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**Mental Models** [Game Feel](#) **Computed Tomography for Technologists: Exam Review** **Mechanical Behavior of Materials** **About Face** [Radio Production](#) **Helicopter Maintenance** [Handbook of Diesel Engines](#) **Automatic Control Systems** *Deleuze and Guattari's Anti-Oedipus* [MRI from Picture to Proton](#) **An Anthropologist on Mars** **Writing Testbenches: Functional Verification of HDL Models** *Music and Memory* **About Face 3** **Veterinary Technician's Manual for Small Animal Emergency and Critical Care** [Design and Equipment for Restaurants and Foodservice](#) *Entangled* *Make: Analog Synthesizers* [Maintenance Engineering Handbook](#) **Out of Thin Air** **Yoga Anatomy** [PID and Predictive Control of Electrical Drives and Power Converters using MATLAB / Simulink](#) **Multimedia** *Gut Feelings* [Airplane Flying Handbook \(FAA-H-8083-3A\)](#) **Enzymes** [Manual of Engineering Drawing](#) **Essentials of Clinical Mycology** **The Anime Machine** **Foundations of Analog and Digital Electronic Circuits** **Seven Medieval Kings** [Basic Guide to System Safety](#) [Electronic Projects for Musicians](#) [Introduction to Work Study](#) **Fundamentals of Motor Vehicle Technology** *The Paston Letters* **Signals and Systems Using MATLAB** [Game Design Workshop](#) *Fundamentals of Signals and Systems*

Publisher's Note: Products purchased from 3rd Party sellers are not guaranteed by the Publisher for quality, authenticity, or access to any online entitlements included with the product. **Computed Tomography for Technologists: Exam Review**, Second Edition, is intended to be used as a companion to **Computed Tomography for Technologists: A Comprehensive Text**, Second Edition, and as a review of computed tomography on its own. This is an excellent resource for students preparing to take the advanced level certification exam offered by The American Registry of Radiologic Technologists (ARRT). Despite the longevity of animation and its significance within the history of cinema, film theorists have focused on live-action motion pictures and largely ignored hand-drawn and computer-generated movies. Thomas Lamarre contends that the history,

techniques, and complex visual language of animation, particularly Japanese animation, demands serious and sustained engagement, and in *The Anime Machine* he lays the foundation for a new critical theory for reading Japanese animation, showing how anime fundamentally differs from other visual media. *The Anime Machine* defines the visual characteristics of anime and the meanings generated by those specifically “animetic” effects—the multiplanar image, the distributive field of vision, exploded projection, modulation, and other techniques of character animation—through close analysis of major films and television series, studios, animators, and directors, as well as Japanese theories of animation. Lamarre first addresses the technology of anime: the cells on which the images are drawn, the animation stand at which the animator works, the layers of drawings in a frame, the techniques of drawing and blurring lines, how characters are made to move. He then examines foundational works of anime, including the films and television series of Miyazaki Hayao and Anno Hideaki, the multimedia art of Murakami Takashi, and CLAMP’s manga and anime adaptations, to illuminate the profound connections between animators, characters, spectators, and technology. Working at the intersection of the philosophy of technology and the history of thought, Lamarre explores how anime and its related media entail material orientations and demonstrates concretely how the “animetic machine” encourages a specific approach to thinking about technology and opens new ways for understanding our place in the technologized world around us.

The essential interaction design guide, fully revised and updated for the mobile age *About Face: The Essentials of Interaction Design, Fourth Edition* is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect “design” as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don’t live up to their expectations, and the responding shift in business philosophy has become widespread. *About Face* is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today’s design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find *About Face* to be a comprehensive, essential resource. This machine is destined to completely revolutionize

