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The Beginner's Guide to Engineering series is designed to provide a very simple, non-technical introduction to the fields of engineering for people with no experience in the fields. Each book in the series focuses on introducing the reader to the various concepts in the fields of engineering conceptually rather than mathematically. These books are a great resource for high school students that are considering majoring in one of the engineering fields, or for anyone else that is curious about engineering but has no background in the field. Books in the series: 1. The Beginner's Guide to Engineering: Chemical Engineering 2. The Beginner's Guide to Engineering: Computer Engineering 3. The Beginner's Guide to Engineering: Electrical Engineering 4. The Beginner's Guide to Engineering: Mechanical Engineering THE DIGITAL INFORMATION AGE SECOND EDITION by bestselling author Roman Kuc is designed for students considering electrical engineering as a major, and non-engineering majors interested in understanding digital communication systems. Communication between humans and smart devices takes place through sensors and actuators, with logic circuits manipulating binary data to implement useful tasks. The text then examines the basic problem of communicating audio and video data over a network connecting computers and smart

devices. System operation is described from analog-to-digital conversion, signals that encode data, through the processing that extracts data from noise-corrupted signals and error correction techniques, to data packet transmission over wired and wireless networks. Basic topics from probability and digital signal processing are presented as needed and illustrated with relevant examples. Ideas are illustrated and extended by problems and projects completed in Excel, with sophistication that evolves along with the course, starting with spreadsheet formulas and graphs, through macros, to simple Visual Basic for Applications (VBA) programming that produces animations that simulate system operation. The accrued facility with Excel techniques is a course outcome valued by students in all majors. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. This comprehensive revision of a popular text helps non-electrical engineering majors--the future users, rather than the designers of electrical devices, systems, and machines--gain a conceptual understanding of electrical engineering. Early coverage of systems and an emphasis on an IC (integrated circuits) "building block" approach motivates non-majors. The text features integration of analog and digital technology with cutting-edge coverage of op-amps, feedback and analog systems. A section on SPICE, the leading computer-aided circuit analysis software, introduces students to computerized analysis of circuits. Chapter-end Applications capture student interest by relating material to contemporary topics such as automobile suspension systems, high-fidelity audio, and hand-held computers. An introductory course on Software Engineering remains one of the hardest subjects to

teach largely because of the wide range of topics the area encompasses. I have believed for some time that we often tend to teach too many concepts and topics in an introductory course resulting in shallow knowledge and little insight on application of these concepts. And Software Engineering is finally about application of concepts to efficiently engineer good software solutions. Goals I believe that an introductory course on Software Engineering should focus on imparting to students the knowledge and skills that are needed to successfully execute a commercial project of a few person-months effort while employing proper practices and techniques. It is worth pointing out that a vast majority of the projects executed in the industry today fall in this scope—executed by a small team over a few months. I also believe that by carefully selecting the concepts and topics, we can, in the course of a semester, achieve this. This is the motivation of this book. The goal of this book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives: – Teach the student the skills needed to execute a smallish commercial project. Provides an innovative hands-on introduction to techniques for specifying the behaviour of software components. It is primarily intended for use as a text book for a course in the 2nd or 3rd year of Computer Science and Computer Engineering programs, but it is also suitable for self-study. Using this book will help the reader improve programming skills and gain a sound foundation and motivation for subsequent courses in advanced algorithms and data structures, software design, formal methods, compilers, programming languages, and theory. The presentation is based on numerous examples and case studies appropriate to

the level of programming expertise of the intended readership. The main topics covered are techniques for using programmer-friendly assertional notations to specify, develop, and verify small but non-trivial algorithms and data representations, and the use of state diagrams, grammars, and regular expressions to specify and develop recognizers for formal languages. This book is intended for a first course on microprocessor-based systems design for engineering and computer science students. It starts with an introduction of the fundamental concepts, followed by a practical path that guides readers to developing a basic microprocessor example, using a step-by-step problem-solving approach. Then, a second microprocessor is presented, and readers are guided to the implementation and programming of microcomputer systems based on it. The numerous worked examples and solved exercises allow a better understanding and a more effective learning. All the examples and exercises were developed on Deeds (Digital Electronics Education and Design Suite), which is freely available online on a website developed and maintained by the authors. The discussed examples can be simulated by using Deeds and the solutions to all exercises and examples can be found on that website. Further, in the last part of this book, different microprocessor-based systems, which have been specifically thought for educational purposes, are extensively developed, simulated and implemented on FPGA-based platforms. This textbook draws on the authors' extensive experience in teaching and developing learning materials for bachelor's and master's engineering courses. It can be used for self-study as well, and even independently from the simulator. Thanks to the learning-by-doing approach

