



Save



Undo



```
*****  
* 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
```

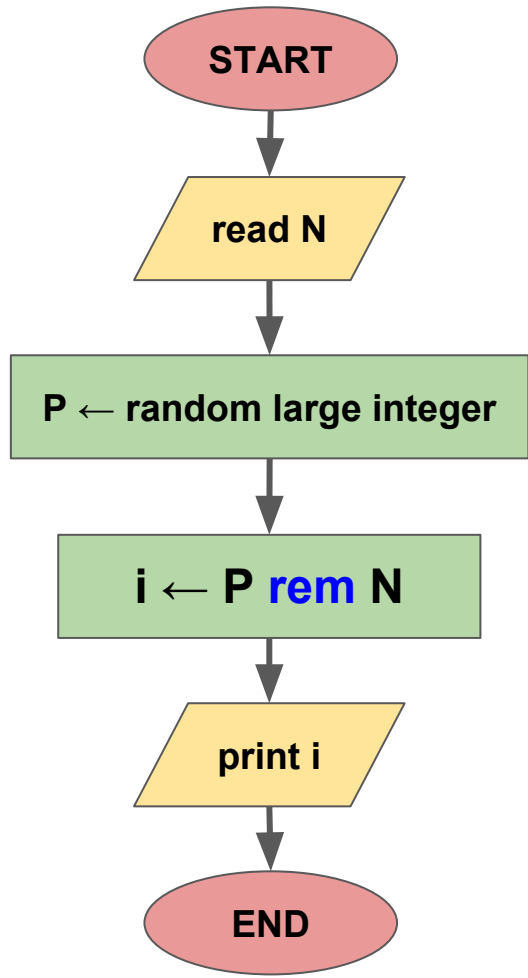
```
typedef struct {  
    int width;  
    float data[MAX_KERNEL_WIDTH];  
} ConvolutionKernel;
```

