

```
float->float filter FIR(int N) {  
    int srcBuffer[N];  
    int srcEnd = 0;  
    ...  
    work push 1 pop 1 {  
        srcBuffer[srcEnd] = pop();  
        float sum = 0;  
        for (int i=0; i<N; i++) {  
            sum += weights[i] * srcBuffer[(srcEnd + i + 1) % N];  
        }  
        push(sum);  
        srcEnd = (srcEnd + 1) % N;  
    }  
}
```