

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