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Focused on the field of knowledge lying between digital and analog circuit theory, this new text will help engineers working with digital systems shorten their product development cycles and help fix their latest design problems. The scope of the material covered includes signal reflection, crosstalk, and noise problems which occur in high speed digital machines (above 10 megahertz). This volume will be of practical use to digital logic designers, staff and senior communications scientists, and all those interested in digital design. While many facets of our lives are rapidly becoming more digital, educational institutions are now faced with the task of finding new and innovative ways to incorporate technology into the classroom. Examining the latest trends in digital tools provides a more effective learning environment for future generations. The Handbook of Research on Digital Content, Mobile Learning, and Technology Integration Models in Teacher Education is a pivotal scholarly reference source that outlines the most efficient ways for educators to employ technology-enhanced lesson plans in their classroom. Featuring pertinent topics that include blended learning

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environments, student engagement, artificial intelligence, and learner-centered pedagogy, this is an ideal resource for educators, aspiring teachers, and researchers that are interested in discovering recent trends and techniques related to digital learning environments and technology-enhanced classrooms.

Emerging technologies enable a wide variety of creative expression, from music and video to innovations in visual art. These aesthetics, when properly explored, can enable enhanced communication between all kinds of people and cultures. The Handbook of Research on Digital Media and Creative Technologies considers the latest research in education, communication, and creative social expression using digital technologies. By exploring advances in art and culture across national and sociological borders, this handbook serves to provide artists, theorists, information communication specialists, and researchers with the tools they need to effectively disseminate their ideas across the digital plane.

"In this groundbreaking book, architect, designer, and prominent educator Paul Laseau covers the entire scope of architectural representation - traditional, new media, hybrid, and emerging - and their roles in design. The Architectural Representation Handbook brings showcase examples of representation into specific design contexts, giving architects, designers, and others a real sense of their variety, subtlety, and usefulness as tools for navigating the full spectrum of architecture." "In one complete volume, you'll find a representation of the dimensions of architecture through a rich array of conventions and techniques from the conceptual to the

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perceptual, the concrete to the abstract, the personal to the public, the subjective to the objective. You'll also discover an extensive set of illustrations, organized in relation to the design activities of seeing, thinking, and communication - a "vocabulary" of architectural drawing."--BOOK JACKET.Title Summary field provided

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This handbook is organized under three major parts. The first part of this handbook deals with multimedia security for emerging applications. The chapters include basic concepts of multimedia tools and applications, biological and behavioral biometrics, effective multimedia encryption and secure watermarking techniques for emerging applications, an adaptive face identification approach for android mobile devices, and multimedia using chaotic and perceptual hashing function. The second part of this handbook focuses on multimedia processing for various potential applications. The chapter includes a detail survey of image processing based automated glaucoma detection techniques and role of de-noising, recent study of dictionary learning based image reconstruction techniques for analyzing the big medical data, brief introduction of quantum image processing and it applications, a segmentation-less efficient Alzheimer detection approach, object recognition, image enhancements and de-noising techniques for emerging applications, improved performance of image compression approach, and automated detection of eye related diseases using digital image processing. The third part of this handbook introduces multimedia applications. The chapter includes the extensive survey

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on the role of multimedia in medicine and multimedia forensics classification, a finger based authentication system for e-health security, analysis of recently developed deep learning techniques for emotion and activity recognition. Further, the book introduce a case study on change of ECG according to time for user identification, role of multimedia in big data, cloud computing, the Internet of things (IoT) and blockchain environment in detail for real life applications. This handbook targets researchers, policy makers, programmers and industry professionals in creating new knowledge for developing efficient techniques/framework for multimedia applications. Advanced level students studying computer science, specifically security and multimedia will find this book useful as a reference.

"This book examines the phenomenon of digital transformation and the impact of disruptive technologies through the lens of industry case studies, where different combinations of these new technologies have been deployed and incorporated into enterprise IT and business strategies"--

This book guides the adoption, design, development and expectation of future digital teaching and learning projects/programs in K12 schools. It provides a series of case studies and reports experiences from international digital teaching and learning projects in K12 education. The book also furnishes advice for future school policy and investment in digital teaching and learning projects. Finally, the book provides an explanation of the future capacity and sustainability of digital teaching and learning in K12 schools.

