

Computation.h

```
Computation (int loopOneStart, int loopOneEnd,  
             int loopTwoStart,int loopTwoEnd,  
             QueueHandle_t &refParamQueue);
```

```
void compute();
```

```
int loopOneStart;  
int loopOneEnd;  
int loopTwoStart = 0;  
int loopTwoEnd = 10000;
```

```
QueueHandle_t *queue;
```