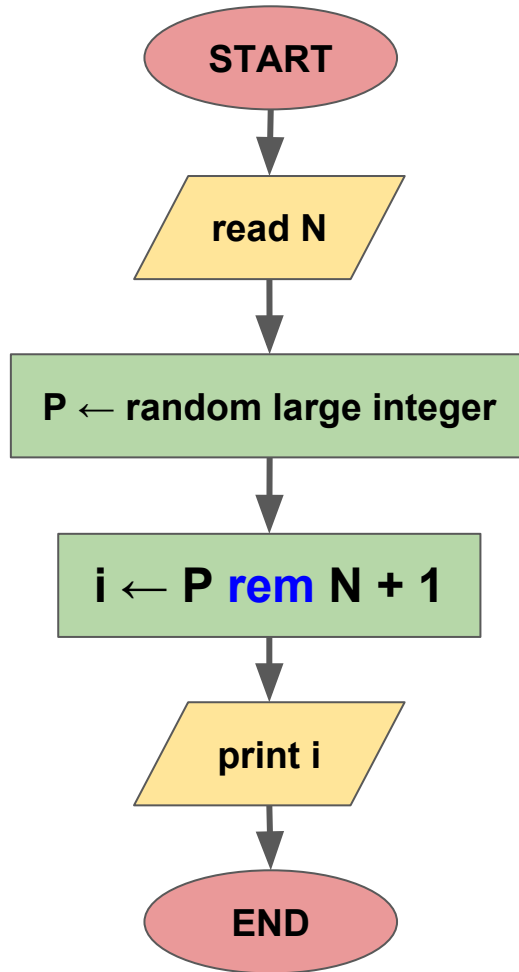
```
/* Kernels */
```

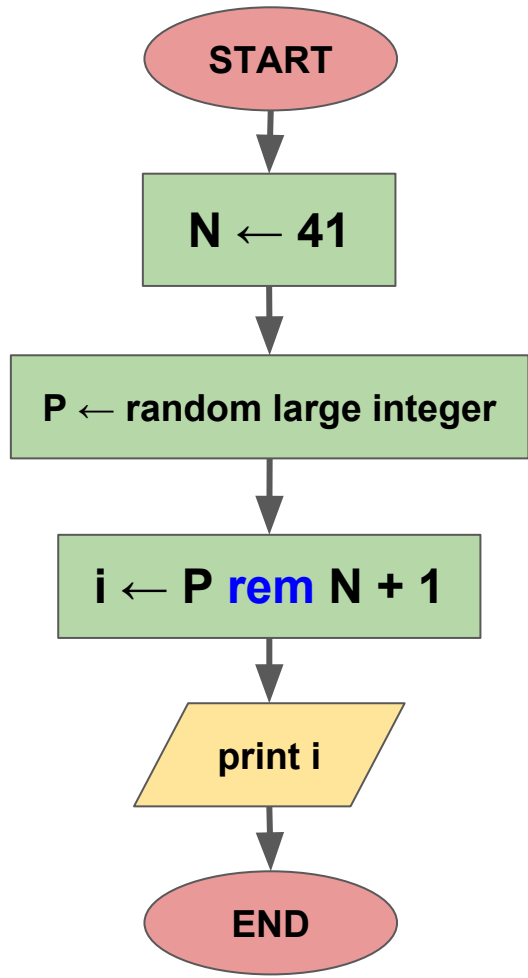
Fundamentals of Programming

session 7