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There are wide-ranging implications in information security beyond national defense. Securing our information has implications for virtually all aspects of our lives, including protecting the privacy of our financial transactions and medical records, facilitating all operations of government, maintaining the integrity of national borders, securing important facilities, ensuring the safety of our food and commercial products, protecting the safety of our aviation system—even safeguarding the integrity of our very identity against theft. Information security is a vital element in all of these activities, particularly as information collection and distribution become ever more connected through electronic information delivery systems and commerce. This book encompasses results of research investigation and technologies that can be used to secure, protect, verify, and authenticate objects and information from theft, counterfeiting, and manipulation by unauthorized persons and agencies. The book has drawn on the diverse expertise in optical sciences and engineering, digital image processing, imaging systems, information processing, mathematical algorithms, quantum optics, computer-based information systems, sensors, detectors, and biometrics to report novel technologies that can be applied to information-security issues. The book is unique because it has diverse contributions from the field of optics, which is a new emerging technology for

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Examples, Signaling And Memory Technologies, Fiber Optics, Modeling And Simulation To Prentice Hall Modern Semiconductor Design security, and digital techniques that are very accessible and can be interfaced with optics to produce highly effective security systems.

A handbook for the enthusiastic amateur, providing an introduction to digital electronics and considering how it may be applied in the design of useful and innovative circuits. The book covers topics such as logic gates and microprocessors.

This open access handbook presents a multidisciplinary and multifaceted perspective on how the 'digital' is simultaneously changing Russia and the research methods scholars use to study Russia. It provides a critical update on how Russian society, politics, economy, and culture are reconfigured in the context of ubiquitous connectivity and accounts for the political and societal responses to digitalization. In addition, it answers practical and methodological questions in handling Russian data and a wide array of digital methods. The volume makes a timely intervention in our understanding of the changing field of Russian Studies and is an essential guide for scholars, advanced undergraduate and graduate students studying Russia today.

Handbook of Digital Techniques for High-Speed Design Design Examples, Signaling and Memory Technologies, Fiber Optics, Modeling, and Simulation to Ensure Signal Integrity Solutions Manual for Handbook of Digital Techniques for High-

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Speed Design Handbook Of Digital Techniques For High-Speed Design Digital Techniques for Amateurs

A comprehensive and practical analysis and overview of the imaging chain through acquisition, processing and display The Handbook of Digital Imaging provides a coherent overview of the imaging science amalgam, focusing on the capture, storage and display of images. The volumes are arranged thematically to provide a seamless analysis of the imaging chain from source (image acquisition) to destination (image print/display). The coverage is planned to have a very practical orientation to provide a comprehensive source of information for practicing engineers designing and developing modern digital imaging systems. The content will be drawn from all aspects of digital imaging including optics, sensors, quality, control, colour encoding and decoding, compression, projection and display. • Contains approximately 50, highly illustrated articles (ranging from 20-40 pages), printed in full colour throughout Comprehensive 3-volume set, also available on Wiley Online Library. • Over 50 Contributors, with contributors from Europe, US and Asia. Contributors are both and from academia and industry The 3 volumes will be organized thematically for enhanced usability: Volume 1: Image Capture and Storage • Image Capture and Storage Volume 2: Image Display and Reproduction • Image Display and Projection • Hardcopy Technology • Halftoning

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and Physical Evaluation• Models for Halftone
Reproduction Volume 3: Imaging System
Applications• Media Imaging• Remote Imaging•
Medical and Forensic Imaging

Ideal for engineers and designers in the dynamic global imaging and display industries

This two volume boxed set is a guide to the rapidly changing and growing area of digital publishing, including print, portable digital documents, CD-ROM, multimedia, Web publishing and more. It includes 16 pages of four-colour images to illustrate the colour management section of the work.

