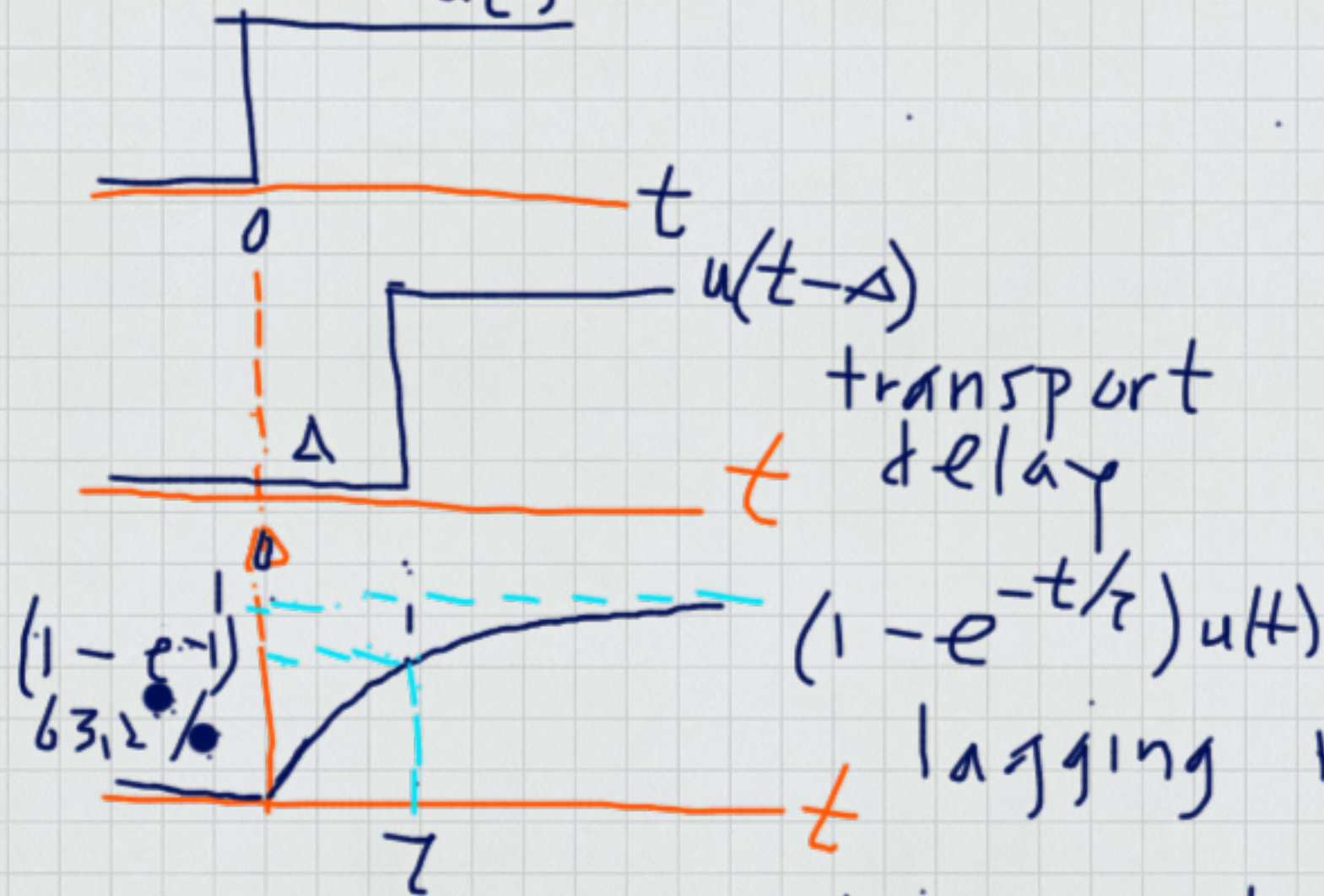


* Delay dan Lagging



$\tau = \text{time constant}$