and the plentiful examples, no prior knowledge in computer programming is required. This book is an introduction to numerical analysis and intends to strike a balance between analytical rigor and the treatment of particular methods for engineering problems. Emphasizes the earlier stages of numerical analysis for engineers with real-life problem-solving solutions applied to computing and engineering. Includes MATLAB oriented examples. An Instructor's Manual presenting detailed solutions to all the problems in the book is available from the Wiley editorial department. A one-semester, undergraduate course stressing the use of information transfer concepts necessary to analysis and design of modern digital systems. It is organized to provide an integrated overview of the various classes of digital information-processing systems and devices and the interrelationship between the hardware and software techniques that can be used to solve problems. The development and introduction of computer engineering in the national economy of the USSR is discussed. This book has been designed for a first course on digital design for engineering and computer science students. It offers an extensive introduction on fundamental theories, from Boolean algebra and binary arithmetic to sequential networks and finite state machines, together with the essential tools to design and simulate systems composed of a controller and a datapath. The numerous worked examples and solved exercises allow a better understanding and more effective learning. All of the examples and exercises can be run on the Deeds software, freely available online on a webpage developed and maintained by the authors. Thanks to the learning-by-doing approach and the plentiful examples, no prior knowledge in

electronics of programming is required. Moreover, the book can be adapted to different level of education, with different targets and depth, be used for self-study, and even independently from the simulator. The book draws on the authors' extensive experience in teaching and developing learning materials. Principles of Computer System Design is the first textbook to take a principles-based approach to the computer system design. It identifies, examines, and illustrates fundamental concepts in computer system design that are common across operating systems, networks, database systems, distributed systems, programming languages, software engineering, security, fault tolerance, and architecture. Through carefully analyzed case studies from each of these disciplines, it demonstrates how to apply these concepts to tackle practical system design problems. To support the focus on design, the text identifies and explains abstractions that have proven successful in practice such as remote procedure call, client/service organization, file systems, data integrity, consistency, and authenticated messages. Most computer systems are built using a handful of such abstractions. The text describes how these abstractions are implemented, demonstrates how they are used in different systems, and prepares the reader to apply them in future designs. The book is recommended for junior and senior undergraduate students in Operating Systems, Distributed Systems, Distributed Operating Systems and/or Computer Systems Design courses; and professional computer systems designers. Features: Concepts of computer system design guided by fundamental principles. Cross-cutting approach that identifies abstractions common to networking, operating

systems, transaction systems, distributed systems, architecture, and software engineering. Case studies that make the abstractions real: naming (DNS and the URL); file systems (the UNIX file system); clients and services (NFS); virtualization (virtual machines); scheduling (disk arms); security (TLS). Numerous pseudocode fragments that provide concrete examples of abstract concepts. Extensive support. The authors and MIT OpenCourseWare provide on-line, free of charge, open educational resources, including additional chapters, course syllabi, board layouts and slides, lecture videos, and an archive of lecture schedules, class assignments, and design projects. General literature --

Introductory and Survey. An introductory course on Software Engineering remains one of the hardest subjects to teach largely because of the wide range of topics the area encompasses. I have believed for some time that we often tend to teach too many concepts and topics in an introductory course resulting in shallow knowledge and little insight on application of these concepts. And Software Engineering is really about application of concepts to efficiently engineer good software solutions. Goals I believe that an introductory course on Software Engineering should focus on imparting to students the knowledge and skills that are needed to successfully execute a commercial project of a few person-months effort while employing proper practices and techniques. It is worth pointing out that a vast majority of the projects executed in the industry today fall in this scope—executed by a small team over a few months. I also believe that by carefully selecting the concepts and topics, we can, in the course of a semester, achieve this. This is the motivation of this book. The goal of this

book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives: – Teach the student the skills needed to execute a smallish commercial project. This book is designed for use as an introductory software engineering course or as a reference for programmers. Up-to-date text uses both theory applications to design reliable, error-free software. Includes a companion CD-ROM with source code third-party software engineering applications. Ultra-low voltage large-scale integrated circuits (LSIs) in nano-scale technologies are needed both to meet the needs of a rapidly growing mobile cell phone market and to offset a significant increase in the power dissipation of high-end microprocessor units. The goal of this book is to provide a detailed explanation of the state-of-the-art nanometer and sub-1-V memory LSIs that are playing decisive roles in power conscious systems. Emerging problems between the device, circuit, and system levels are systematically discussed in terms of reliable high-speed operations of memory cells and peripheral logic circuits. The effectiveness of solutions at device and circuit levels is also described at length through clarifying noise components in an array, and even essential differences in ultra-low voltage operations between DRAMs and SRAMs. This book is designed primarily to meet two objectives. It is intended to serve as a textbook for a one-semester university course for graduate or senior undergraduate students in the physical sciences, electrical engineering and other related disciplines, or it may be used as a reference book for those who are working in the field. For those intending to use the book for self-study, a general knowledge of electromagnetism, electrical circuitry and plasma

