



```
*****  
* convolve.c  
***** /
```

```
/* Standard includes */  
#include <assert.h>  
#include <math.h>  
#include <stdlib.h> /* malloc(), realloc() */
```

```
/* Our includes */  
#include "base.h"  
#include "error.h"  
#include "convolve.h"  
#include "klt_util.h" /* printing */
```

```
#define MAX_KERNEL_WIDTH 71
```

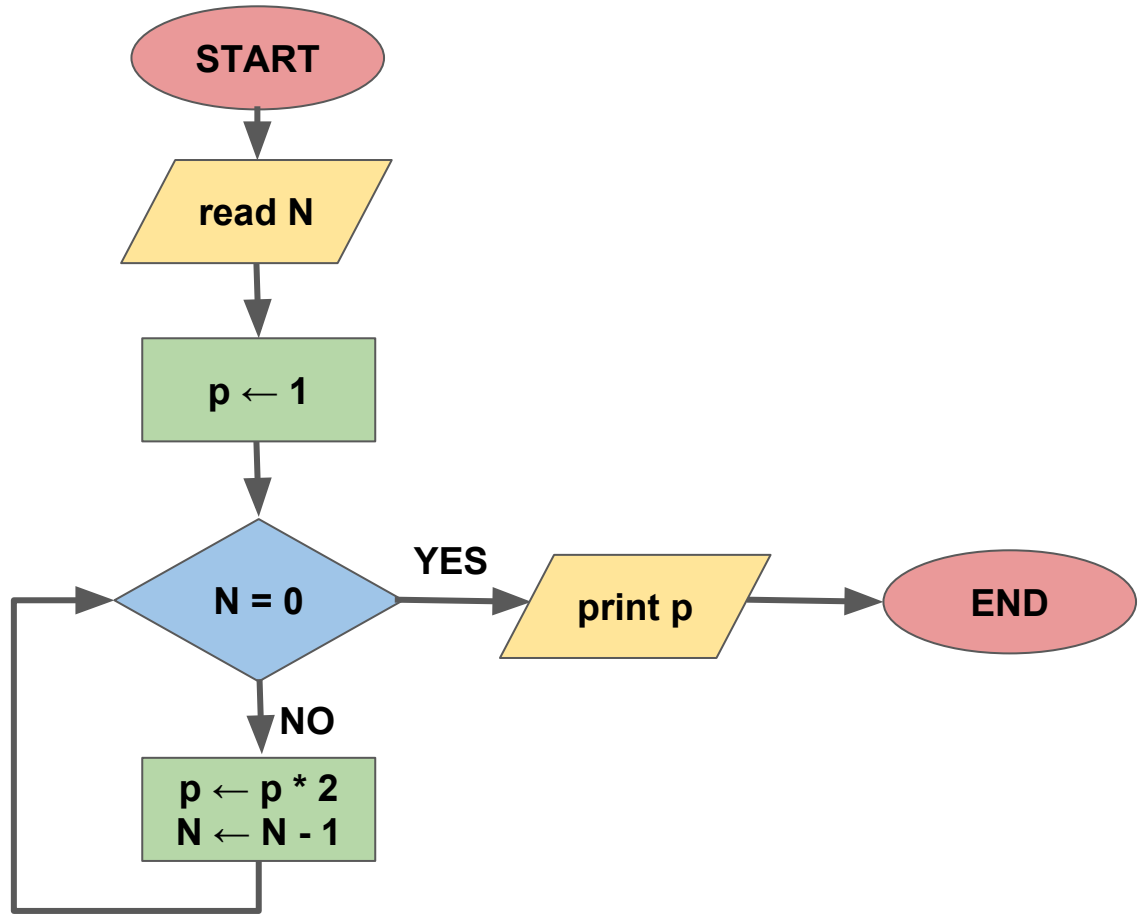
```
typedef struct {  
    int width;  
    float data[MAX_KERNEL_WIDTH];  
} ConvolutionKernel;
```

