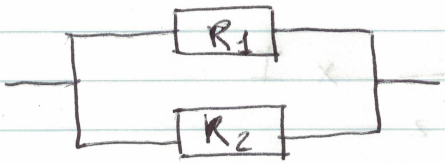
Electronic Rules.

Must view real world object as intrinsic truths that impose a certain behavior on reality. It does not depend on intensions or wishful thinking.

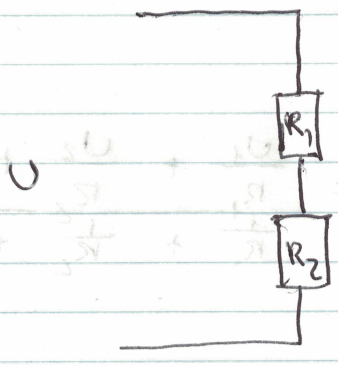
$$R_T = R_1 + R_2$$



$$R_T = R_1 \,//\, R_2 = \frac{R_1 \times R_2}{R_1 + R_2}$$

$$\therefore\ R_T < R_1 \ \& \ R_T < R_2$$

$$\text{if } R_1 = R_2 \Rightarrow R_T = \frac{1}{2} R_1 = \frac{1}{2} R_2$$



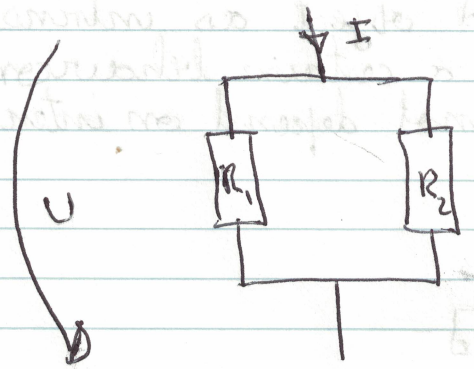
I is common

$$U_{R_1} = \frac{R_1}{R_1 + R_2} \times U$$

$$U_{R_2} = \frac{R_2}{R_1 + R_2} \times U$$

$$\mu(t) = \mathcal{L}\{\mu(t)\} = \frac{1}{s}$$

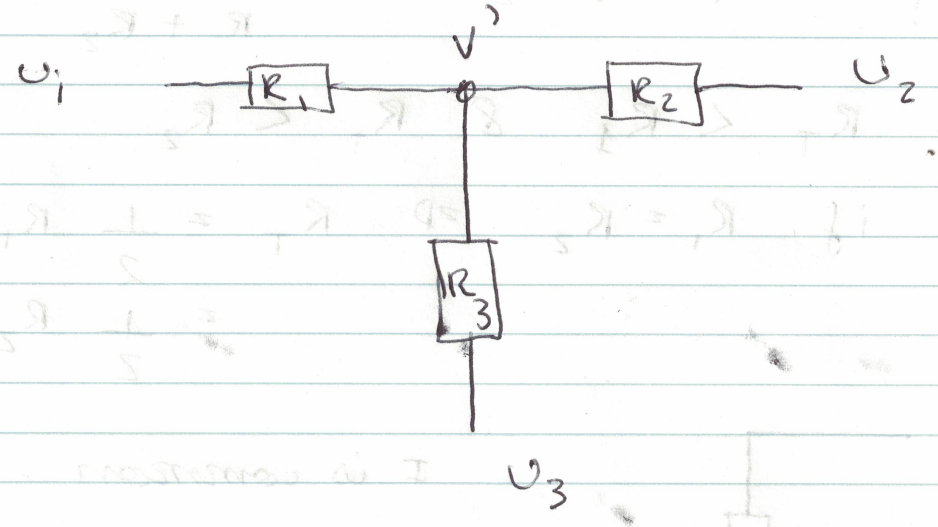
$$\delta(t) = \mathcal{L}\{\delta\} = 1$$



U is common

$$I_{R_1} = \frac{R_2}{R_1 + R_2} \times I$$

$$I_{R_2} = \frac{R_1}{R_1 + R_2} \times I$$



$$V' = \frac{\sum_{i=1}^{n} \frac{U_i}{R_i}}{\sum_{i=1}^{n} \frac{1}{R_i}} = \frac{\frac{U_1}{R_1} + \frac{U_2}{R_2} + \frac{U_3}{R_3}}{\frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3}}$$