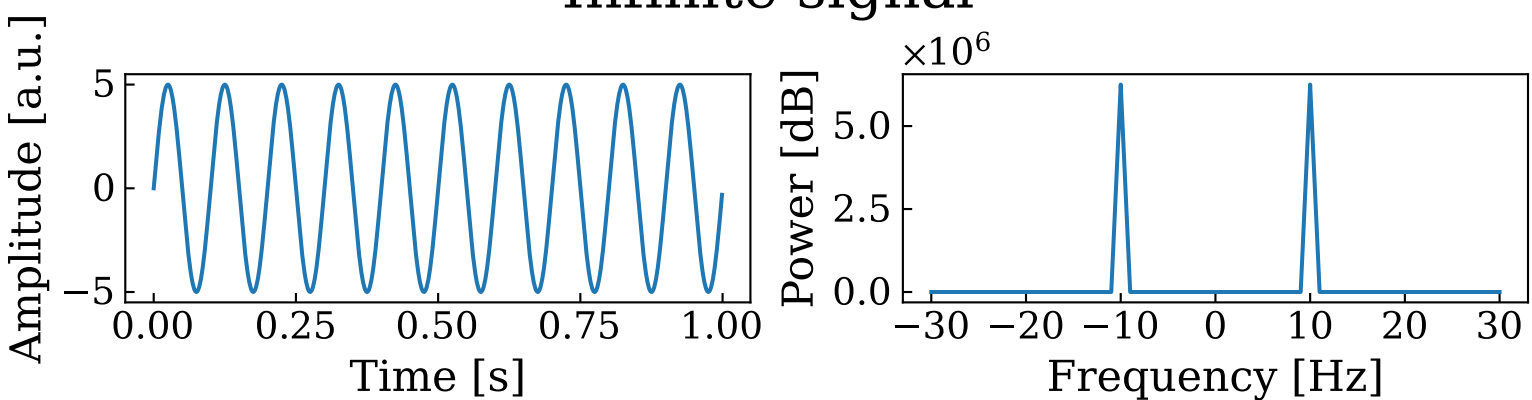
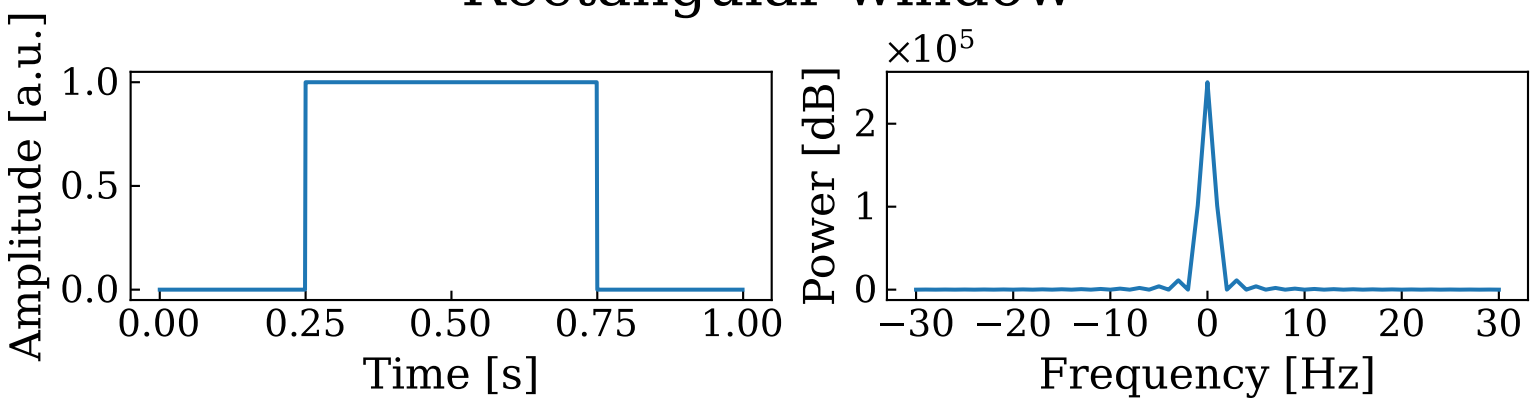