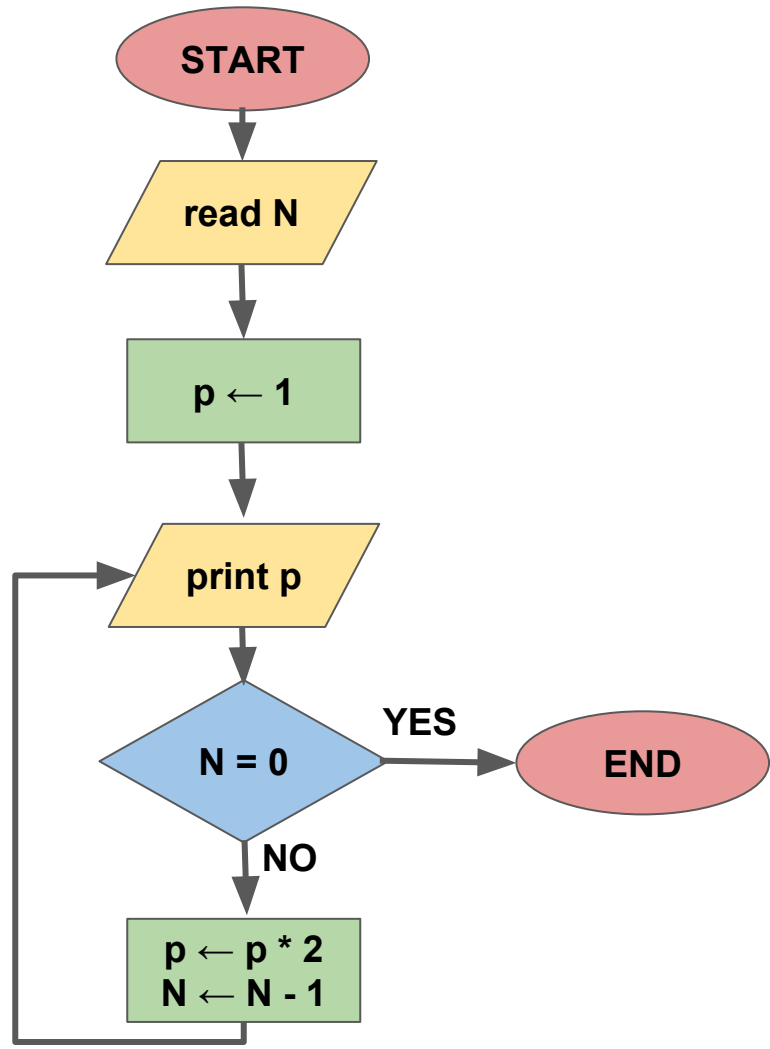
```
/* Kernels */
```

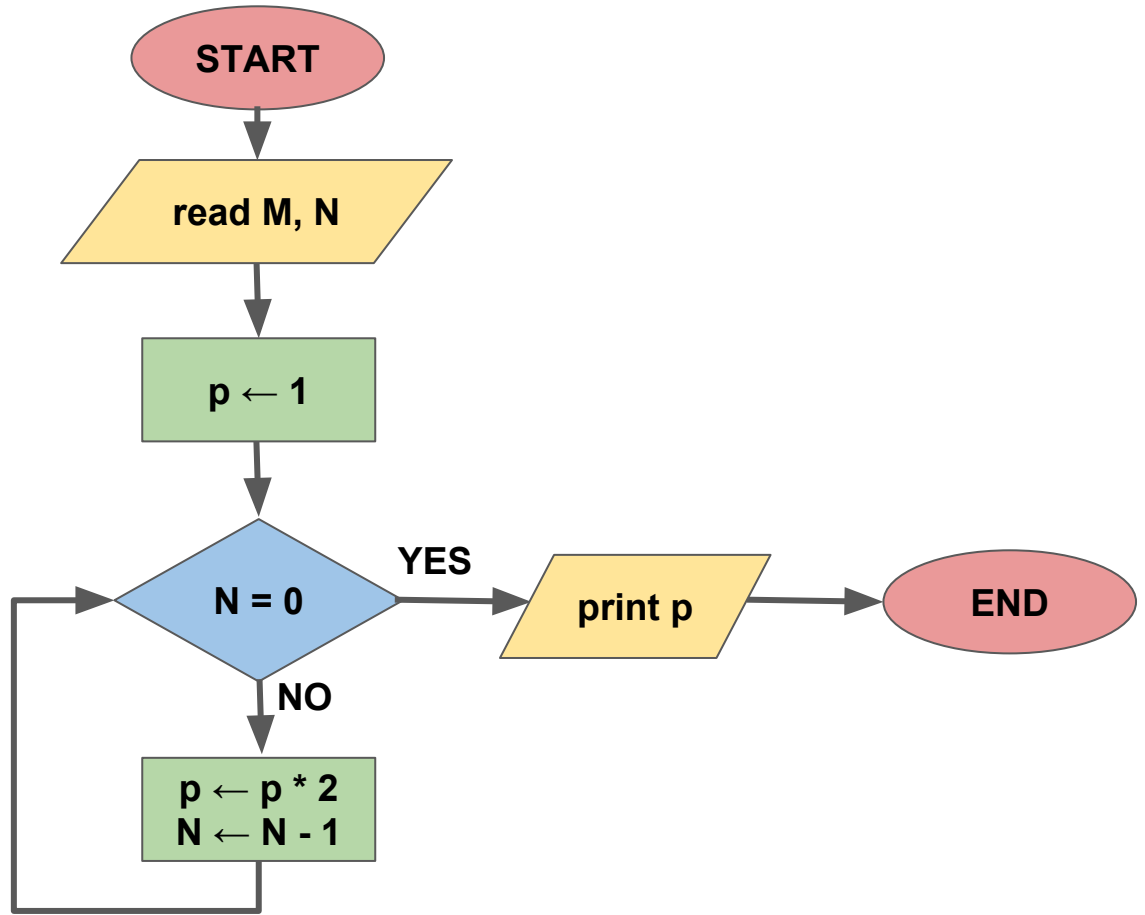