What are we to make of our digital social lives and the forces that shape it? Should we feel fortunate to experience such networked connectivity? Are we privileged to have access to unimaginable amounts of information? Is it easier to work in a digital global economy? Or is our privacy and freedom under threat from digital surveillance? Our security and welfare being put at risk? Our politics undermined by hidden algorithms and misinformation? Written by a distinguished group of leading scholars from around the world, the Routledge Handbook of Digital Media and Communication provides a comprehensive, unique, and multidisciplinary exploration of this rapidly growing and vibrant field of study. The Handbook adopts a three-part structural framework for understanding the sociocultural impact of digital media: the artifacts or physical devices and systems

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that people use to communicate; the communicative practices in which they engage to use those devices, express themselves, and share meaning; and the organizational and institutional arrangements, structures, or formations that develop around those practices and artifacts. Comprising a series of essay-chapters on a wide range of topics, this volume crystallizes current knowledge, provides historical context, and critically articulates the challenges and implications of the emerging dominance of the network and normalization of digitally mediated relations. Issues explored include the power of algorithms, digital currency, gaming culture, surveillance, social networking, and connective mobilization. More than a reference work, this Handbook delivers a comprehensive, authoritative overview of the state of new media scholarship and its most important future directions that will shape and animate current debates.

"This book provides a collection of successful designs, defined as communicative relation-building solutions, for individuals and collectives of interlocutors. It includes a longitudinal perspective of past mistakes, current trends and future opportunities, and is a must-have for beginners in the field as well as qualified professionals exploring the full potential of human interactions"--Provided by publisher.

FROM THE PREFACE: Many new useful ideas are presented in this handbook, including new finite impulse response (FIR) filter design techniques, half-band and multiplierless FIR filters, interpolated FIR (IFIR) structures, and error spectrum

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shaping. A fully illustrated instructional printmaking book presenting

step-by-step examples alongside representative works from thirty top contemporary printmaking artists. Printmaking is flourishing in the modern era, appealing to both traditional artists as well as those interested in graphic design and digital techniques. This all-in-one guide is both technical and inspirational, examining the history and contemporary processes of relief, intaglio, lithography, serigraphy, mixed media, digital transfers, and post-digital graphics. Featuring step-by-step examples alongside representative works and profiles of top printmaking artists, this colorful resource provides a truly fresh look at printmaking today, in all its forms.

As technology advances, digital system designers must acquire and maintain skills to design systems with analog, pulse/time, and digital circuits along with LSI and VLSI devices. The CRC Handbook of Digital System Design, Second Edition reviews the fundamentals of these topics for the convenience of designers who need to refresh their memories from time to time. In a somewhat unique presentation, this book integrates theory with practical design and covers three broad topics: The basics- formulas, design equation, terminology, symbols, and notation Characteristics, properties, and principles of operation of devices, modules, and building blocks frequently used as components in digital system design Design procedures-guidelines for system design presented through examples The author includes numerous examples, both simple and complex, throughout the book that help clarify points often confusing or overlooked. He also addresses memory and arithmetic unit design, techniques of grounding and shielding for analog and digital noise, and graphical techniques for nonlinear circuits and transmission line analysis. The style is straightforward,

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the treatment self-contained and practical. The CRC Handbook of Digital System Design, Second Edition remains a popular and valuable resource for anyone involved in digital system design.

Includes the most important issues, concepts, trends and technologies in the field of global information technology management, covering topics such as the technical platform for global IS applications, information systems projects spanning cultures, managing information technology in corporations, and global information technology systems and socioeconomic development in developing countries.

This book provides a comprehensive reference for everything that has to do with digital circuits. The author focuses equally on all levels of abstraction. He tells a bottom-up story from the physics level to the finished product level. The aim is to provide a full account of the experience of designing, fabricating, understanding, and testing a microchip. The content is structured to be very accessible and self-contained, allowing readers with diverse backgrounds to read as much or as little of the book as needed. Beyond a basic foundation of mathematics and physics, the book makes no assumptions about prior knowledge. This allows someone new to the field to read the book from the beginning. It also means that someone using the book as a reference will be able to answer their questions without referring to any external sources.

