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;

}

}

(a)

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();

}

}

(b)