cylinder diesel engine up through large low speed t- engine engineering and replace everything that exists. stroke diesel engines. An appendix lists the most (From Rudolf Diesel's letter of October 2, 1892 to the important standards and regulations for diesel engines. publisher Julius Springer. ) Further development of diesel engines as economiz- Although Diesel's stated goal has never been fully ing, clean, powerful and convenient drives for road and achievable of course, the diesel engine indeed revolu- nonroad use has proceeded quite dynamically in the tionized drive systems. This handbook documents the last twenty years in particular. In light of limited oil current state of diesel engine engineering and technol- reserves and the discussion of predicted climate ogy. The impetus to publish a Handbook of Diesel change, development work continues to concentrate Engines grew out of ruminations on Rudolf Diesel's on reducing fuel consumption and utilizing alternative transformation of his idea for a rational heat engine fuels while keeping exhaust as clean as possible as well into reality more than 100 years ago. Once the patent as further increasing diesel engine power density and was filed in 1892 and work on his engine commenced enhancing operating performance. "The Pastons of Norfolk left behind them an incomparable picture of life in fifteenth-century England in the earliest great collection of family letters in English."--BOOK JACKET. "The letters span three generations and most were written during the reigns of Henry VI, Edward IV, and Richard III, in a period of political turmoil, local anarchy and war abroad and at home. They reveal personal hopes and anxieties, and contain as well as business matters a wealth of information on leisure pursuits, education, and domestic life. The writers express themselves with a clarity and vigour that is remarkable at this early date, and the letters illustrate, as no other documents can, the state of the language in daily use immediately before and after the introduction of printing."--BOOK JACKET. "This modernized selection prepared from the original manuscripts is designed to present the full range of the Pastons' principal concerns."--BOOK JACKET. A timely introduction to current research on PID and predictive control by one of the leading authors on the subject PID and Predictive Control of Electric Drives and Power Supplies using MATLAB/Simulink examines the classical control system strategies, such as PID control, feed-forward control and cascade control, which are widely used in current practice. The authors share their experiences in actual design and implementation of the control systems on laboratory test-beds, taking the reader from the fundamentals through to more sophisticated design and analysis. The book contains sections on closed-loop performance analysis in both frequency domain and time domain, presented to help the designer in selection of controller parameters and validation of the control system. Continuous-time model predictive control systems are designed for the drives and power supplies, and operational constraints are imposed in the design. Discrete-time model predictive control systems are designed based on the discretization of the physical models,

which will appeal to readers who are more familiar with sampled-data control system. Soft sensors and observers will be discussed for low cost implementation. Resonant control of the electric drives and power supply will be discussed to deal with the problems of bias in sensors and unbalanced three phase AC currents. Brings together both classical control systems and predictive control systems in a logical style from introductory through to advanced levels Demonstrates how simulation and experimental results are used to support theoretical analysis and the proposed design algorithms MATLAB and Simulink tutorials are given in each chapter to show the readers how to take the theory to applications. Includes MATLAB and Simulink software using xPC Target for teaching purposes A companion website is available Researchers and industrial engineers; and graduate students on electrical engineering courses will find this a valuable resource. Clinical Mycology offers a comprehensive review of this discipline. Organized by types of fungi, this volume covers microbiologic, epidemiologic and demographic aspects of fungal infections as well as diagnostic, clinical, therapeutic, and preventive approaches. Special patient populations are also detailed. The Manual of Engineering Drawing has long been recognised as the student and practising engineer's guide to producing engineering drawings that comply with ISO and British Standards. The information in this book is equally applicable to any CAD application or manual drawing. The second edition is fully in line with the requirements of the new British Standard BS8888: 2002, and will help engineers, lecturers and students with the transition to the new standards. BS8888 is fully based on the relevant ISO standards, so this book is also ideal for an international readership. The comprehensive scope of this book encompasses topics including orthographic, isometric and oblique projections, electric and hydraulic diagrams, welding and adhesive symbols, and guidance on tolerancing. Written by a member of the ISO committee and a former college lecturer, the Manual of Engineering Drawing combines up-to-the-minute technical accuracy with clear, readable explanations and numerous diagrams. This approach makes this an ideal student text for vocational courses in engineering drawing and undergraduates studying engineering design / product design. Colin Simmons is a member of the BSI and ISO Draughting Committees and an Engineering Standards Consultant. He was formerly Standards Engineer at Lucas CAV. \* Fully in line with the latest ISO Standards \* A textbook and reference guide for students and engineers involved in design engineering and product design \* Written by a former lecturer and a current member of the relevant standards committees Real-world applications--Integrates real-world analysis and design applications throughout the text. Examples include: the sun-seeker system, the liquid-level control, dc-motor control, and space-vehicle payload control. \* Examples and problems--Includes an abundance of illustrative examples and problems. \* Marginal notes throughout the text highlight important points. mental improvements during the same period. What is clearly needed in

