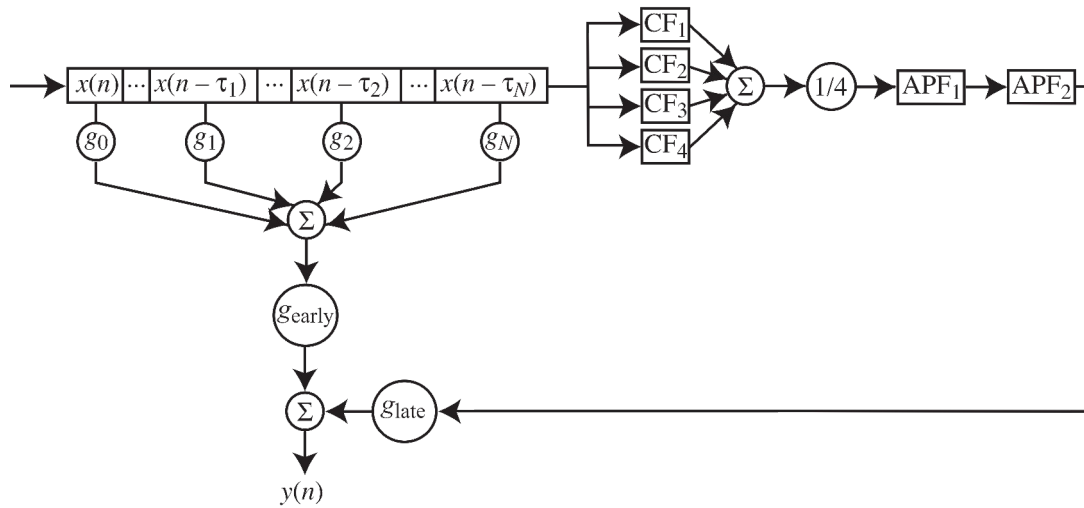


Project 1: Sound Field Simulator



Memory Layout

(Straight from text p. 178--180)

Algorithm

(Straight from text p. 176--178)

Testing

(Straight from text p. 181)