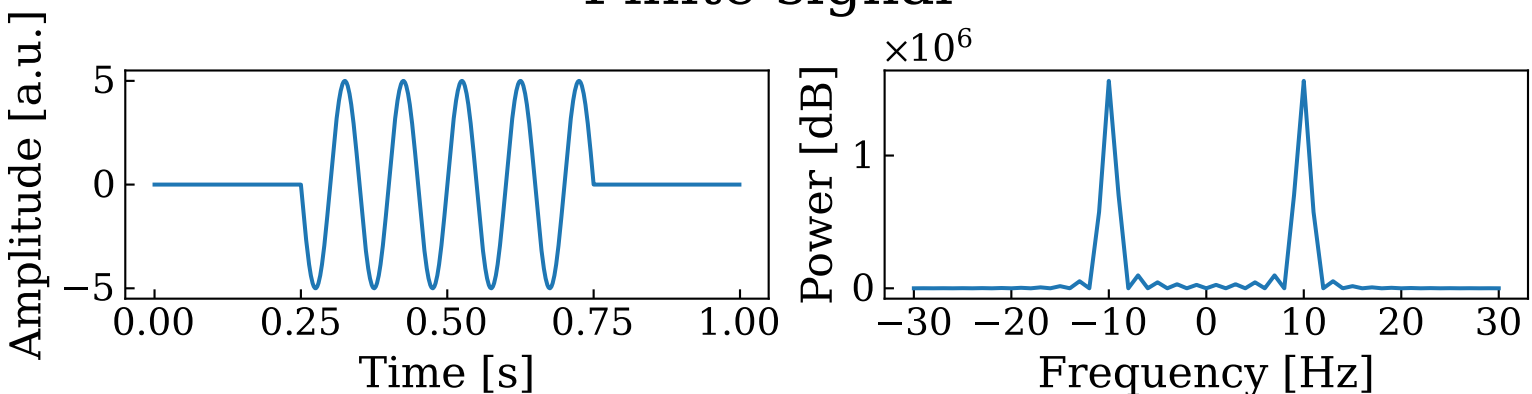
## Infinite signal



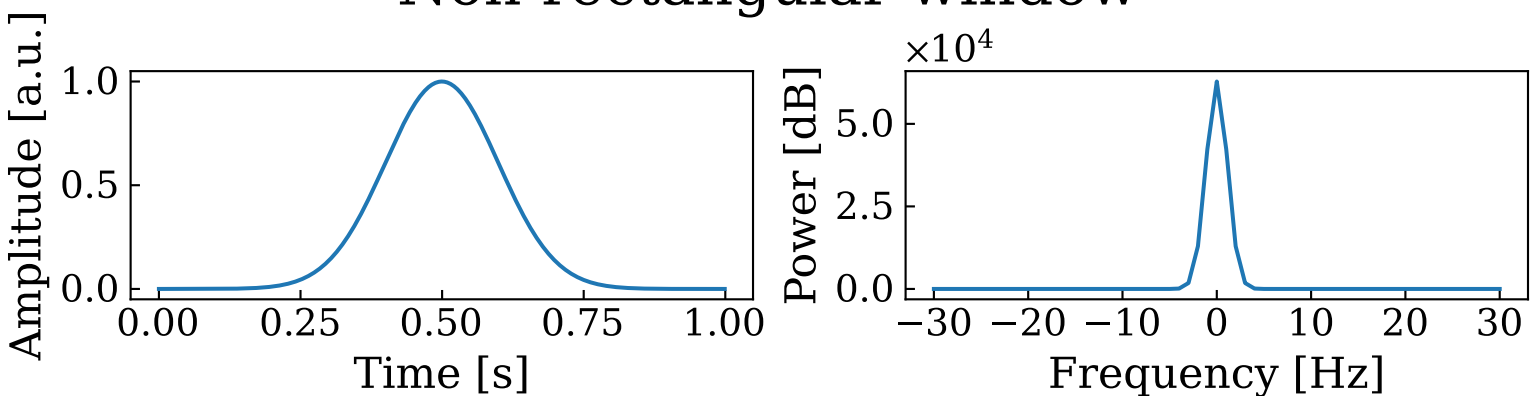
## Rectangular window



## Finite signal



## Non-rectangular window



## Smoothed finite signal