# Fundamentals of Programming

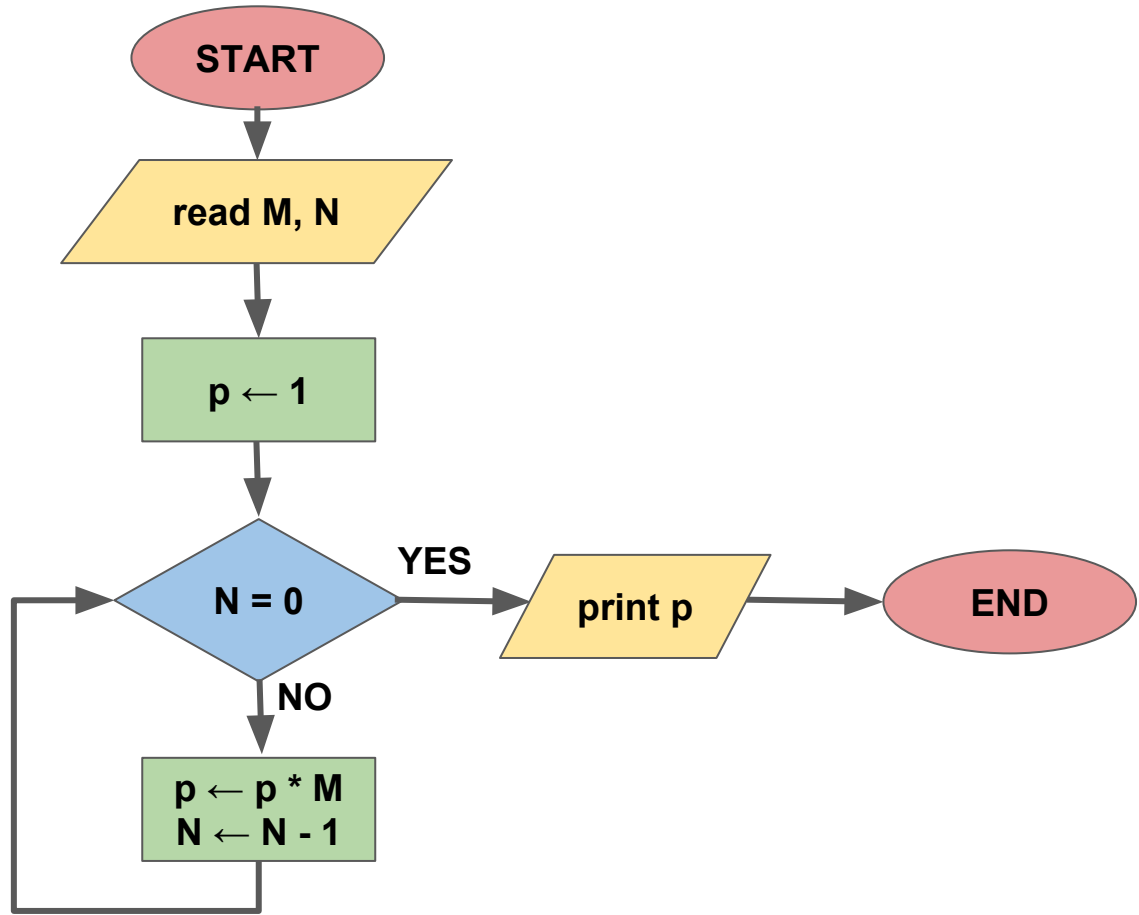
## session 6

