

**Filter\_\*.h**

**Convolution  
(Impulse Response)**

**Class Name:**

*FIR\_Filter*

**Function Declaration:**

***void** initializeFIR\_Filter(void)*

***bool** runBlock(void)*

***void** terminate(void) {}*

**Overlap-save  
(Impulse Response)**

**Class Name:**

*FD\_Filter*

**Function Declaration:**

***void** initializeFD\_Filter(void)*

***bool** runBlock(void)*

***void** terminate(void) {}*

**Overlap-save  
(Transfer Function)**

**Class Name:**

*FD\_Filter\_20181110*

**Function Declaration:**

***void** initializeFD\_Filter\_20181110(void)*

***bool** runBlock(void)*

***void** terminate(void) {}*