

Setup(N)

1. Allocate a buffer of N bytes.
2. Create a global pointer, p, and initialize p to the address of the first byte of the buffer.

Output(D)

1. Place data byte D in the buffer at the position given by pointer p, and move p to the next byte.
2. If the buffer is full, make a system call to write the contents of the entire buffer, and reset pointer p to the start of the buffer.

Terminate

1. If the buffer is not empty, make a system call to write the contents of the buffer prior to pointer p.
2. If the buffer was allocated dynamically, deallocate it.

Figure 17.9 The steps taken to achieve buffered output.