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Nota di contenuto	CONTENTS; Preface; List of Abbreviations; Chapter 1 OVERVIEW, GOALS AND STRATEGY; 1.1 GOOD MORNING; 1.2 PLANNING THE TRIP; 1.3 ELECTRONIC SYSTEMS; 1.3.1 Meeting a System; 1.4 TRANSDUCERS; 1.4.1 Sensors; 1.4.2 Actuators; 1.5 WHAT IS THE ROLE OF THE COMPUTER?; 1.6 GOAL AND LEARNING STRATEGIES; 1.6.1 Teamwork Attitude; 1.6.2 Creativity and Execution; 1.6.3 Use of Simulation Tools; 1.7 SELF TRAINING, EXAMPLES AND SIMULATIONS; 1.7.1 Role of Examples and Computer Simulations; 1.8 BUSINESS ISSUES, COMPLEXITY AND CAD TOOLS; 1.8.1 CAD Tools; 1.8.2 Analog Simulator; 1.8.3 Device and Macro-block Models 1.8.4 Digital Simulation1.9 ELECTRONIC VIRTUAL STUDENT LAB (ElvisLab); PROBLEMS; Chapter 2 SIGNALS; 2.1 INTRODUCTION; 2.2 TYPES OF SIGNALS; 2.3 TIME AND FREQUENCY DOMAINS; 2.4 CONTINUOUS-TIME AND DISCRETE-TIME SIGNALS; 2.4.1 The Sampling Theorem; 2.5 USING SAMPLED-DATA SIGNALS; 2.5.1 The z-transform; 2.6 DISCRETE-AMPLITUDE SIGNALS; 2.6.1 Quantized Signal Coding; 2.7 SIGNALS REPRESENTATION; 2.7.1 The Decibel; 2.8 DFT AND FFT; 2.9 WINDOWING; 2.10 GOOD AND BAD SIGNALS; 2.10.1 Offset; 2.10.2 Interference; 2.10.3 Harmonic Distortion; 2.10.4 Noise; 2.11 THD, SNR, SNDR, DYNAMIC RANGE; PROBLEMS ADDITIONAL COMPUTER EXAMPLESChapter 3 ELECTRONIC SYSTEMS;

3.1 INTRODUCTION; 3.2 ELECTRONICS FOR ENTERTAINMENT; 3.2.1 Electronic Toys; 3.2.2 Video Game and Game Console; 3.2.3 Personal Media Player; 3.3 SYSTEMS FOR COMMUNICATION; 3.3.1 Wired Communication Systems; 3.3.2 Wireless: Voice, Video and Data; 3.3.3 RFID; 3.4 COMPUTATION AND PROCESSING; 3.4.1 Microprocessor; 3.4.2 Digital Signal Processor; 3.4.3 Data Storage; 3.5 MEASURE, SAFETY, AND CONTROL; 3.5.1 The Weather Station; 3.5.2 Data Fusion; 3.5.3 Systems for Automobile Control; 3.5.4 Noise-canceling Headphones; 3.6 SYSTEM PARTITIONING  
3.7 SYSTEM TESTING PROBLEMS; ADDITIONAL COMPUTER EXAMPLES;  
Chapter 4 SIGNAL PROCESSING; 4.1 WHAT IS SIGNAL PROCESSING?; 4.2 LINEAR AND NON-LINEAR PROCESSING; 4.3 ANALOG AND DIGITAL PROCESSING; 4.3.1 Timing for Signal Processing; 4.4 RESPONSE OF LINEAR SYSTEMS; 4.4.1 Time Response of Linear Systems; 4.4.2 Frequency Response of Linear Systems; 4.4.3 Transfer Function; 4.5 BODE DIAGRAM; 4.5.1 Amplitude Bode Diagram; 4.5.2 Phase Bode Diagram; 4.6 FILTERS; 4.6.1 Analog Design and Sensitivity; 4.6.2 Sampled-data Analog and Digital Design; 4.7 NON-LINEAR PROCESSING; PROBLEMS  
ADDITIONAL COMPUTER EXAMPLES  
Chapter 5 CIRCUITS FOR SYSTEMS;  
5.1 INTRODUCTION; 5.2 PROCESSING WITH ELECTRONIC CIRCUITS;  
5.2.1 Electronic Interfaces; 5.2.2 Driving Capability; 5.2.3 Electrostatic Discharge Protection; 5.2.4 DC and AC Coupling; 5.2.5 Ground and Ground for Signal; 5.2.6 Single-ended and Differential Circuits; 5.3 INSIDE ANALOG ELECTRONIC BLOCKS; 5.3.1 Simple Continuous-time Filters; 5.3.2 Two-Pole Filters; 5.4 CONTINUOUS-TIME LINEAR BASIC FUNCTIONS; 5.4.1 Addition of Signals; 5.4.2 The Virtual Ground Concept; 5.4.3 Multiplication by a Constant; 5.4.4 Integration and Derivative  
5.5 CONTINUOUS-TIME NON-LINEAR BASIC FUNCTIONS

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Sommario/riassunto

The microelectronics evolution has given rise to many modern benefits but has also changed design methods and attitudes to learning. Technology advancements shifted focus from simple circuits to complex systems with major attention to high-level descriptions. The design methods moved from a bottom-up to a top-down approach. For today's students, the most beneficial approach to learning is this top-down method that demonstrates a global view of electronics before going into specifics. Franco Maloberti uses this approach to explain the fundamentals of electronics, such as processing functions,

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