More on flowcharts,
Intro to C

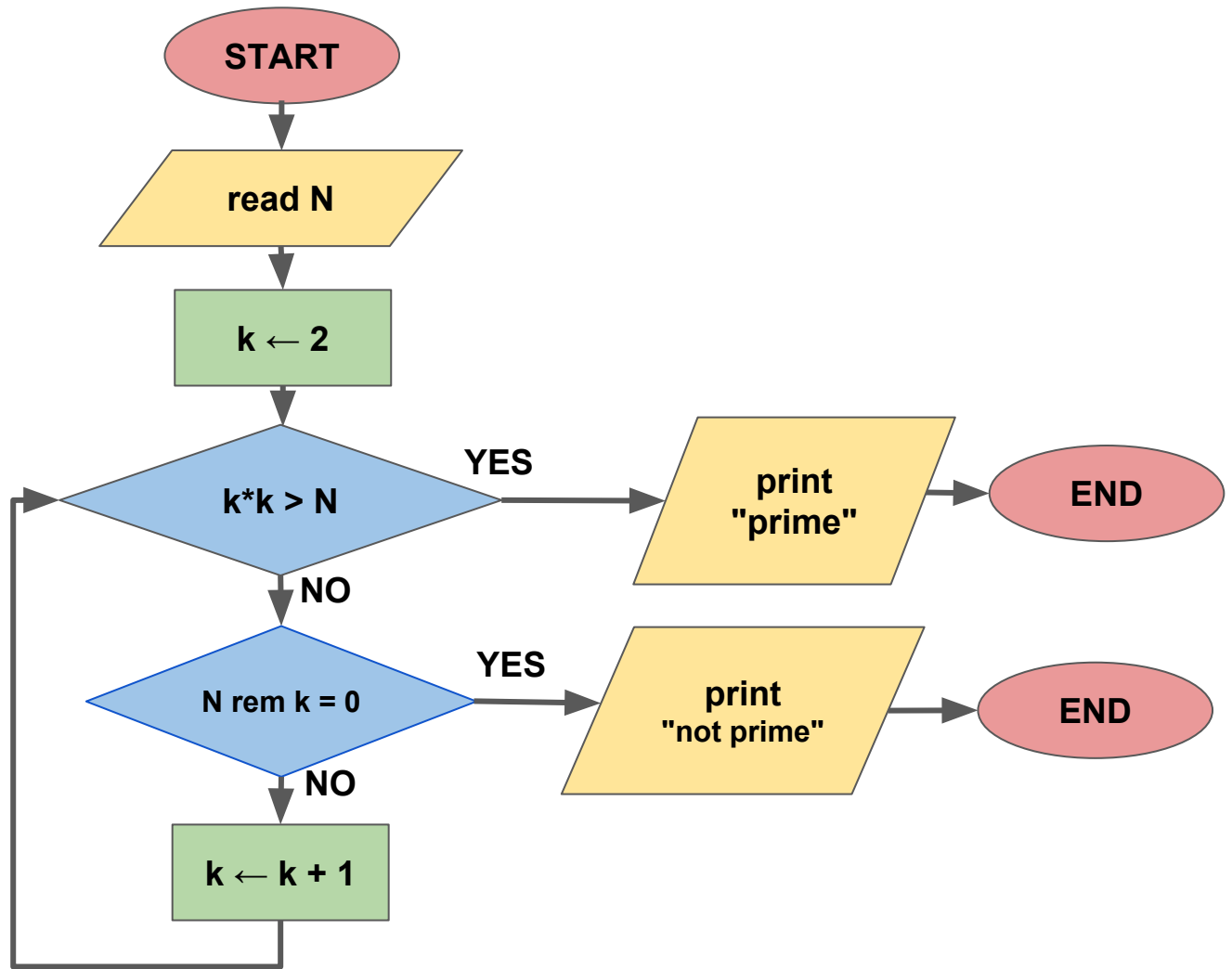




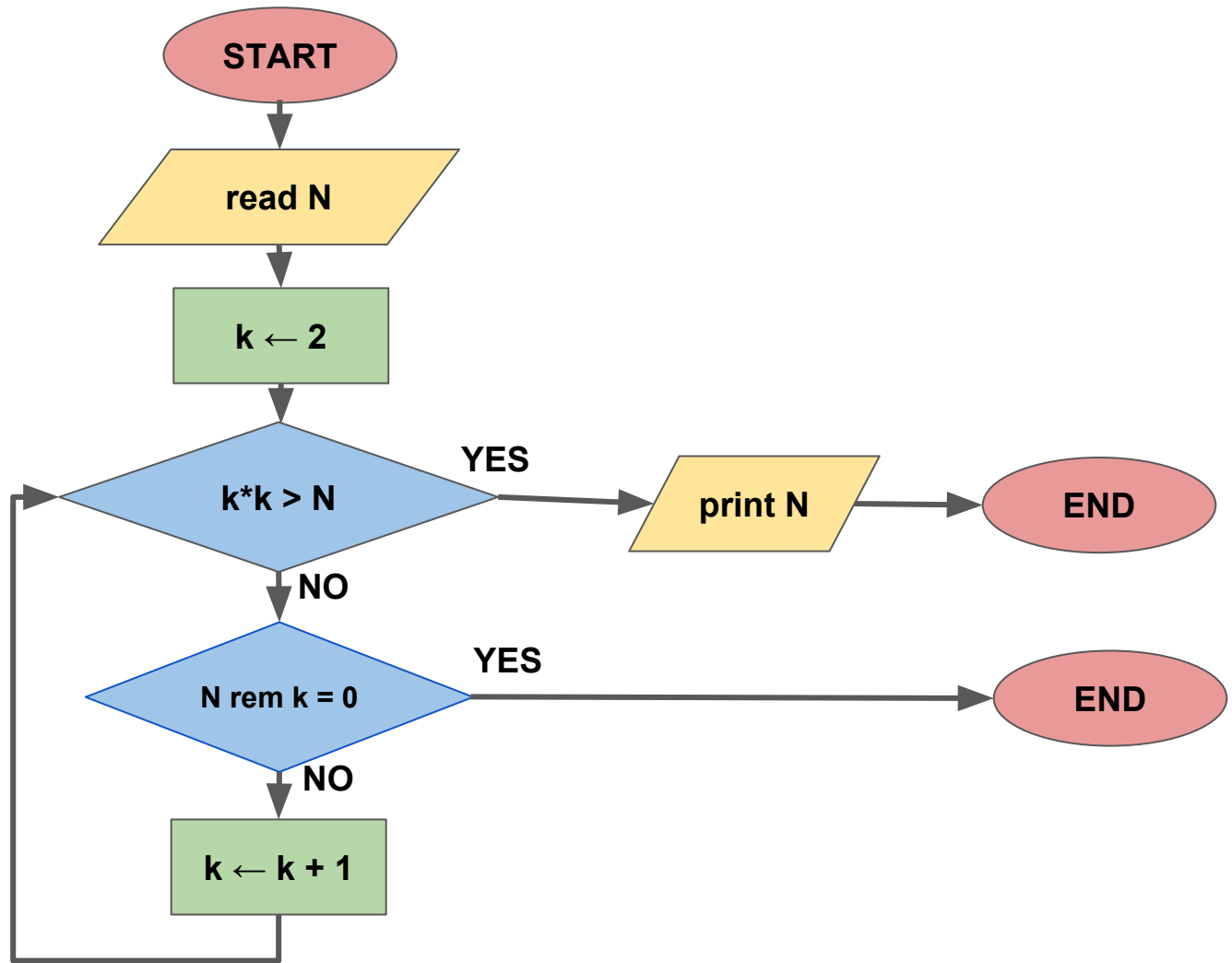


Remind from the previous session!