and discharge physics is necessary. In order to meet these diverse objectives, the authors have attempted to make the book reasonably compact so that it can fit in a one-semester schedule while retaining its comprehensiveness in serving as a reference book. The contents are arranged so that theory and practice are proportionally balanced and each topic consists of essentially four basic elements: fundamental principles, mathematical expressions and formulas, examples and illustrations, numerical data and applications. In order to keep its compactness, lengthy theoretical discussions and detailed mathematical derivations are avoided whenever possible. Provides a basic knowledge of the organization and operation of computing systems, assuming no prior computer background. Describes the computer at a functional level, including the detailed register structure of the various functional units, and explains techniques for designing digital networks. Discussion develops from simple to complex computers, with consideration given to the hardware-software trade-off (i.e. the simpler the software, the more complex the hardware). The author uses a pedagogical machine to illustrate the computer as an evolving system, then, in the Appendix, relates the model to the Motorola MC68000 microprocessor. Contains many examples, exercises, and references. This textbook serves as an introduction to the subject of embedded systems design, with emphasis on integration of custom hardware components with software. The key problem addressed in the book is the following: how can an embedded systems designer strike a balance between flexibility and efficiency? The book describes how combining hardware design with software design leads to a solution to this important computer engineering problem. The

book covers four topics in hardware/software codesign: fundamentals, the design space of custom architectures, the hardware/software interface and application examples. The book comes with an associated design environment that helps the reader to perform experiments in hardware/software codesign. Each chapter also includes exercises and further reading suggestions. Improvements in this second edition include labs and examples using modern FPGA environments from Xilinx and Altera, which will make the material in this book applicable to a greater number of courses where these tools are already in use. More examples and exercises have been added throughout the book. "If I were teaching a course on this subject, I would use this as a resource and text. If I were a student who wanted to learn codesign, I would look for a course that at least used a similar approach. If I were an engineer or engineering manager who wanted to learn more about codesign from a very practical perspective, I would read this book first before any other. When I first started learning about codesign as a practitioner, a book like this would have been the perfect introduction." --Grant Martin, Tensilica--

Readers benefit because the book is based on these three themes: (1) it builds an understanding of concepts based on information the reader has previously learned; (2) it helps stress the relationship between conceptual understanding and problem-solving approaches; (3) the authors provide numerous examples and problems that use realistic values and situations to give users a strong foundation of engineering practice. The book also includes a PSpice Supplement which contains problems to teach readers how to construct PSpice source files; and this PSpice Version 9.2 can be used to solve many of

the exercises and problems found in the book. Topical emphasis is on the basic techniques of circuit analysis--Illustrated via a Digital-to-Analog Resistive Ladder (Chapter 2); the Flash Converter (Chapter 4); Dual Slope Analog-to-Digital Converter (Chapter 5); Effect of parasite inductance on the step response of a series RLC circuit (Chapter 6); a Two-Stage RC Ladder Network (Chapter 8); and a Switching Surge Voltage (Chapter 9). For Electrical and Computer Engineers. This text is for first and second year undergraduates studying the fundamentals of computer engineering, digital logic and microprocessors. Assuming little background in computer systems, the book presents the basics then illustrates them with an examination of 8086 architecture and programming. The intention is to teach digital logic by using programmable logic devices (PLDs) and the CUPL language. This text introduces engineering students to probability theory and stochastic processes. Along with thorough mathematical development of the subject, the book presents intuitive explanations of key points in order to give students the insights they need to apply math to practical engineering problems. The first seven chapters contain the core material that is essential to any introductory course. In one-semester undergraduate courses, instructors can select material from the remaining chapters to meet their individual goals. Graduate courses can cover all chapters in one semester. ESourcePrentice Hall's Engineering Source provides a complete, flexible introductory engineering and computing program. Featuring over 15 modules and growing, ESource allows users to fully customize their series through the ESource website. Users are not only able to pick and choose

modules, but also sections of modules, and re-paginate and re-index the complete project. For any Engineer or Computer Scientist interested in a complete, customized reference. This text explains the general principles of how wireless systems work, how mobility is supported, what the underlying infrastructure is and what interactions are needed among different functional components. Designed as a textbook appropriate for undergraduate or graduate courses in Computer Science (CS), Computer Engineering (CE), and Electrical Engineering (EE), Introduction to Wireless and Mobile Systems third edition focuses on qualitative descriptions and the realistic explanations of relationships between wireless systems and performance parameters. Rather than offering a thorough history behind the development of wireless technologies or an exhaustive list of work being carried out, the authors help CS, CE, and EE students learn this exciting technology through relevant examples such as understanding how a cell phone starts working as soon as they get out of an airplane. This book is intended as an introductory logic design book for students in computer science, computer engineering, and electrical engineering. It has no prerequisites, although the maturity attained through an introduction to engineering course or a first programming course would be helpful. This significantly revised edition presents a broad introduction to Control Systems and balances new, modern methods with the more classical. It is an excellent text for use as a first course in Control Systems by undergraduate students in all branches of engineering and applied mathematics. The book contains: A comprehensive coverage of automatic control, integrating digital and computer control techniques and their

implementations, the practical issues and problems in Control System design; the three-term PID controller, the most widely used controller in industry today; numerous in-chapter worked examples and end-of-chapter exercises. This second edition also includes an introductory guide to some more recent developments, namely fuzzy logic control and neural networks. An introduction to computer engineering for babies. Learn basic logic gates with hands on examples of buttons and an output LED.

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