Digital forensics and multimedia forensics are rapidly growing disciplines whereby electronic information is extracted and interpreted for use in a court of law. These two fields are finding increasing importance in law enforcement and the investigation of cybercrime as the ubiquity of personal computing and the internet becomes ever-more apparent. Digital forensics involves investigating computer systems and digital artefacts in general, while multimedia forensics is a sub-

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topic of digital forensics focusing on evidence extracted from both normal computer systems and special multimedia devices, such as digital cameras. This book focuses on the interface between digital forensics and multimedia forensics, bringing two closely related fields of forensic expertise together to identify and understand the current state-of-the-art in digital forensic investigation. Both fields are expertly attended to by contributions from researchers and forensic practitioners specializing in diverse topics such as forensic authentication, forensic triage, forensic photogrammetry, biometric forensics, multimedia device identification, and image forgery detection among many others. Key features:

- Brings digital and multimedia forensics together with contributions from academia, law enforcement, and the digital forensics industry for extensive coverage of all the major aspects of digital forensics of multimedia data and devices
- Provides comprehensive and authoritative coverage of digital forensics of multimedia data and devices
- Offers not only explanations of techniques but also real-world and simulated case studies to illustrate how digital and multimedia forensics techniques work
- Includes a companion website hosting continually updated supplementary materials ranging from extended and updated coverage of standards to best practice guides, test datasets and more case studies

This book draws on both traditional and emerging fields of study to consider what a grounded definition of quantitative and qualitative research in the Digital Humanities (DH) might mean; which areas DH can fruitfully draw on in order to foster and develop that understanding; where we can see those methods applied; and what the future directions of research methods in Digital Humanities might look like. Schuster and Dunn map a wide-ranging DH research methodology

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by drawing on both 'traditional' fields of DH study such as text, historical sources, museums and manuscripts, and innovative areas in research production, such as knowledge and technology, digital culture and society and history of network technologies. Featuring global contributions from scholars in the United Kingdom, the United States, Europe and Australia, this book draws together a range of disciplinary perspectives to explore the exciting developments offered by this fast-evolving field. Routledge International Handbook of Research Methods in Digital Humanities is essential reading for anyone who teaches, researches or studies Digital Humanities or related subjects.

Required reading for anyone interested in the profound relationship between digital technology and society Digital technology has become an undeniable facet of our social lives, defining our governments, communities, and personal identities. Yet with these technologies in ongoing evolution, it is difficult to gauge the full extent of their societal impact, leaving researchers and policy makers with the challenge of staying up-to-date on a field that is constantly in flux. The Oxford Handbook of Digital Technology and Society provides students, researchers, and practitioners across the technology and social science sectors with a comprehensive overview of the foundations for understanding the various relationships between digital technology and society. Combining robust computer-aided reviews of current literature from the UK Economic and Social Research Council's commissioned project "Ways of Being in a Digital Age" with newly commissioned chapters, this handbook

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illustrates the upcoming research questions and challenges facing the social sciences as they address the societal impacts of digital media and technologies across seven broad categories: citizenship and politics, communities and identities, communication and relationships, health and well-being, economy and sustainability, data and representation, and governance and security. Individual chapters feature important practical and ethical explorations into topics such as technology and the aging, digital literacies, work-home boundary, machines in the workforce, digital censorship and surveillance, big data governance and regulation, and technology in the public sector. The Oxford Handbook of Digital Technology and Society will equip readers with the necessary starting points and provocations in the field so that scholars and policy makers can effectively assess future research, practice, and policy.

The effective use of technology offers numerous benefits in protecting cultural heritage. With the proper implementation of these tools, the management and conservation of artifacts and knowledge are better attained. The Handbook of Research on Emerging Technologies for Digital Preservation and Information Modeling is an authoritative resource for the latest research on the application of current innovations in the fields of architecture and archaeology to promote the conservation of cultural heritage. Highlighting a range of real-world applications and digital tools, this book is ideally designed for upper-level students, professionals, researchers, and academics interested in the

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preservation of cultures.

"This book provides a media for advancing research and the development of theory and practice of digital crime prevention and forensics, embracing a broad range of digital crime and forensics disciplines"--Provided by publisher.

Digital integration is the driving force of teaching and learning at all levels of education. As more non-traditional students seek credentialing, certification, and degrees, institutions continue to push the boundaries of innovative practices to meet the needs of diverse students. Programs and faculty have moved from merely using technology and learning management systems to unique and innovative ways to engage learners. The Handbook of Research on Innovative Digital Practices to Engage Learners is an essential scholarly publication that offers theoretical frameworks, delivery models, current guidelines, and digital design techniques for integrating technological advancements in education contexts to enforce student engagement and positive student outcomes. Featuring a wide range of topics such as gamification, wearable technologies, and distance education, this book is ideal for teachers, curriculum developers, instructional designers, principals, deans, administrators, researchers, academicians, education professionals, and students.

