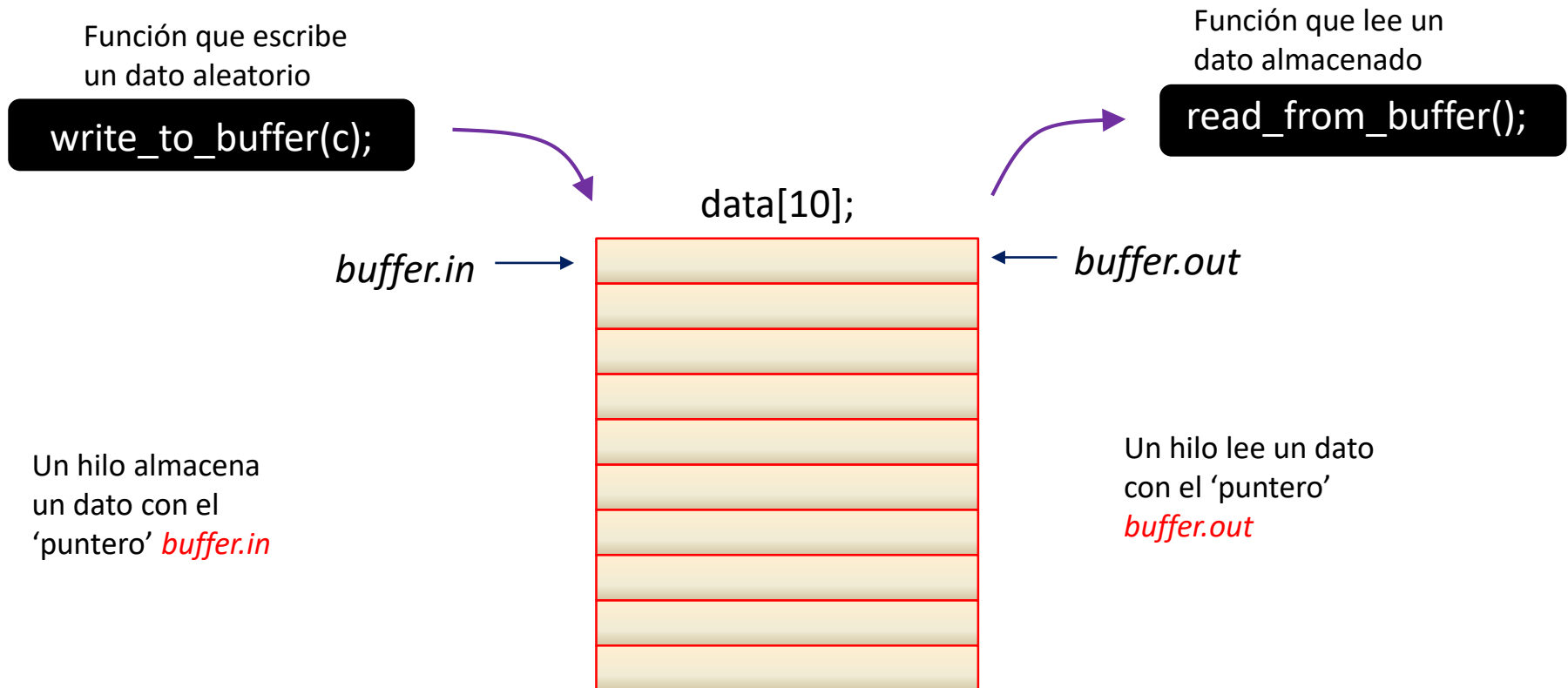
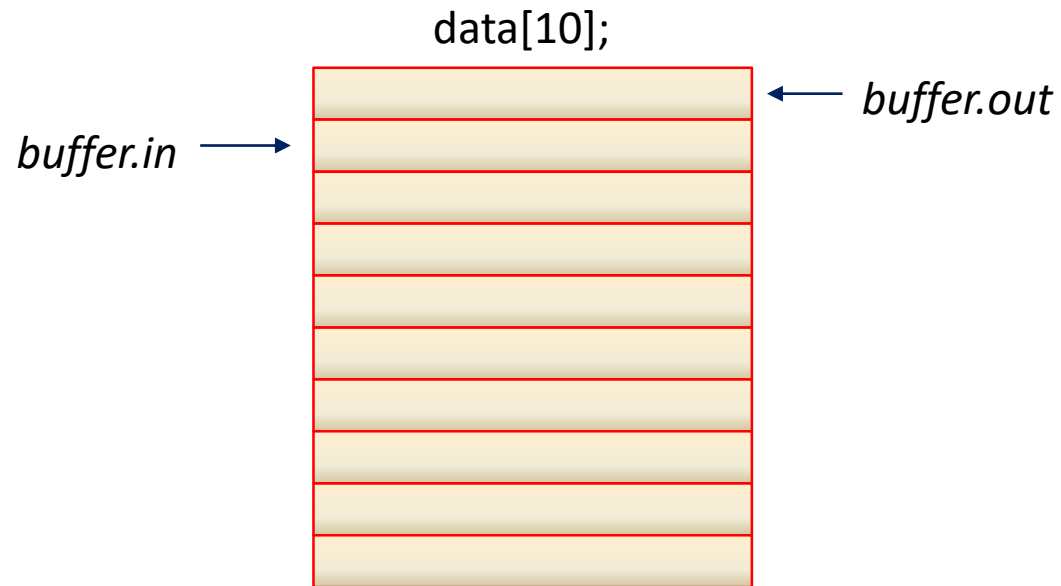


