

```

float->float filter WC(int n)
{
    float[n] window;
    int windowPos;
    ...
    work push 2 pop 2
    {
        push(pop()*window[windowPos]);
        push(pop()*window[windowPos]);

        windowPos++;
        if(windowPos >= n)
        {
            windowPos = 0;
        }
    }
}

```

(a)

```

float->float filter WC(int n)
{
    float[n] window;
    ...
    work push 2*n pop 2*n
    {
        for (int wp = 0; wp < n; wp++) {
            push(pop() * window[wp]);
            push(pop() * window[wp]);
        }
    }
}

```

(b)

```

float->float filter WC(int n)
{
    float[n] window;
    ...
    work push 2 pop 2
    {
        push(pop()*window[iter() % n]);
        push(pop()*window[iter() % n]);
    }
}

```

(c)