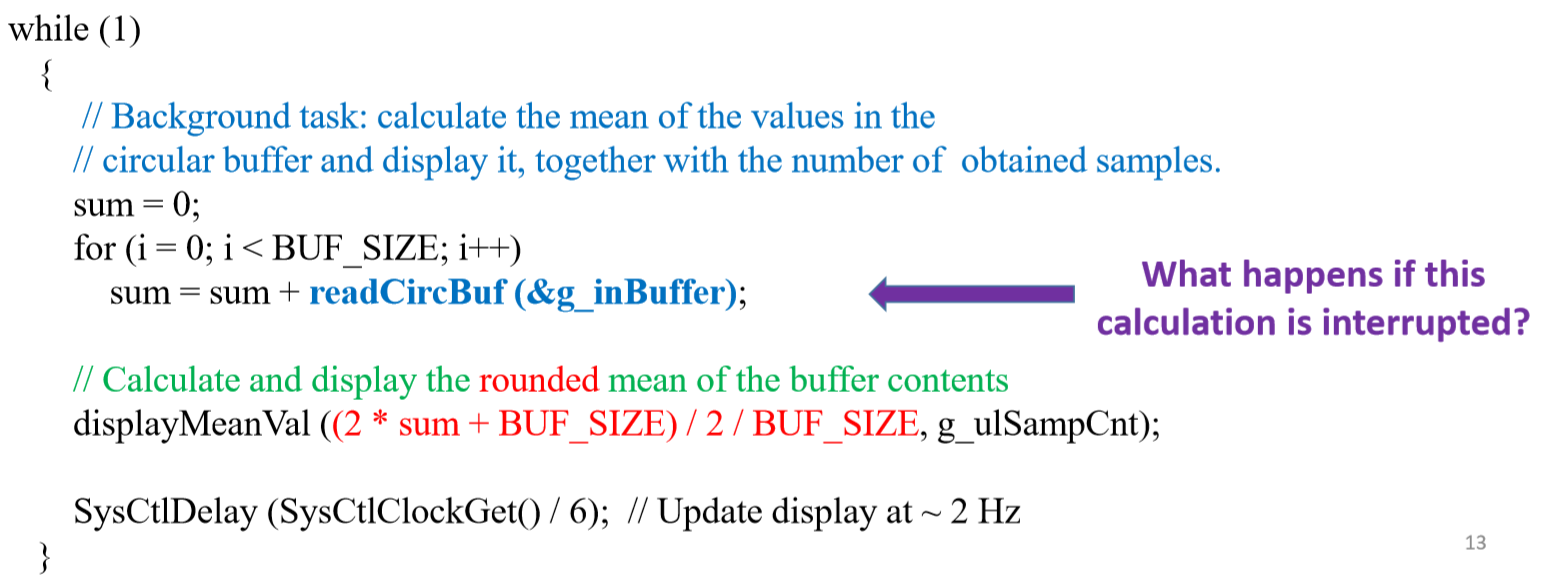
****circBufT.c

ADCdemo1.c

In the initialization section of the program before the infinite while loop:

* Initialize Circ Buffer so can wright and read from it = **initCircBuf** (&g\_inBuffer, BUF\_SIZE);





Buffer is still read from