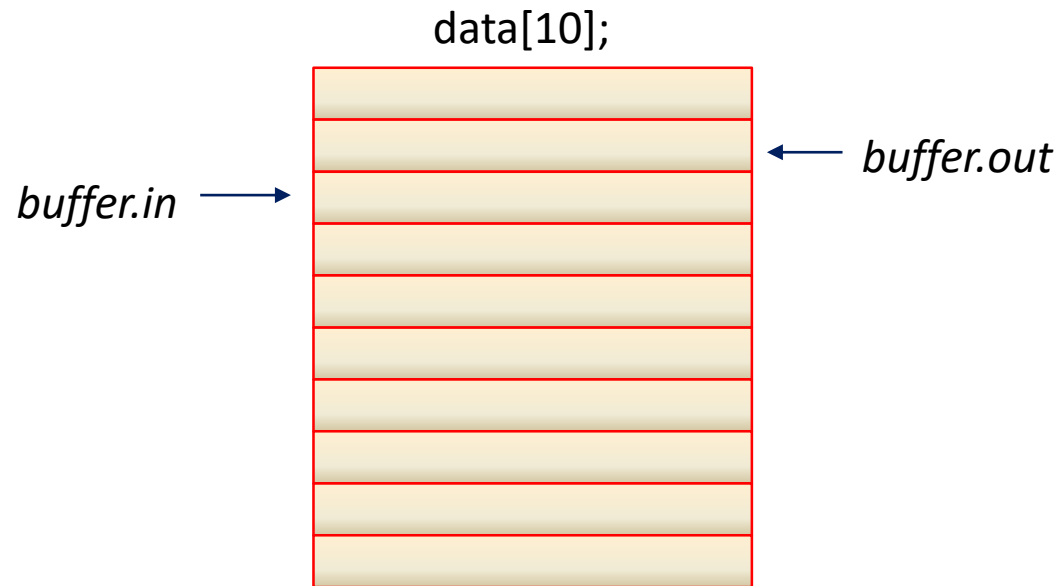
Buffer circular



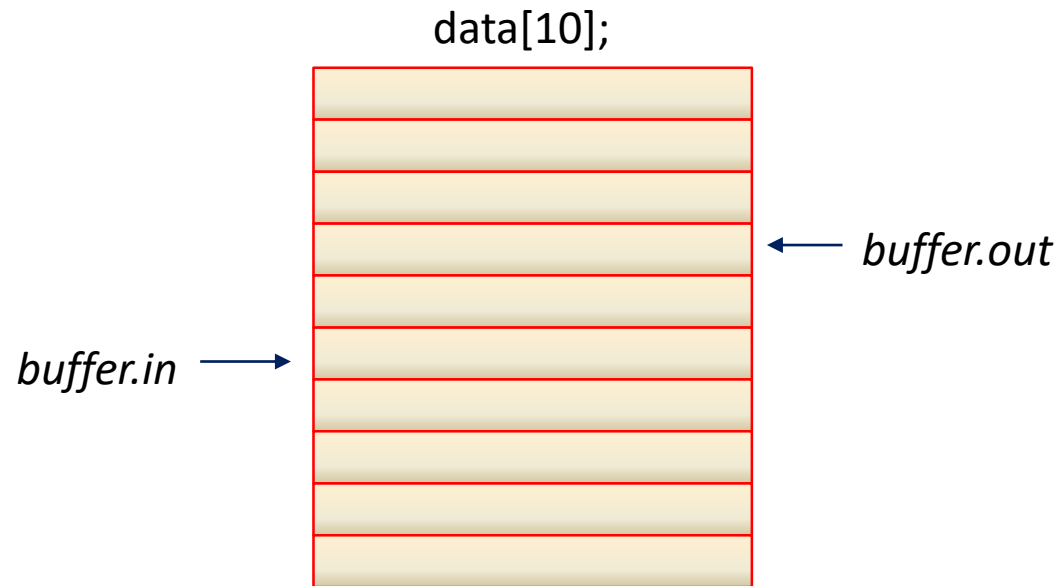
Buffer circular



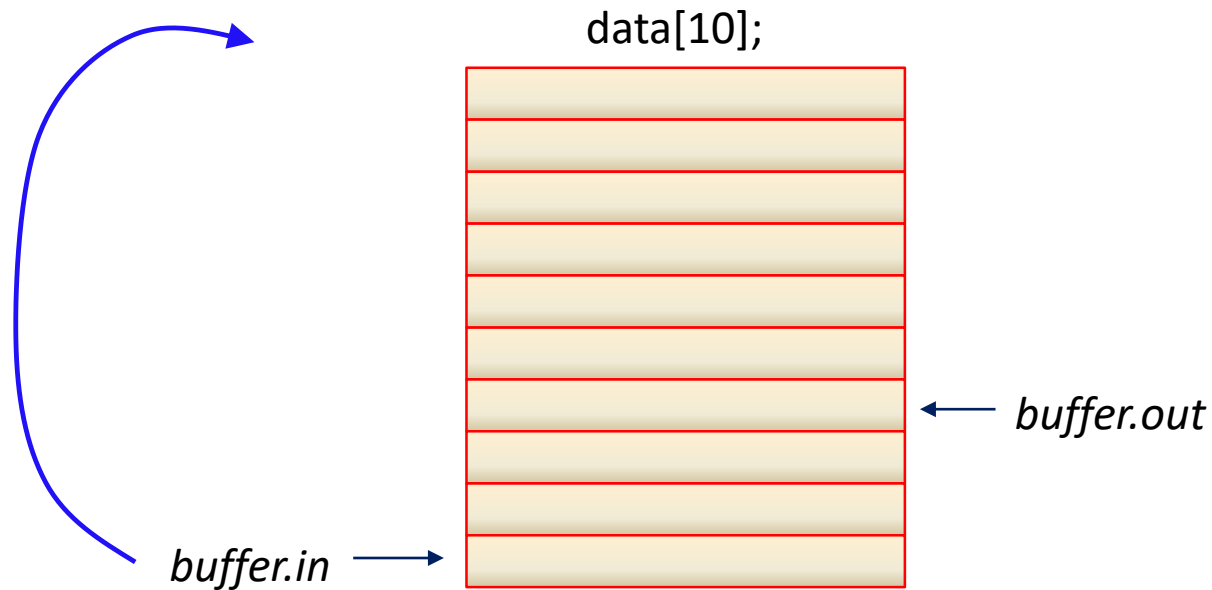
Buffer circular