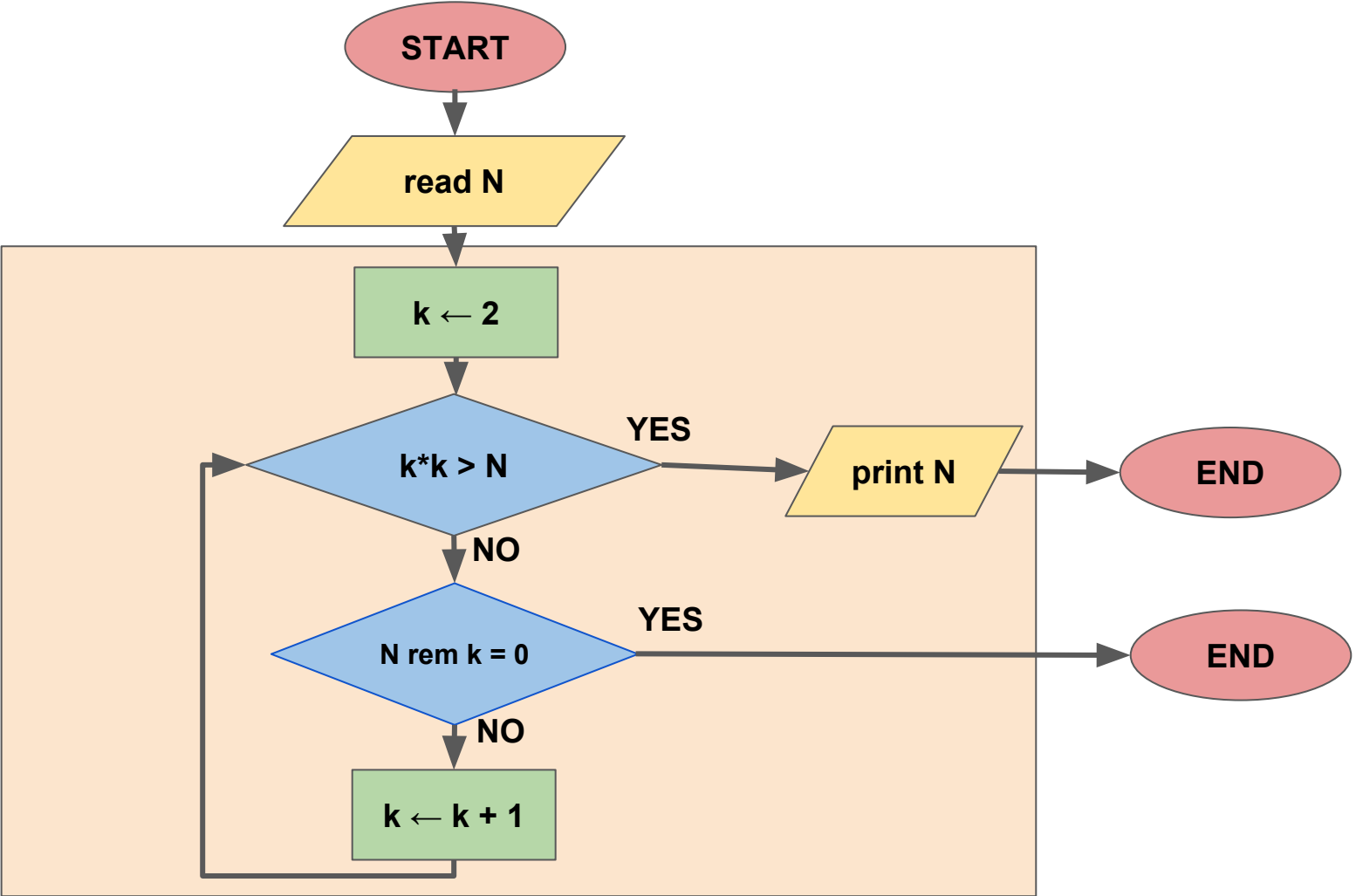
Write an algorithm which takes a number
N and prints if it is prime or not