The widespread use of information and communications technology (ICT) has created a global platform for the exchange of ideas, goods and services, the benefits of which are enormous. However, it has also created boundless opportunities for fraud and deception.

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Cybercrime is one of the biggest growth industries around the globe, whether it is in the form of violation of company policies, fraud, hate crime, extremism, or terrorism. It is therefore paramount that the security industry raises its game to combat these threats. Today's top priority is to use computer technology to fight computer crime, as our commonwealth is protected by firewalls rather than firepower. This is an issue of global importance as new technologies have provided a world of opportunity for criminals. This book is a compilation of the collaboration between the researchers and practitioners in the security field; and provides a comprehensive literature on current and future e-security needs across applications, implementation, testing or investigative techniques, judicial processes and criminal intelligence. The intended audience includes members in academia, the public and private sectors, students and those who are interested in and will benefit from this handbook.

The colorist is responsible for the critical final stage of refinement of the film and broadcast image. Using all of the controls modern color correction software provides, colorists refine the mood, create style, add polish to scenes, and breathe life into the visuals. The craft of color correction can take considerable trial and error to learn, while the art of color grading takes years to perfect. Alexis Van Hurkman draws on his wealth of industry experience to provide a thoroughly updated edition of what has become the standard guide to color correction. Using a friendly, clear teaching style and a slew of real-world examples and anecdotes, Alexis

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demonstrates how to achieve professional results for any project, using any number of dedicated grading applications, or even an editing program's built-in color correction tools. From the most basic methods for evaluating and correcting an overall image to the most advanced targeted corrections and creative stylizations, Color Correction Handbook, Second Edition, is your one-stop guide. Among many valuable concepts and techniques, you'll learn to:

- Set up a professional color correction environment using the latest technologies and adhere to the most up-to-date standards
- Work with log-encoded media and LUTs
- Analyze shots quickly and correct errors of color and exposure
- Create idealized adjustments for key features such as skin tone, skies, and product shots
- Develop strategies for balancing clips in a scene to match one another for continuity, and grading greenscreen clips destined for visual effects
- Master a variety of stylistic techniques used to set a scene's mood
- Apply principles of color and contrast to add depth and visual interest
- Browse valuable research about memory colors, audience preferences, and critical corrections for achieving appealing skin tones and controlled environments
- Follow along with the downloadable files that accompany this book, including HD footage, cross-platform exercises, and project files.

This book is a current, comprehensive design guide for your digital processing work with today's complex receiver systems. This book brings you up-to-date with the latest information on wideband electronic warfare receivers, the ADC testing procedure,

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frequency channelization and decoding schemes, and the operation of monobit receivers.

A cutting-edge guide to the theory and practice of high-speed digital system design An understanding of high-speed interconnect phenomena is essential for digital designers who must deal with the challenges posed by the ever-increasing operating speeds of today's microprocessors. This book provides a much-needed, practical guide to the state of the art of modern digital system design, combining easily accessible explanations with immensely useful problem-solving strategies. Written by three leading Intel engineers, High-Speed Digital System Design clarifies difficult and often neglected topics involving the effects of high frequencies on digital buses and presents a variety of proven techniques and application examples. Extensive appendices, formulas, modeling techniques as well as hundreds of figures are also provided. Coverage includes:

- * A thorough introduction to the digital aspects of basic transmission line theory
- * Crosstalk and nonideal transmission line effects on signal quality and timings
- * The impact of packages, vias, and connectors on signal integrity
- * The effects of nonideal return current paths, high frequency power delivery, and simultaneous switching noise
- * Explanations of how driving circuit characteristics affect the quality of the digital signal
- * Digital timing analysis at the system level that incorporates high-

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speed signaling effects into timing budgets * Methodologies for designing high-speed buses and handling the very large number of variables that affect interconnect performance * Radiated emission problems and how to minimize system noise * The practical aspects of making measurements in high-speed digital systems

This book covers the state-of-the-art in digital games research and development for anyone working with or studying digital games and those who are considering entering into this rapidly growing industry. Many books have been published that sufficiently describe popular topics in digital games; however, until now there has not been a comprehensive book that draws the traditional and emerging facets of gaming together across multiple disciplines within a single volume.

