

Entradas:  
INPUT, FLAG\_RS,  
DEPTH, LENGTH

Interleaver

Saída:  
OUTPUT, FLAG\_INTRLV

store

depth\_counter := 0;  
address\_counter := 0;  
address := 0;  
height\_counter := 0;  
i := 0; t := 0;  
FLAG\_INTRLV := 0;

Flag?

No

Yes

GravarRAM  
(INPUT,  
address\_counter);

height\_counter  
< 15 ?

No

Yes

height\_counter :=  
height\_counter + 1;  
address\_counter :=  
address\_counter +  
DEPTH;

depth\_counter :=  
depth\_counter + 1;  
height\_counter := 0;  
address\_counter :=  
depth\_counter;

depth\_counter  
< DEPTH ?

Yes

No

address := 0;  
FLAG\_INTRLV := 1;

LerRAM  
(OUTPUT, address)

address <  
LENGTH ?

No

address :=  
address + 1;

Yes

Fim

flush