Setup(N)
1. Allocate a buffer of N bytes.
2. Create a global pointer, p, and initialize p to indicate that the buffer is empty.

Input(N)
1. If the buffer is empty, make a system call to fill the entire buffer, and set pointer p to the start of the buffer.
2. Extract a byte, D, from the position in the buffer given by pointer p, move p to the next byte, and return D to the caller.

Terminate
1. If the buffer was dynamically allocated, deallocate it.

Figure 16.11  The steps required to achieve buffered input.