



Mathematics Applied to Electronics



James H. Harter and Wallace D. Beitzel

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Liying Dong



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An Introduction to Real-Time Computing for Mechanical Engineers Rico A. R. Picone, Joseph L. Garbini, Cameron N. Devine, 2024-09-03 A comprehensive introduction to real time computing for mechanical engineers and engineering students that integrates theory and application There are many textbooks that cover real time computing but none designed specifically for mechanical engineering curricula Filling this gap Rico Picone Joseph Garbini and Cameron Devine provide mechanical engineers and engineering students with a comprehensive introduction to real time computing that integrates theory and application The book presents the key ideas required to realize mechatronic systems that include real time computers as functional components Learning is organized around a sequence of nine hands on laboratory exercises Topics include scheduling interrupts timing real time operating systems computer hardware C programming device drivers algorithms digital electronics communication amplifiers encoders finite state machines discrete dynamic systems and digital feedback control Leading readers through the process of designing and implementing real time systems while applying the architecture and resources of a modern real time development environment this text provides an essential foundation that can be implemented and extended throughout an engineering career The first real time computing textbook designed for mechanical engineers Offers hands on instruction in the design and programming of real time mechatronic systems Introduces fundamental computing and programing topics Includes detailed coverage of user interaction real time program organization timing control and interface hardware Ideal for advanced undergraduate and first year graduate students as well as for self study

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