verification techniques and technology is the equivalent of a synthesis productivity breakthrough. In the second edition of *Writing Testbenches*, Bergeron raises the verification level of abstraction by introducing coverage-driven constrained-random transaction-level self-checking testbenches all made possible through the introduction of hardware verification languages (HVLs), such as e from Verisity and OpenVera from Synopsys. The state-of-art methodologies described in *Writing Test benches* will contribute greatly to the much-needed equivalent of a synthesis breakthrough in verification productivity. I not only highly recommend this book, but also I think it should be required reading by anyone involved in design and verification of today's ASIC, SoCs and systems. Harry Foster Chief Architect Verplex Systems, Inc. xviii *Writing Testbenches: Functional Verification of HDL Models* PREFACE If you survey hardware design groups, you will learn that between 60% and 80% of their effort is now dedicated to verification. Thoroughly updated for new breakthroughs in multimedia The internationally bestselling *Multimedia: Making it Work* has been fully revised and expanded to cover the latest technological advances in multimedia. You will learn to plan and manage multimedia projects, from dynamic CD-ROMs and DVDs to professional websites. Each chapter includes step-by-step instructions, full-color illustrations and screenshots, self-quizzes, and hands-on projects. Shows how to build a preamp, ring modulator, phase shifter, and other electronic musical devices and provides a basic introduction to working with electronic components *Signals and Systems Using MATLAB, Third Edition*, features a pedagogically rich and accessible approach to what can commonly be a mathematically dry subject. Historical notes and common mistakes combined with applications in controls, communications and signal processing help students understand and appreciate the usefulness of the techniques described in the text. This new edition features more end-of-chapter problems, new content on two-dimensional signal processing, and discussions on the state-of-the-art in signal processing. This book is a self-contained introduction to the theory of signals and systems, which lies at the basis of many areas of electrical and computer engineering. In the seventy short lectures, formatted to facilitate self-learning and to provide easy reference, the book covers such topics as linear time-invariant (LTI) systems, the Fourier transform, the Laplace Transform and its application to LTI differential systems, state-space systems, the z-transform, signal analysis using MATLAB, and the application of transform techniques to communication systems. A wide array of technologies, including feedback control, analog and discrete-time filters, modulation, and sampling systems are discussed in connection with their basis in signals and systems theory. The accompanying CD-ROM includes applets, source code, sample examinations, and exercises with selected solutions. *Create the Digital Games You Love to Play* Discover an exercise-driven, non-technical approach to game design without the need for programming or artistic expertise using Game

Design Workshop, Third Edition. Author Tracy Fullerton demystifies the creative process with a clear and accessible analysis of the formal and dramatic systems of game design. Examples of popular games, illustrations of design techniques, and refined exercises strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game. The book puts you to work prototyping, playtesting, and revising your own games with time-tested methods and tools. It provides you with the foundation to advance your career in any facet of the game industry, including design, producing, programming, and visual design.

Veterinary Technician's Manual for Small Animal Emergency and Critical Care, Second Edition provides an in-depth and cutting-edge, yet easy-to-navigate, reference on emergency and critical care for veterinary paraprofessionals of all skill levels. Provides a comprehensive reference on emergency and critical care medicine for veterinary technicians of all skill levels, and veterinary assistants.

