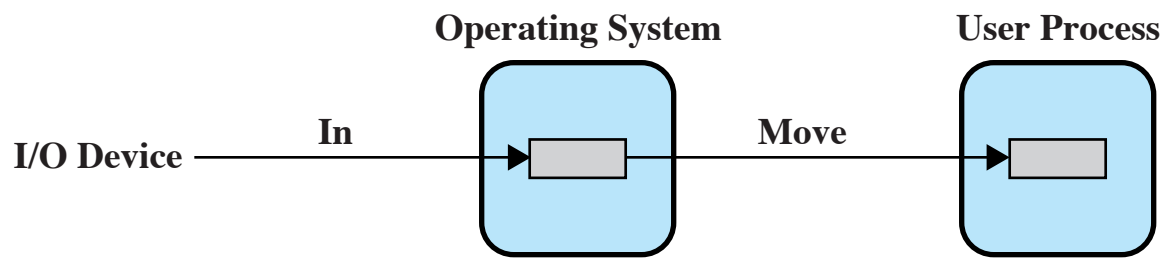
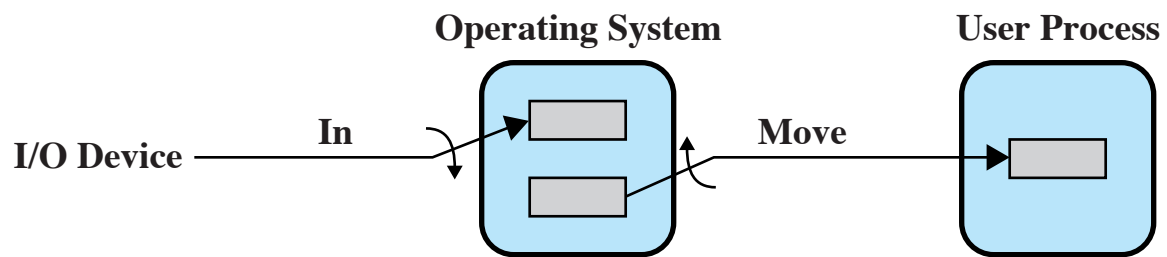


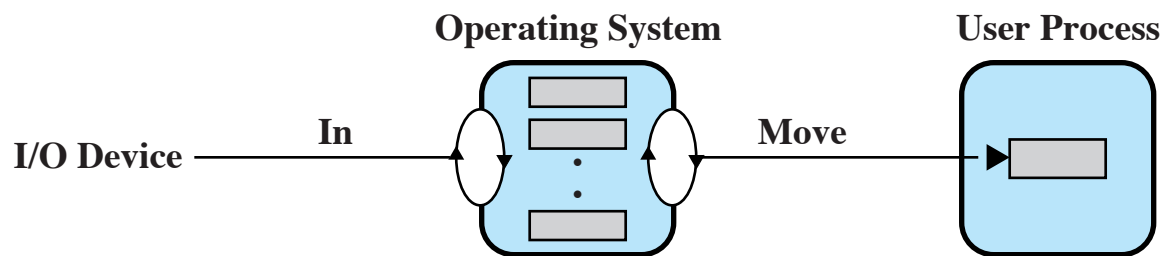
(a) No buffering



(b) Single buffering



(c) Double buffering



(d) Circular buffering

**Figure 11.5 I/O Buffering Schemes (input)**