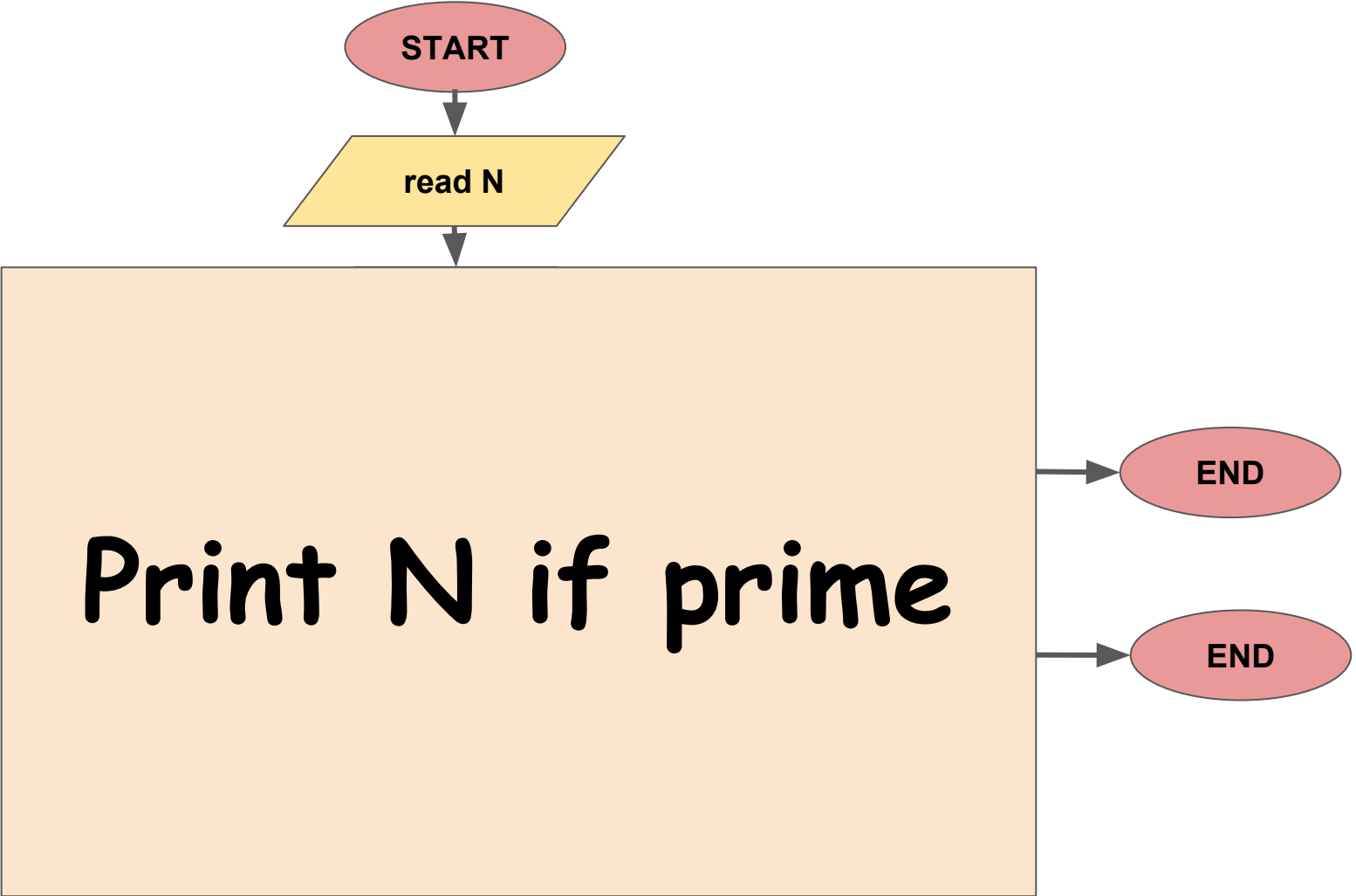


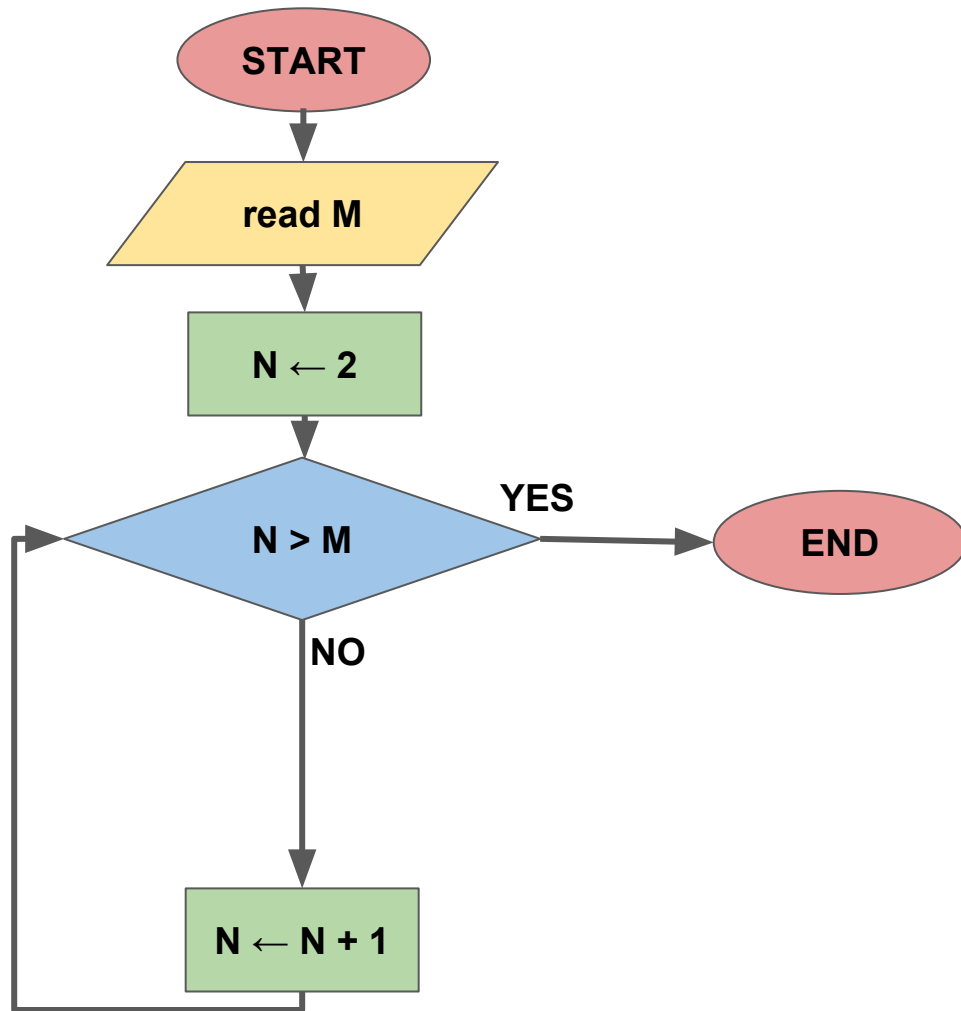
Write an algorithm which takes a number N and prints it if N is prime