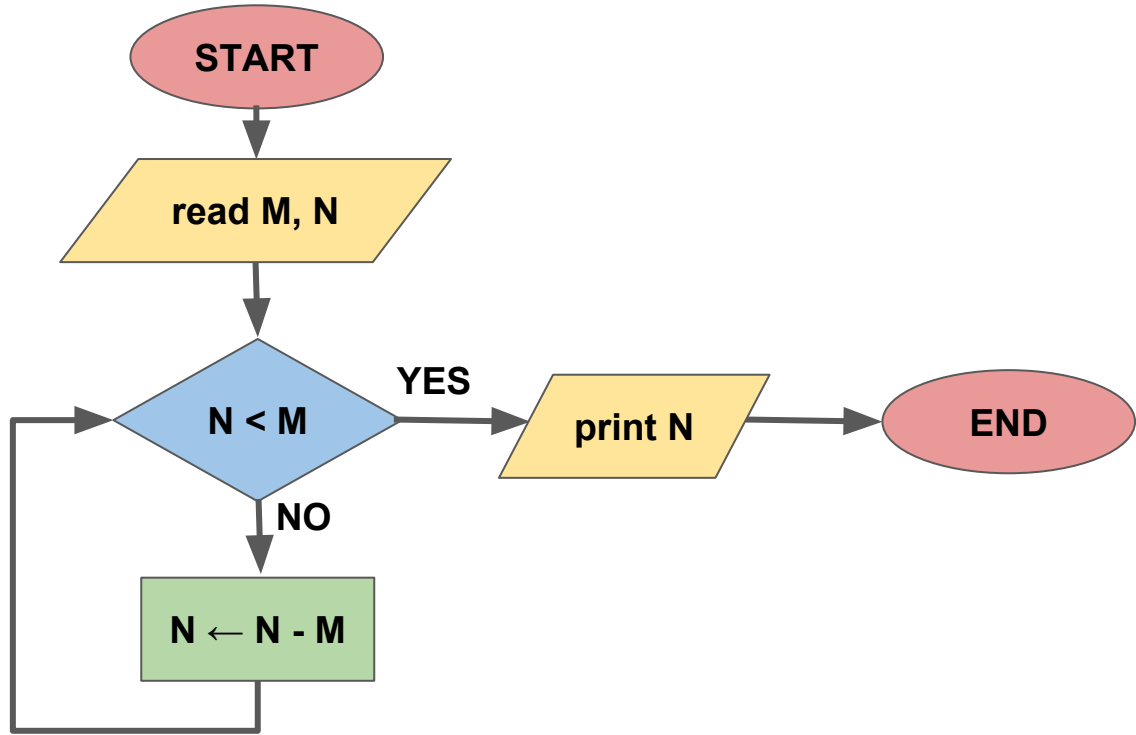
More on flowcharts

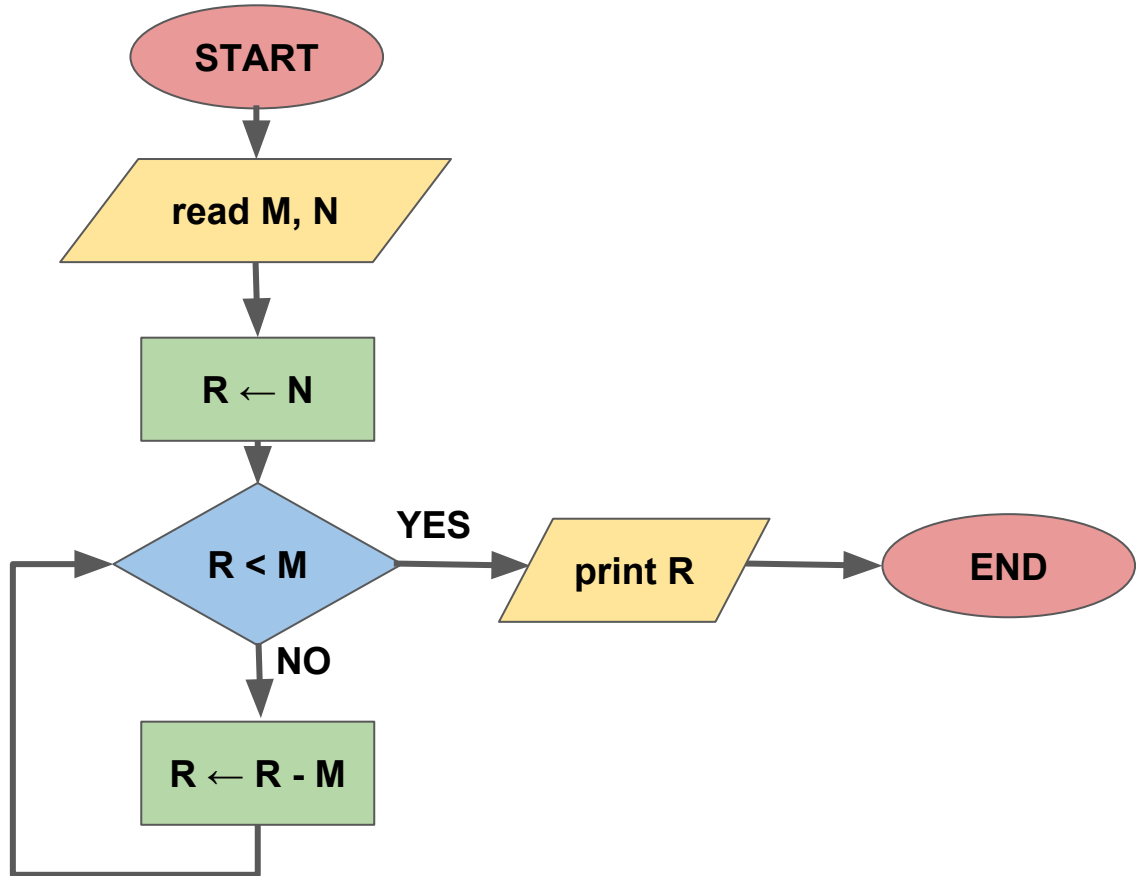