Veterinary Technician's Manual for Small Animal Emergency and Critical Care, Second Edition provides an in-depth and cutting-edge, yet easy-to-navigate, reference on emergency and critical care for veterinary paraprofessionals of all skill levels. Written by leading veterinary technician specialists (VTS) in emergency and critical care Completely revised and substantially updated, with new emphases on anatomy, physiology, nursing skills, and evidence based medicine Features five new chapters covering mechanical ventilation, pain management, renal replacement therapy, nursing skills and procedures, and life as an emergency veterinary technician, including topics such as salary, compassion fatigue, and scheduling Includes access to a companion website with chapter review questions and the images from the book for download in PowerPoint To these seven narratives of neurological disorder Dr. Sacks brings the same humanity, poetic observation, and infectious sense of wonder that are apparent in his bestsellers Awakenings and The Man Who Mistook His Wife for a Hat. These men, women, and one extraordinary child emerge as brilliantly adaptive personalities, whose conditions have not so much debilitated them as ushered them into another reality. This text shows the reader how to plan and develop a restaurant or foodservice space. Topics covered include concept design, equipment identification and procurement, design principles, space allocation, electricity and energy management, environmental concerns, safety and sanitation, and considerations for purchasing small equipment, tableware, and table linens. This book is comprehensive in nature and focuses on the whole facility—with more attention to the equipment—rather than emphasizing either front of the house or back of the house. Divided into two parts, this book shows how human memory influences the organization of music. The first part presents ideas about memory and perception from cognitive psychology and the second part of the book shows how these concepts are exemplified in music. Fully updated and expanded—a solid foundation for understanding experimental enzymology. This practical, up-to-date survey

is designed for a broad spectrum of biological and chemical scientists who are beginning to delve into modern enzymology. *Enzymes, Second Edition* explains the structural complexities of proteins and enzymes and the mechanisms by which enzymes perform their catalytic functions. The book provides illustrative examples from the contemporary literature to guide the reader through concepts and data analysis procedures. Clear, well-written descriptions simplify the complex mathematical treatment of enzyme kinetic data, and numerous citations at the end of each chapter enable the reader to access the primary literature and more in-depth treatments of specific topics. This Second Edition of *Enzymes: A Practical Introduction to Structure, Mechanism, and Data Analysis* features refined and expanded coverage of many concepts, while retaining the introductory nature of the book. Important new features include: A new chapter on protein-ligand binding equilibria; Expanded coverage of chemical mechanisms in enzyme catalysis and experimental measurements of enzyme activity; Updated and refined discussions of enzyme inhibitors and multiple substrate reactions; Coverage of current practical applications to the study of enzymology; Supplemented with appendices providing contact information for suppliers of reagents and equipment for enzyme studies, as well as a survey of useful Internet sites and computer software for enzymatic data analysis. *Enzymes, Second Edition* is the ultimate practical guide for scientists and students in biochemical, pharmaceutical, biotechnical, medicinal, and agricultural/food-related research. Eugene W. Holland provides an excellent introduction to Gilles Deleuze and Felix Guattari's *Anti-Oedipus* which is widely recognized as one of the most influential texts in philosophy to have appeared in the last thirty years. He lucidly presents the theoretical concerns behind *Anti-Oedipus* and explores with clarity the diverse influences of Marx, Freud, Nietzsche and Kant on the development of Deleuze & Guattari's thinking. He also examines the wider implications of their work in revitalizing Marxism, environmentalism, feminism and cultural studies. Aimed at software developers, this book proposes the creation of a new profession of software design. The examples in the text are updated to reflect new platforms along with additional case studies where appropriate. Why is split second decision-making superior to deliberation? *Gut Feelings* delivers the science behind Malcolm Gladwell's *Blink*. Reflection and reason are overrated, according to renowned psychologist Gerd Gigerenzer. Much better qualified to help us make decisions is the cognitive, emotional, and social repertoire we call intuition, a suite of gut feelings that have evolved over the millennia specifically for making decisions. Gladwell drew heavily on Gigerenzer's research. But Gigerenzer goes a step further by explaining just why our gut instincts are so often right. Intuition, it seems, is not some sort of mystical chemical reaction but a neurologically based behavior that evolved to ensure that we humans respond quickly when faced with a dilemma (*BusinessWeek*). A balanced mechanics-materials approach and coverage of the latest