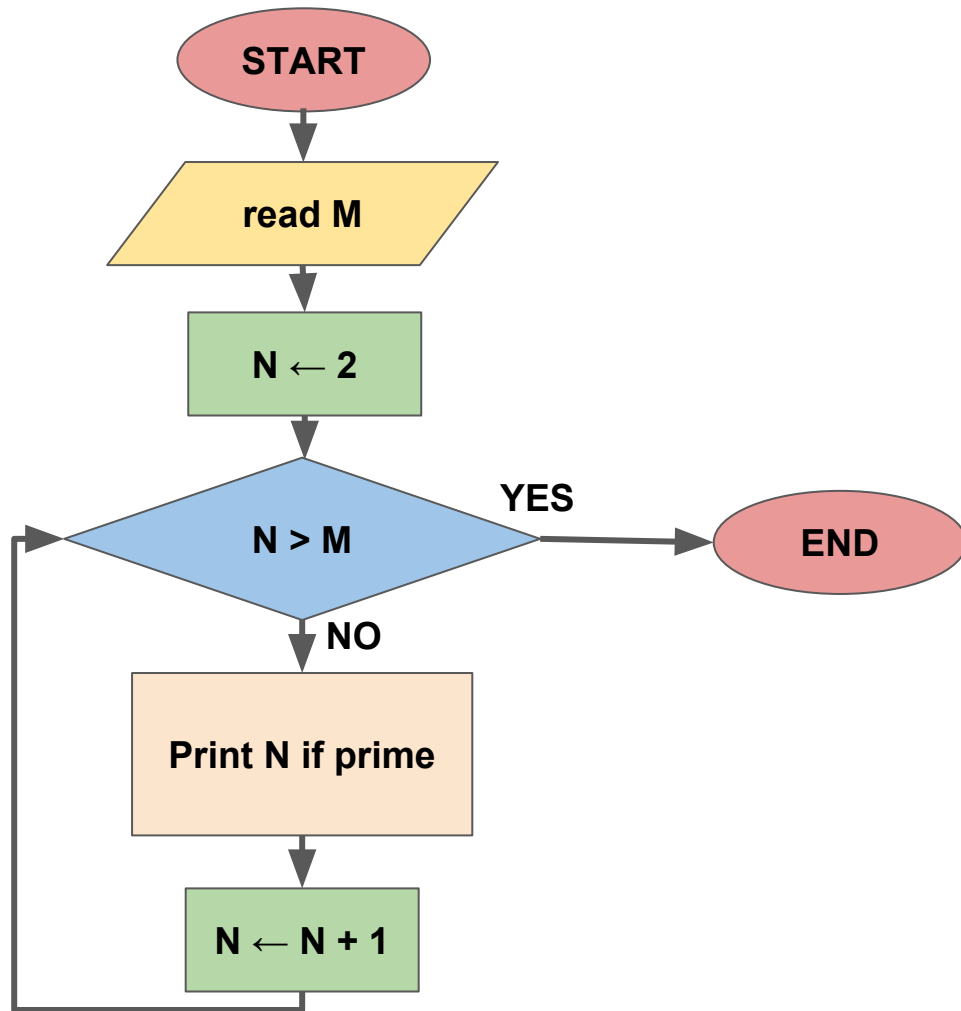


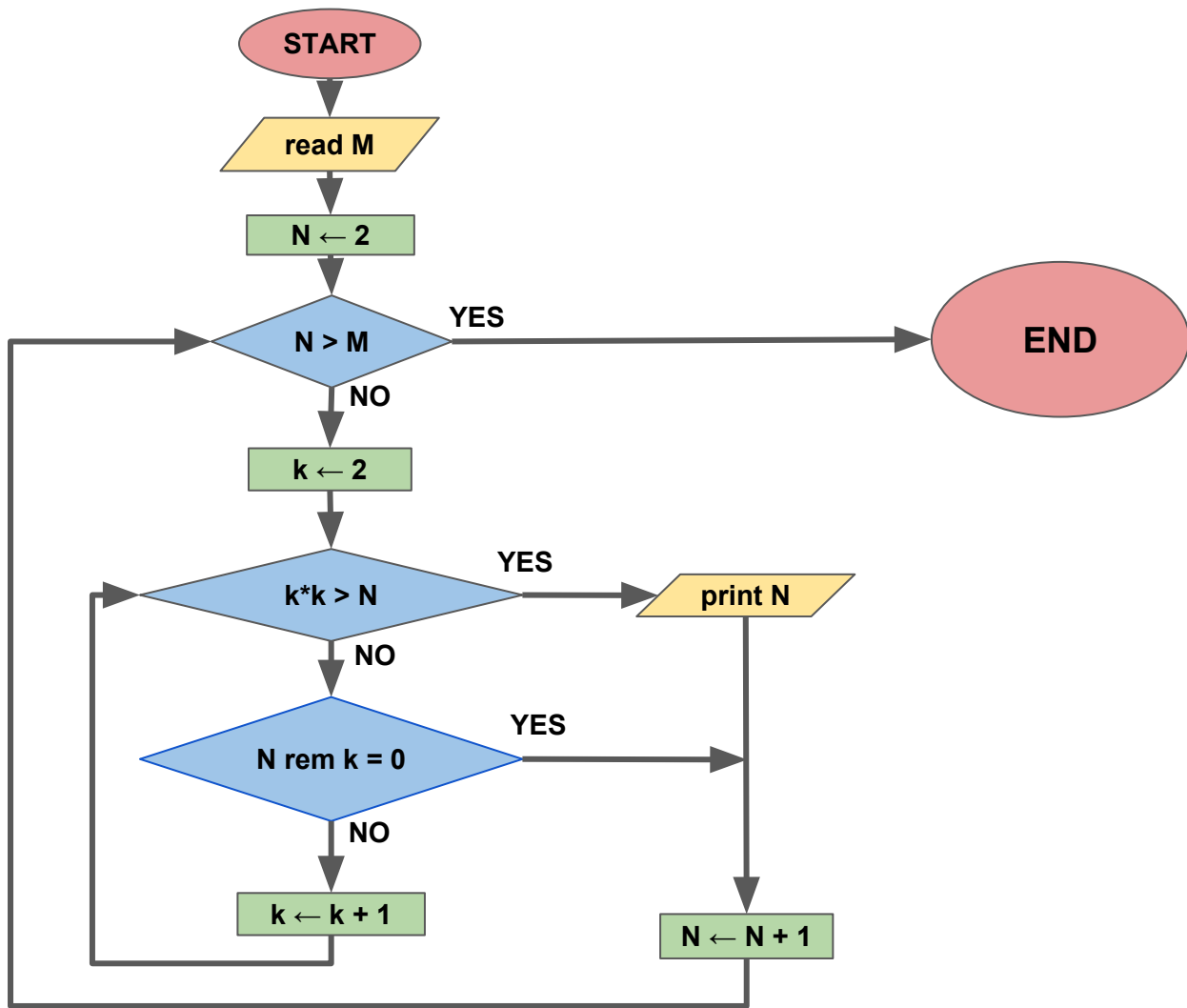
Write an algorithm which takes a number M and print all prime numbers up to M