Buffer circular

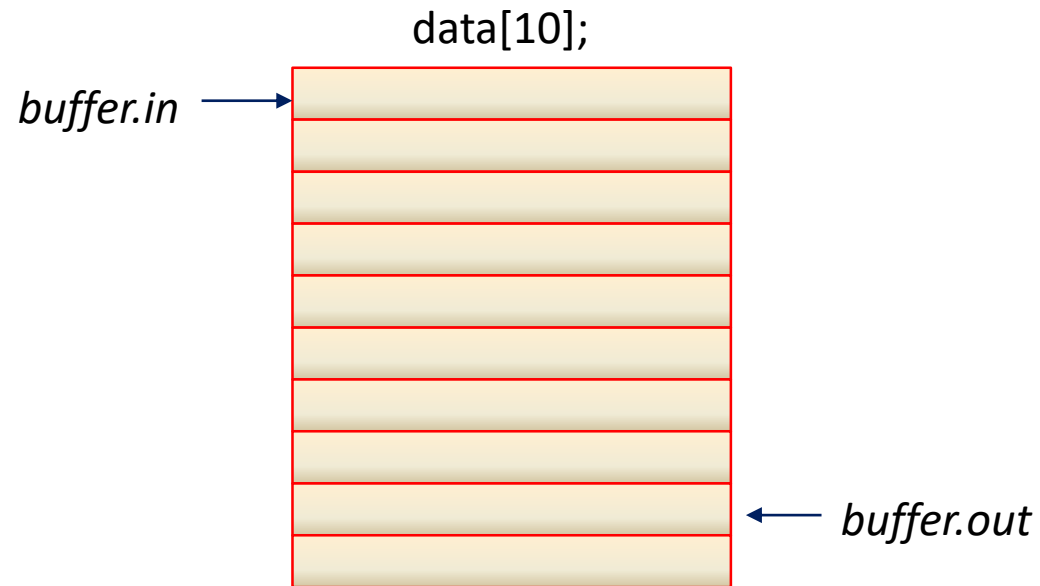


Buffer circular

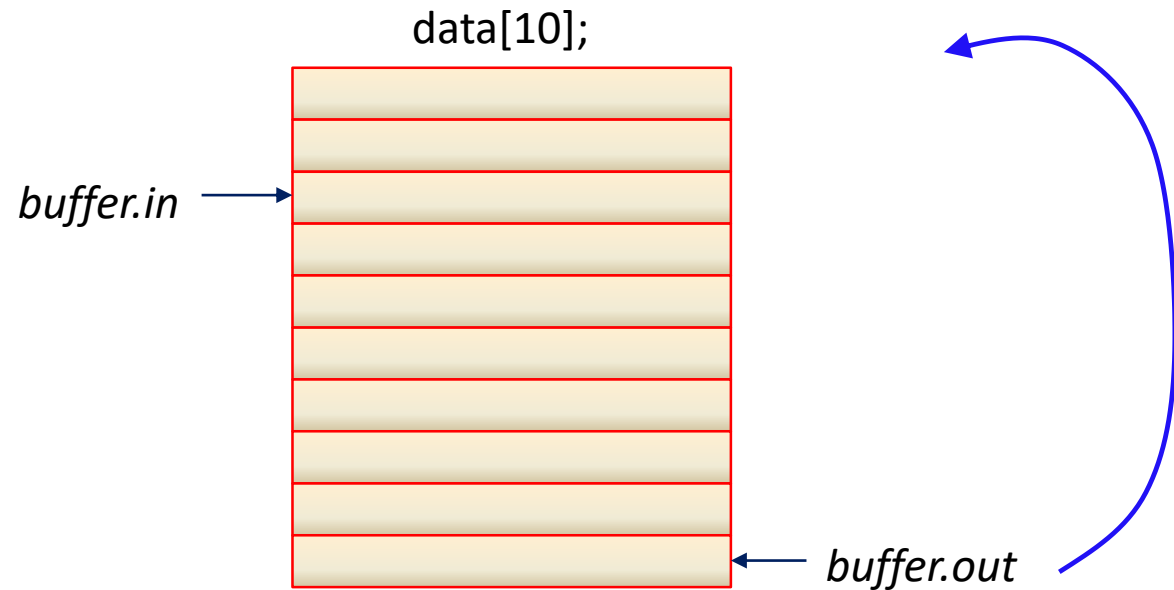


Cuando el 'puntero' *buffer.in* llega a 10 se inicia en 0, por eso se llama buffer circular

Buffer circular



Buffer circular



Cuando el 'puntero' *buffer.out* llega a 10 se inicia en 0, por eso se llama buffer circular

Buffer circular