Research on and with digital technologies is everywhere today. This timely, authoritative Handbook explores the issues of rapid technological development, social change, and the ubiquity of computing technologies which have become an integrated part of people's everyday lives. This is a comprehensive, up-to-date resource for the twenty-first century. It addresses the key aspects of research within the digital technology field and provides a clear framework for readers wanting to navigate the changeable currents of digital innovation. Main themes include: - Introduction to the

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field of contemporary digital technology research - New digital technologies: key characteristics and considerations - Research perspectives for digital technologies: theory and analysis - Environments and tools for digital research - Research challenges Aimed at a social science audience, it will be of particular value for postgraduate students, researchers and academics interested in research on digital technology, or using digital technology to undertake research.

Handbook of Digital Forensics and Investigation builds on the success of the Handbook of Computer Crime Investigation, bringing together renowned experts in all areas of digital forensics and investigation to provide the consummate resource for practitioners in the field. It is also designed as an accompanying text to Digital Evidence and Computer Crime. This unique collection details how to conduct digital investigations in both criminal and civil contexts, and how to locate and utilize digital evidence on computers, networks, and embedded systems. Specifically, the Investigative Methodology section of the Handbook provides expert guidance in the three main areas of practice: Forensic Analysis, Electronic Discovery, and Intrusion Investigation. The Technology section is extended and updated to reflect the state of the art in each area of specialization. The main areas of focus in the Technology section are forensic analysis of

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Windows, Unix, Macintosh, and embedded systems (including cellular telephones and other mobile devices), and investigations involving networks (including enterprise environments and mobile telecommunications technology). This handbook is an essential technical reference and on-the-job guide that IT professionals, forensic practitioners, law enforcement, and attorneys will rely on when confronted with computer related crime and digital evidence of any kind. *Provides methodologies proven in practice for conducting digital investigations of all kinds *Demonstrates how to locate and interpret a wide variety of digital evidence, and how it can be useful in investigations *Presents tools in the context of the investigative process, including EnCase, FTK, ProDiscover, foremost, XACT, Network Miner, Splunk, flow-tools, and many other specialized utilities and analysis platforms *Case examples in every chapter give readers a practical understanding of the technical, logistical, and legal challenges that arise in real investigations

This Book Digital Technology: Principles And Practice Has Been Designed To Provide Comprehensive And In-Depth Coverage Of All Important Aspects Of Digital Principles. It Is Primarily Intended For Students Who Wish To Pursue A Career In Digital Technology Systems And Applications. The Book Begins With A Discussion Of

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Various Number Systems And Their Application In Arithmetic Operations. Following Logic Gates, The Application Of Boolean Algebra And Karnaugh Map Techniques In Solving Digital Problems And Designing Digital Systems Is Taken Up Next. As Multivibrators Form A Very Basic Device In Digital Systems, Bistables, Astables And Monostables (Retriggerable And Non-Retriggerable) Considerable Attention Has Been Paid To Their Operation Characteristics And Applications. The Chapter On Arithmetic Logic Circuits Deals With All Aspects Of Arithmetic Operations Including Their Design And Operation. An Arithmetic Logic Unit Has Also Been Considered. As Counters Are Invariably Required In Almost All Digital Systems, Considerable Attention Has Been Paid To The Design And Operation Of Several Types Of Counters, Including Ring And Johnson Counters. Since Registers Play An Equally Important Role They Have Also Been Discussed. Semiconductor Memories Are The Cornerstone Of Logic Systems And Have Been Discussed In Depth. Analog To Digital Converters And Digital To Analog Converters Being Of Equal Importance Particularly In Music Systems Are Also Discussed. Among The Many Combinational Devices, Too Numerous To Mention, Those That Have Received Special Attention Are Multiplexers, Encoders Decoders Demultiplexers And Display Devices. Interfacing Problems Which Are

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Have Been Discussed In Detail.

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