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For second and third year introductory communication systems courses for undergraduates, or an introductory graduate course. This revision of Couch's authoritative text provides the latest treatment of digital communication systems. The author balances coverage of both digital and analog communication systems, with an emphasis on design. Students will gain a working knowledge of both classical mathematical and personal computer methods to analyze, design, and simulate modern communication systems. MATLAB is integrated throughout.

It should appeal to plasma physicists interested in charged-particle dynamics, as well as to applied physicists needing to know more about micro- and millimeter-wave technologies.

Microelectronic Circuit Designis known for being a technically excellent text. The new edition has been revised to make the material more motivating and accessible to students while retaining a student-friendly approach.Jaeger has added more pedagogy and an emphaisis on design through the use of design examples and design notes. Some pedagogical elements include chapter opening vignettes, chapter objectives, "Electronics in Action" boxes, a problem solving methodology, and "design note" boxes. The number of examples, including new design examples, has been increased, giving students more opportunity to see problems worked out. Additionally,some of the less fundamental mathematical material has been moved to the ARIS website. In addition this edition comes with aHomework Management System called ARIS, which includes 450 static problems.

A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering.

Facilitating Interdisciplinary Research examines current interdisciplinary research efforts and recommends ways to stimulate and support such research. Advances in science and engineering increasingly require the collaboration of scholars from various fields. This shift is driven by the need to address complex problems that cut across traditional disciplines, and the capacity of new technologies to both transform existing disciplines and generate new ones. At the same time, however, interdisciplinary research can be impeded by policies on hiring, promotion, tenure, proposal review, and resource allocation that favor traditional disciplines. This report identifies steps that researchers, teachers, students, institutions, funding organizations, and disciplinary societies can take to more effectively conduct, facilitate, and evaluate interdisciplinary research programs and projects. Throughout the report key concepts are illustrated with case studies and results of the committeeâ€™s surveys of individual researchers and university provosts.

An updated edition of the classic reference on the dynamics of road and off-road vehicles As we enter a new millennium, the vehicle industry faces greater challenges than ever before as it strives to meet the increasing demand for safer, environmentally friendlier, more energy efficient, and lower emissions products. Theory of Ground Vehicles, Third Edition gives aspiring and practicing engineers a fundamental understanding of the critical factors affecting the performance, handling, and ride essential to the development and design of ground vehicles that meet these requirements. As in previous editions, this book focuses on applying engineering principles to the analysis of vehicle behavior. A large number of practical examples and problems are included throughout to help readers bridge the gap between theory and practice. Covering a wide range of topics concerning the dynamics of road and off-road vehicles, this Third Edition is filled with up-to-date information, including: * The Magic Formula for characterizing pneumatic tire behavior from test data for vehicle handling simulations * Computer-aided methods for performance and design evaluation of off-road vehicles, based on the author's own research * Updated data on road vehicle transmissions and operating fuel economy * Fundamentals of road vehicle stability control * Optimization of the performance of four-wheel-drive off-road vehicles and experimental substantiation, based on the author's own investigations * A new theory on skid-steering of tracked vehicles, developed by the author.

A recognizable surge in the field of Brain Computer Interface (BCI) research and development has emerged in the past two decades. This book is intended to provide an introduction to and summary of essentially all major aspects of BCI research and development. Its goal is to be a comprehensive, balanced, and coordinated presentation of the field's key principles, current practice, and future prospects.

Since the publication of the first edition in 1982, the goal of Simulation Modeling and Analysis has always been to provide a comprehensive, state-of-the-art, and technically correct treatment of all important aspects of a simulation study. The book strives to make this material understandable by the use of intuition and numerous figures, examples, and problems. It is equally well suited for use in university courses, simulation practice, and self study. The book is widely regarded as the "bible" of simulation and now has more than 100,000 copies in print. The book can serve as the primary text for a variety of courses; for example: *A first course in simulation at the junior, senior, or beginning-graduate-student level in engineering, manufacturing, business, or computer science (Chaps. 1 through 4, and parts of Chaps. 5 through 9). At the end of such a course, the students will be prepared to carry out complete and effective simulation studies, and to take advanced simulation courses. *A second course in simulation for graduate students in any of the above disciplines (most of Chaps. 5 through 12). After completing this course, the student should be familiar with the more advanced methodological issues involved in a simulation study, and should be prepared to understand and conduct simulation research. *An introduction to simulation as part of a general course in operations research or management science (part of Chaps. 1, 3, 5, 6, and 9).

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