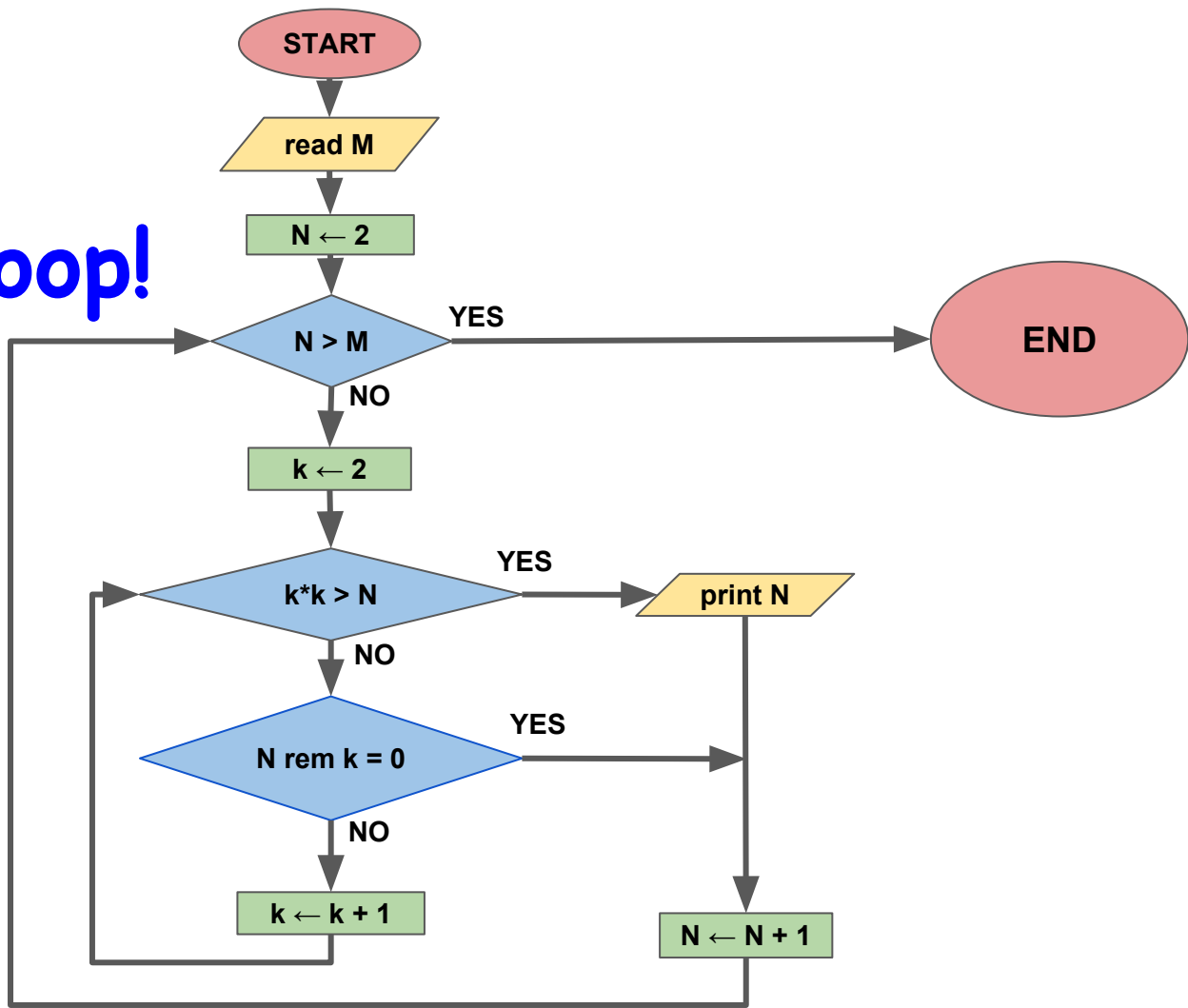








nested loop!



nested loop!