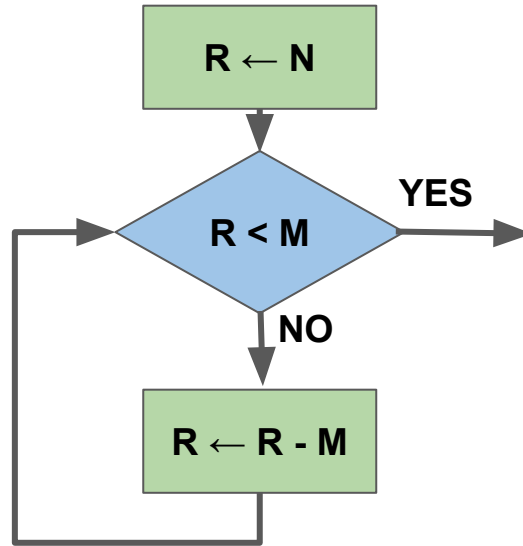




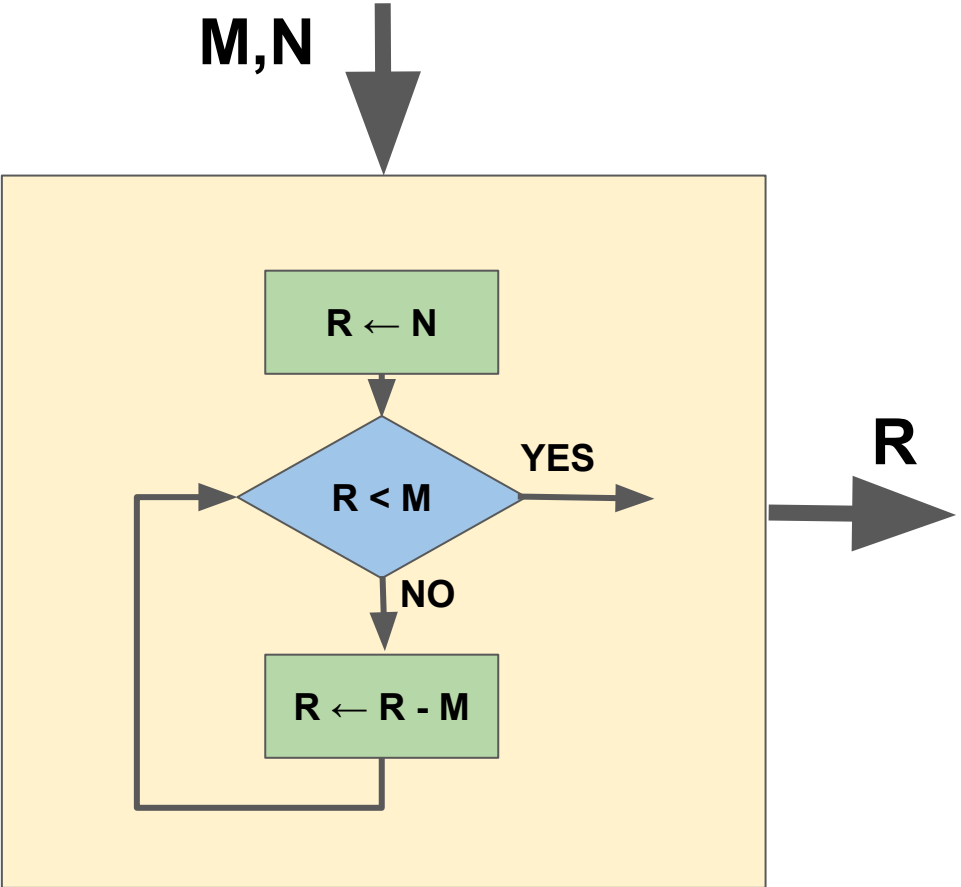




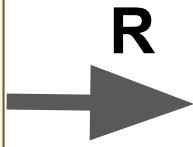