developments in biomaterials and electronic materials, the new edition of this popular text is the most thorough and modern book available for upper-level undergraduate courses on the mechanical behavior of materials. To ensure that the student gains a thorough understanding the authors present the fundamental mechanisms that operate at micro- and nano-meter level across a wide-range of materials, in a way that is mathematically simple and requires no extensive knowledge of materials. This integrated approach provides a conceptual presentation that shows how the microstructure of a material controls its mechanical behavior, and this is reinforced through extensive use of micrographs and illustrations. New worked examples and exercises help the student test their understanding. Further resources for this title, including lecture slides of select illustrations and solutions for exercises, are available online at [www.cambridge.org/97800521866758](http://www.cambridge.org/97800521866758). A powerful and innovative argument that explores the complexity of the human relationship with material things, demonstrating how humans and societies are entrapped into the maintenance and sustaining of material worlds Argues that the interrelationship of humans and things is a defining characteristic of human history and culture Offers a nuanced argument that values the physical processes of things without succumbing to materialism Discusses historical and modern examples, using evolutionary theory to show how long-standing entanglements are irreversible and increase in scale and complexity over time Integrates aspects of a diverse array of contemporary theories in archaeology and related natural and biological sciences Provides a critical review of many of the key contemporary perspectives from materiality, material culture studies and phenomenology to evolutionary theory, behavioral archaeology, cognitive archaeology, human behavioral ecology, Actor Network Theory and complexity theory MR is a powerful modality. At its most advanced, it can be used not just to image anatomy and pathology, but to investigate organ function, to probe in vivo chemistry, and even to visualise the brain thinking. However, clinicians, technologists and scientists struggle with the study of the subject. The result is sometimes an obscurity of understanding, or a dilution of scientific truth, resulting in misconceptions. This is why MRI from Picture to Proton has achieved its reputation for practical clarity. MR is introduced as a tool, with coverage starting from the images, equipment and scanning protocols and traced back towards the underlying physics theory. With new content on quantitative MRI, MR safety, multi-band excitation, Dixon imaging, MR elastography and advanced pulse sequences, and with additional supportive materials available on the book's website, this new edition is completely revised and updated to reflect the best use of modern MR technology. There is no single methodology for creating the perfect product—but you can increase your odds. One of the best ways is to understand users' reasons for doing things. Mental Models gives you the tools to help you grasp, and design for, those reasons. Adaptive Path co-founder Indi Young has written a roll-up-your-sleeves



book for designers, managers, and anyone else interested in making design strategic, and successful. This book provides guidance on including prevention through design concepts within an occupational safety and health management system. Through the application of these concepts, decisions pertaining to occupational hazards and risks can be incorporated into the process of design and redesign of work premises, tools, equipment, machinery, substances, and work processes including their construction, manufacture, use, maintenance, and ultimate disposal or reuse. These techniques provide guidance for a life-cycle assessment and design model that balances environmental and occupational safety and health goals over the life span of a facility, process, or product. The new edition is expanded to include primer information on the use of safety assurance techniques in design and construction. "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described. Stay Up to Date on the Latest Issues in Maintenance Engineering The most comprehensive resource of its kind, Maintenance Engineering Handbook has long been a staple for engineers, managers, and technicians seeking current advice on everything from tools and techniques to planning and scheduling. This brand-new edition brings you up to date on the most pertinent aspects of identifying and repairing faulty equipment; such dated subjects as sanitation and housekeeping have been removed. Maintenance Engineering Handbook has been advising plant and facility professionals for more than 50 years. Whether you're new to the profession or a practiced veteran, this updated edition is an absolute necessity. New and updated sections include: Belt Drives, provided by the Gates

Corporation Repair and Maintenance Cost Estimation Ventilation Fans and Exhaust Systems 10 New Chapters on Maintenance of Mechanical Equipment Inside: • Organization and Management of the Maintenance Function • Maintenance Practices • Engineering and Analysis Tools • Maintenance of Facilities and Equipment • Maintenance of Mechanical Equipment • Maintenance of Electrical Equipment • Instrumentation and Reliability Tools • Lubrication • Maintenance Welding • Chemical Corrosion Control and Cleaning

