





Now in (1). Vin-Va = SCIVa + Scatta V+ + Va-Vout-RI R3. => Vin- (Rax Voul-) (1+8C2R2)
Rh+Ra) (5C2R2) = \$C_1 \left(\frac{\text{Rax Vout}}{\text{Rb+Ra}}\right)\left(\frac{1+5C_2R_2}{\text{SC_2R_2}}\right) + (Rax Vout). P. + (Rax Vout) (1+5C2R2) - Vout

SC2R2)

TO CALLY BY TAIL TO MAKE BE

R.3.

A TOWNS => 3C2R2Pblin + 5C2R2RBallin -Rallout -Rallout -Rallout - Rallout Ri (Rb/Ra) (5 0/2 R/2) = (Ra Vout + Ra Vout SCOR2) C1 + Ratout Ra Vout Re (Rb+Ra) (Pb+Ra) C2R2 + Ra Vout + Ra Vout BC2R2 - Rollout SC2R2 - Ra bout SC2R2 R3 (Rb+Ra) (SC2R2) CiRaVout + CiRaVout SC2R2 + C2 Val RaVout. C/2 R/2 (Rb/Ra) Rabout - RbVout SC2R2 3CLR2R3 (Rb+Ra).

=> (Ra+Rb) 3 Vin
RICI = Vout R1R3R2C1C252+R3R2C20+R1R3C11 - R6R1R2C20+R1+R3 RIR2RZGCZ => Vout = (Ra+Rb) SR2R3C2. RIR2R3 CIC23°+5 (R3R2 C2+R1R3C2 Con RokiR2) + RI+R3.

Multiplying and dividing 3 by RIR2R3CIC2. Vout = 4(5) Vin = (Ra+Rb) S R1C1 52+ (1-+1-+1-- Rb)3+ R1+R3
R1G1 R2G1 R2G2 RAR3G1)3+ R1R3R2GG