Flush

1. If the buffer is currently empty, return to the caller without taking any action.
2. If the buffer is not currently empty, make a system call to write the contents of the buffer and set the global pointer p to the address of the first byte of the buffer.

Figure 17.10 The steps required to implement a *flush* function in a buffered I/O library. *Flush* allows an application to force data to be written before the buffer is full.