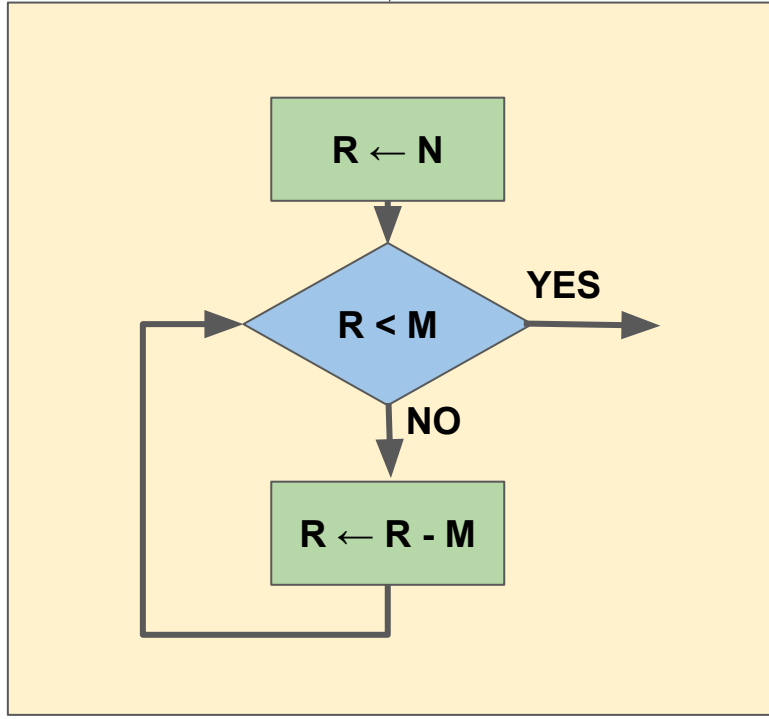








**M,N**



**R ← N rem M**

**R ← N % M**