The best-selling anatomy guide for yoga is now updated, expanded, and better than ever! With more asanas, vinyasas, full-color anatomical illustrations, and in-depth information, the second edition of *YogaAnatomy* provides you with a deeper understanding of the structures and principles underlying each movement and of yoga itself. From breathing to inversions to standing poses, see how specific muscles respond to the movements of the joints; how alterations of a pose can enhance or reduce effectiveness; and how the spine, breathing, and body position are all fundamentally linked. Whether you are just beginning your journey or have been practicing yoga for years, *Yoga Anatomy* will be an invaluable resource—one that allows you to see each movement in an entirely new light. With *Yoga Anatomy, Second Edition*, authors Leslie Kaminoff and Amy Matthews, both internationally recognized experts and teachers in anatomy, breathing, and bodywork, have created the ultimate reference for yoga practitioners, instructors, and enthusiasts alike. Dive hands-on into the tools, techniques, and information for making your own analog synthesizer. If you're a musician or a hobbyist with experience in building electronic projects from kits or schematics, this do-it-yourself guide will walk you through the parts and schematics you need, and how to tailor them for your needs. Author Ray Wilson shares his decades of experience in synth-DIY, including the popular *Music From Outer Space (MFOS)* website and analog synth community. At the end of the book, you'll apply everything you've learned by building an analog synthesizer, using the MFOS Noise Toaster kit. You'll also learn what it takes to create synth-DIY electronic music studio. Get started in the fun and engaging hobby of synth-DIY without delay. With this book, you'll learn:

- The differences between analog and digital synthesizers
- Analog synthesizer building blocks, including VCOs, VCFs, VCAs, and LFOs
- How to tool up for synth-DIY, including electronic instruments and suggestions for home-made equipment
- Foundational circuits for amplification, biasing, and signal mixing
- How to work with the MFOS Noise Toaster kit
- Setting up a synth-DIY electronic music studio on a budget

Hillier's famous series of *Motor Vehicle Technology* texts have been completely revised and updated. *Radio Production* is for professionals and students interested in understanding the radio industry in today's ever-changing world. This book features up-to-date coverage of the purpose and use of radio with detailed coverage of current production techniques in the studio and on location. In addition there is exploration of technological advances, including handheld

digital recording devices, the use of digital, analogue and virtual mixing desks and current methods of music storage and playback. Within a global context, the sixth edition also explores American radio by providing an overview of the rules, regulations, and purpose of the Federal Communications Commission. The sixth edition includes: Updated material on new digital recording methods, and the development of outside broadcast techniques, including Smartphone use. The use of social media as news sources, and an expansion of the station's presence. Global government regulation and journalistic codes of practice. Comprehensive advice on interviewing, phone-ins, news, radio drama, music, and scheduling. This edition is further enhanced by a companion website, featuring examples, exercises, and resources: [www.focalpress.com/cw/mcleish](http://www.focalpress.com/cw/mcleish). Unlike books currently on the market, this book attempts to satisfy two goals: combine circuits and electronics into a single, unified treatment, and establish a strong connection with the contemporary world of digital systems. It will introduce a new way of looking not only at the treatment of circuits, but also at the treatment of introductory coursework in engineering in general. Using the concept of "abstraction," the book attempts to form a bridge between the world of physics and the world of large computer systems. In particular, it attempts to unify electrical engineering and computer science as the art of creating and exploiting successive abstractions to manage the complexity of building useful electrical systems. Computer systems are simply one type of electrical systems. +Balances circuits theory with practical digital electronics applications. +Illustrates concepts with real devices. +Supports the popular circuits and electronics course on the MIT OpenCourse Ware from which professionals worldwide study this new approach. +Written by two educators well known for their innovative teaching and research and their collaboration with industry. +Focuses on contemporary MOS technology.

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