

# DSIP

## Correlation

### Code:

```
#include <conio.h>
#include <graphics.h>
#include <stdio.h>
#define origX 320
#define origY 240

void axis(int type, int x, int y, int length) {
    int i;
    if (type == 0) {
        line(x - length, y, x + length, y);
        outtextxy(x + length, y + 10, "Time Steps");
    }
    else {
        line(x, y - length, x, y + length);
        outtextxy(x - 10, y - length, "X(n)");
    }
}

void impulse(int x, int val) {
    int new_x = origX + 30*x;
    int new_y = origY - 30*val;
    char x_label[2], y_label[2];
    y_label[0] = (char) (abs(val) + 48);
    y_label[1] = '\0';
    x_label[0] = (char)(abs(x)+48);
    x_label[1] = '\0';
    line(new_x, origY, new_x, new_y);
    outtextxy(new_x, new_y - 10, y_label);
    outtextxy(new_x, origY + 10, x_label);
}

void show_graph(int x[50][2], int l, int colour) {
    int i;
    if (colour == 0)
        setcolor(RED);
    else
        setcolor(YELLOW);
    for (i = 0; i < l; i++)
        impulse(x[i][0], x[i][1]);
    setcolor(WHITE);
}

int main() {
    int gd = DETECT, gm;
```

```

int i, j, k, len_x, len_h;
int min_h, max_h;
int min_x;
int x[50][2], h[50][2];
int result[50][2];
initgraph(&gd, &gm, "");
axis(0, origX, origY, 240);
axis(1, origX, origY, 200);
printf("Enter the length of the signal: ");
scanf("%d", &len_x);
printf("Enter the values of the signal in the form (index, value)\n");
for (i=0; i<len_x; i++)
    scanf("%d %d", &x[i][0], &x[i][1]);
show_graph(x, len_x, 0);
printf("Enter the length of the impulse: ");
scanf("%d", &len_h);
printf("Enter the values of the signal in the form (index, location)\n");
for (i=0; i<len_h; i++)
    scanf("%d %d", &h[i][0], &h[i][1]);

i = 0;
for (j = -h[len_h-1][0] + x[0][0]; j <= -h[0][0]+x[len_x-1][0]; j++) {
    result[i][0] = j;
    result[i][1] = 0;
    min_x = x[0][0];
    for (k = 0; k < len_h; k++) {
        if ((h[k][0]+j) >= x[0][0] && (h[k][0]+j) <= x[len_x-1][0])
            result[i][1] += h[k][1] * x[h[k][0]+j-min_x][1];
    }
    i++;
}

printf("Result\n");
for (i = 0; i < (len_x+len_h-1); i++)
    printf("%d --> %d\n", result[i][0], result[i][1]);
show_graph(result, (len_x + len_h - 1), 1);
getch();
closegraph();
return 0;
}

```

Output:

