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Digital Design **Digital Design** Digital Design Digital Logic and Computer Design *Logic and Computer Design Fundamentals* *Digital Design, Global Edition* **Understanding Unix/Linux Programming** **Computer Logic Design** **Logic and Computer Design Fundamentals, Global Edition** Digital Design Digital Design **Digital Design (cd) 3rd Edition** **Computer System Architecture** Digital Systems Design Using VHDL Digital Design *Digital Electronics* **Engineering Fundamentals: An Introduction to Engineering, SI Edition** **Introduction to Digital Systems Design** **Computer Systems** Advanced Digital Design with the Verilog HDL **FSM-based Digital Design using Verilog HDL** *Fundamentals of Power Electronics* **Linear Algebra and Its Applications** **Communication Systems** Fundamentals of Electric Circuits **Computer Networks** *The Holodeck* The Constitutional Convention of 1787 **Digital Circuits And Design, 3E** **Computer Organization and Design** Advanced Engineering Mathematics *Computer Organization* **Foundation of Digital Electronics and Logic Design** *Digital Electronics* *Digital Twin Driven Smart Design* Circuits and Networks **Programming and Problem Solving with C++** **Interaction Design** Discrete Mathematics for Computer Scientists *Digital Design eBook: International Edition*

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author

also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines.

- Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly
- Covers basic number system and coding, basic knowledge in digital design, and components of a computer
- Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

Tanenbaum takes a structured approach to explaining how networks work from the inside out. He starts with an explanation of the physical layer of networking, computer hardware and transmission systems; then works his way up to network applications. Tanenbaum's in-depth application coverage includes email; the domain name system; the World Wide Web (both client- and server-side); and multimedia (including voice over IP, Internet radio video on demand, video conferencing, and streaming media. Each chapter follows a consistent approach: Tanenbaum presents key principles, then illustrates them utilizing real-world example networks that run through the entire book—the Internet, and wireless networks, including Wireless LANs, broadband wireless and Bluetooth. The Fifth Edition includes a chapter devoted exclusively to network security. The textbook is supplemented by a Solutions Manual, as well as a Website containing PowerPoint slides, art in various forms, and other tools for instruction, including a protocol simulator whereby students can develop and test their own network protocols. This book continues to reflect our experience that topics once considered too advanced can be taught in the first course. The text addresses metalanguages explicitly as the formal means of specifying programming language syntax. Copyright © Libri GmbH. All rights reserved. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book

presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. This title builds on the student's background from a first course in logic design and focuses on developing, verifying, and synthesizing designs of digital circuits. The Verilog language is introduced in an integrated, but selective manner, only as needed to support design examples. CD-ROM contains: Study guide -- Getting started with technology -- Download data -- New MATLAB projects -- PDF files. This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. For sophomore courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. & Digital Design, fourth edition is a modern update of the classic authoritative text on digital design.& This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. This book is about a requirements specification for a Holodeck at a proof of concept level. In it I introduce optical functions for an optical processor and describe how they map to a subset of the Risc-V open instruction set. I describe how parallelism could be achieved. I then describe a possible layered approach to an optical processor motherboard for the datacenter and for a personal Holodeck. I describe Volumetrics in brief and show how its evolution to Holodeck volumetrics could be done with bend light technology and the possibility of solidness to touch. I describe in detail the architecture of a Holodeck covering several approaches to Holodecks from static scene to scrolling scene to multi-user same complex to networked multi-user Holodecks. This book presents the basic concepts used in the design and analysis of digital systems and introduces the principles of digital computer organization and design. Provides computer science students with a foundation in discrete mathematics

using relevant computer science applications. Written for advanced study in digital systems design, Roth/John's DIGITAL SYSTEMS DESIGN USING VHDL, 3E integrates the use of the industry-standard hardware description language, VHDL, into the digital design process. The book begins with a valuable review of basic logic design concepts before introducing the fundamentals of VHDL. The book concludes with detailed coverage of advanced VHDL topics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A Norton original in the Reacting to the Past series, *The Constitutional Convention of 1787: Constructing the American Republic* brings to life the debates that most profoundly shaped American government. As representatives to the Convention, students must investigate the ideological arguments behind possible structures for a new government and create a new constitution. *Reacting to the Past* is an award-winning series of immersive role-playing games that actively engage students in their own learning. Students assume the roles of historical characters and practice critical thinking, primary source analysis, and argument, both written and spoken. Reacting games are flexible enough to be used across the curriculum, from first-year general education classes and discussion sections of lecture classes to capstone experiences and honors programs.

The fundamentals and implementation of digital electronics are essential to understanding the design and working of consumer/industrial electronics, communications, embedded systems, computers, security and military equipment. Devices used in applications such as these are constantly decreasing in size and employing more complex technology. It is therefore essential for engineers and students to understand the fundamentals, implementation and application principles of digital electronics, devices and integrated circuits. This is so that they can use the most appropriate and effective technique to suit their technical need. This book provides practical and comprehensive coverage of digital electronics, bringing together information on fundamental theory, operational aspects and potential applications. With worked problems, examples, and review questions for each chapter, *Digital Electronics* includes: information on number systems, binary codes, digital arithmetic, logic gates and families, and

Boolean algebra; an in-depth look at multiplexers, de-multiplexers, devices for arithmetic operations, flip-flops and related devices, counters and registers, and data conversion circuits; up-to-date coverage of recent application fields, such as programmable logic devices, microprocessors, microcontrollers, digital troubleshooting and digital instrumentation. A comprehensive, must-read book on digital electronics for senior undergraduate and graduate students of electrical, electronics and computer engineering, and a valuable reference book for professionals and researchers. Featuring a strong emphasis on the fundamentals underlying contemporary logic design using hardware description languages, synthesis, and verification, this book focuses on the ever-evolving applications of basic computer design concepts with strong connections to real-world technology. For introductory courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. A clear and accessible approach to teaching the basic tools, concepts, and applications of digital design. A modern update to a classic, authoritative text, *Digital Design, 6th Edition* teaches the fundamental concepts of digital design in a clear, accessible manner. The text presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. Like the previous editions, this edition of *Digital Design* supports a multimodal approach to learning, with a focus on digital design, regardless of language. Recognising that three public-domain languages-Verilog, VHDL, and SystemVerilog-all play a role in design flows for today's digital devices, the 6th Edition offers parallel tracks of presentation of multiple languages, but allows concentration on a single, chosen language. Part of the McGraw-Hill Core Concepts in Electrical Engineering Series, *Circuits and Networks: Analysis and Synthesis* is designed as a textbook for an introductory circuits course at the intermediate undergraduate level. The book may also be appealing to a non-major survey course in electrical engineering course as well. A primary goal in *Circuits and Networks* is to establish a firm understanding of the basic laws of electrical circuits, and to provide students with a working knowledge of the commonly used methods of analysis in electrical engineering. The text assumes no mathematical

knowledge, making it easy for students to immediately jump into circuit analysis. In addition, all of the "must have's" for a circuits text, such as an extensive introduction to PSPICE, are present in this book. About the Core Concepts in Electrical Engineering Series:As advances in networking and communications bring the global academic community even closer together, it is essential that textbooks recognize and respond to this shift. It is in this spirit that we will publish textbooks in the McGraw-Hill Core Concepts in Electrical Engineering Series. The series will offer textbooks for the global electrical engineering curriculum that are reasonably priced, innovative, dynamic, and will cover fundamental subject areas studied by Electrical and Computer Engineering students. Written with a global perspective and presenting the latest in technological advances, these books will give students of all backgrounds a solid foundation in key engineering subjects. Appropriate for a first or second course in digital logic design. This newly revised book blends academic precision and practical experience in an authoritative introduction to basic principles of digital design and practical requirements in both board-level and VLSI systems. With over twenty years of experience in both industrial and university settings, the author covers the most widespread logic design practices while building a solid foundation of theoretical and engineering principles for students to use as they go forward in this fast moving field. Digital Twin Driven Smart Design draws on the latest industry practice and research to establish a basis for the implementation of digital twin technology in product design. Coverage of relevant design theory and methodology is followed by detailed discussions of key enabling technologies that are supported by cutting-edge case studies of implementation. This groundbreaking book explores how digital twin technology can bring improvements to different kinds of product design process, including functional, lean and green. Drawing on the work of researchers at the forefront of this technology, this book is the ideal guide for anyone interested in digital manufacturing or computer-aided design. Provides detailed case studies that explore key applications of digital twin technology in design practice Introduces the concept of using digital twins to create the virtual commissioning of design projects Presents a

framework to help engineers incorporate digital twins into their product design process. Accompanying CD-ROM contains ... "a chapter on engineering statistics and probability / by N. Bali, M. Goyal, and C. Watkins." --CD-ROM label. For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department.

Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. The Use Of Digital Circuits Is Increasing In All Disciplines Of Engineering. Consequently Students Need To Have An In-Depth Knowledge On Them. Digital Circuits And Design Is A Textbook Dealing With The Basics Of Digital Technology Including The Design Asp Digital Electronics is specially designed as a textbook for the undergraduate students of Electronics, Communication, Computer Science, Electrical and Instrumentation Engineering for their introductory course on digital electronics or digital system and design.

