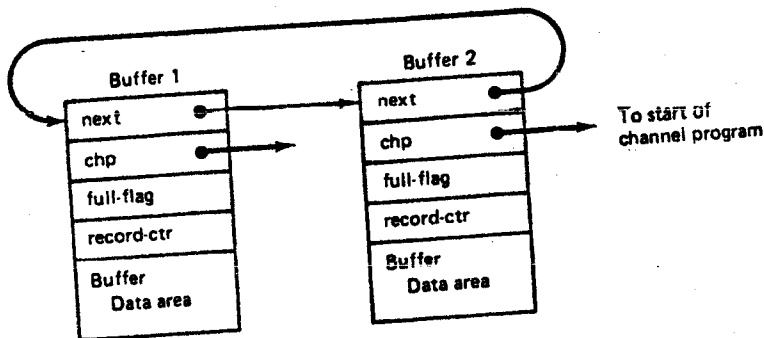


where full-flag = 0 if the buffer is empty,
1 otherwise.
record-ctr = 1, ..., n

Figure 10-8 Buffer structure with n records per block.



where full-flag = 0 if the buffer is empty or is being filled,
= 1 if the buffer is full or is being emptied;
record-ctr = 1, ..., n

Figure 10-9 Buffer structures for double buffering.

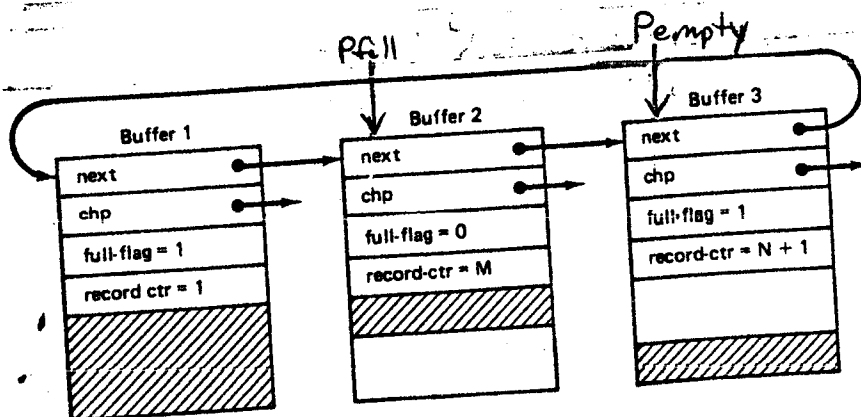


Figure 10-10 Three chained buffers.

Figure 10-10 illustrates a three-buffer system. The situation that is illustrated is the following:

- Buffer 1 is full.
- Buffer 2 is being filled.
- Buffer 3 is being emptied; the m th record in the buffer will be read into the record work area next.
- The next buffer that will be emptied is buffer 1.
- The next buffer that will be filled is buffer 3.