As digital circuit elements decrease in physical size, resulting in increasingly complex systems, a basic logic model that can be used in the control and design of a range of semiconductor devices is vital. Finite State Machines (FSM) have numerous advantages; they can be applied to many areas (including motor control, and signal and serial data identification to name a few) and they use less logic than their alternatives, leading to the development of faster digital hardware systems. This clear and logical book presents a range of novel techniques for the rapid and reliable design of digital systems using FSMs, detailing exactly how and where they can be implemented. With a practical approach, it covers synchronous and asynchronous FSMs in the design of both simple and complex systems, and Petri-Net design techniques for sequential/parallel control systems. Chapters on Hardware Description Language cover the widely-used and powerful Verilog HDL in sufficient detail to facilitate the description and verification of FSMs, and FSM based systems, at both the gate and behavioural levels. Throughout, the text incorporates many real-world examples that demonstrate designs such as data acquisition, a memory tester, and

passive serial data monitoring and detection, among others. A useful accompanying CD offers working Verilog software tools for the capture and simulation of design solutions. With a linear programmed learning format, this book works as a concise guide for the practising digital designer. This book will also be of importance to senior students and postgraduates of electronic engineering, who require design skills for the embedded systems market. Specifically designed as an introduction to the exciting world of engineering, **ENGINEERING FUNDAMENTALS: AN INTRODUCTION TO ENGINEERING** encourages students to become engineers and prepares them with a solid foundation in the fundamental principles and physical laws. The book begins with a discovery of what engineers do as well as an inside look into the various areas of specialization. An explanation on good study habits and what it takes to succeed is included as well as an introduction to design and problem solving, communication, and ethics. Once this foundation is established, the book moves on to the basic physical concepts and laws that students will encounter regularly. The framework of this text teaches students that engineers apply physical and chemical laws and principles as well as mathematics to design, test, and supervise the production of millions of parts, products, and services that people use every day. By gaining problem solving skills and an understanding of fundamental principles, students are on their way to becoming analytical, detail-oriented, and creative engineers. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Based on the book *Computer Engineering Hardware Design* (1988), which presented the same combined treatment of logic design, digital system design and computer design basics. Because of its broad coverage of both logic and computer design, this text can be used to provide an overview of logic and computer hardware for computer science, computer engineering, electrical engineering, or engineering students in general. Annotation copyright by Book News, Inc., Portland, OR. *Fundamentals of Power Electronics, Third Edition*, is an up-to-date and authoritative text and reference book on power electronics. This new edition retains the original objective and philosophy of focusing on the fundamental

principles, models, and technical requirements needed for designing practical power electronic systems while adding a wealth of new material. Improved features of this new edition include: new material on switching loss mechanisms and their modeling; wide bandgap semiconductor devices; a more rigorous treatment of averaging; explanation of the Nyquist stability criterion; incorporation of the Tan and Middlebrook model for current programmed control; a new chapter on digital control of switching converters; major new chapters on advanced techniques of design-oriented analysis including feedback and extra-element theorems; average current control; new material on input filter design; new treatment of averaged switch modeling, simulation, and indirect power; and sampling effects in DCM, CPM, and digital control. Fundamentals of Power Electronics, Third Edition, is intended for use in introductory power electronics courses and related fields for both senior undergraduates and first-year graduate students interested in converter circuits and electronics, control systems, and magnetic and power systems. It will also be an invaluable reference for professionals working in power electronics, power conversion, and analog and digital electronics. For introductory courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. A clear and accessible approach to the basic tools, concepts, and applications of digital design A modern update to a classic, authoritative text, Digital Design, 5th Edition teaches the fundamental concepts of digital design in a clear, accessible manner. The text presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. Like the previous editions, this edition of Digital Design supports a multimodal approach to learning, with a focus on digital design, regardless of language. Recognizing that three public-domain languages--Verilog, VHDL, and SystemVerilog--all play a role in design flows for today's digital devices, the 5th Edition offers parallel tracks of presentation of multiple languages, but allows concentration on a single, chosen language. This book focuses on the basic principles of digital electronics and logic design. It is designed as a textbook for undergraduate students of electronics, electrical engineering, computer science, physics, and information technology.

The text covers the syllabi of several Indian and foreign universities. It depicts the comprehensive resources on the recent ideas in the area of digital electronics explored by leading experts from both industry and academia. A good number of diagrams are provided to illustrate the concepts related to digital electronics so that students can easily comprehend the subject. Solved examples within the text explain the concepts discussed and exercises are provided at the end of each chapter. An accessible, yet comprehensive text that clearly explains Unix programming and structuring by addressing the fundamentals of Unix and providing alternative solutions to problems in concrete terms. "Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"-- For use in an introductory circuit analysis or circuit theory course, this text presents circuit analysis in a clear manner, with many practical applications. It demonstrates the principles, carefully explaining each step. 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.

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