$$P_T = 30 dB_m$$
 $h_T = 30 m$
 $G_T = 0 dB_i$ $h_T = 2 m$
 $G_R = 0 dB_i$
 $f = 925 MH_2$
 $r = 1 + 2 = 3 km$
 $body boss = 2 dB$

a.
$$L_{p} = 32,5 + 20 \log f_{MHz} + 20 \log f_{kn}$$

= $32,5 + 20 \log 925 + 20 \log 3$
= $32,5 + 59,32203 + 9,54243$
= $101,36526$ dB

$$P_{R} = P_{T} + G_{T} + G_{R} - L_{p} - budy loss$$

$$= 30 dBm + 0 + 0 - 101,76526 dB - 2 dB$$

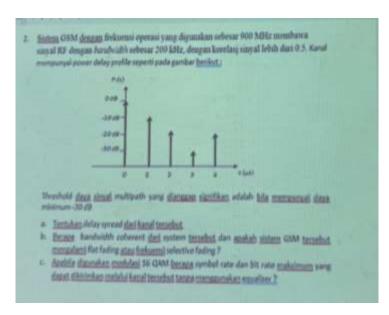
$$= -73,36526 dBm$$

b.
$$L_{p} = 10 \log \left(\frac{r^{4}}{h_{r}^{2} h_{R}^{2}} \right) = 103, 52103 dB$$

$$P_{R} = P_{T} + G_{T} + G_{R} - L_{P} - body loss$$

$$-30 dBm + 0 + 0 - 103,521P3 - 2$$

$$= -75,521P3 dBm$$



$$S_0 = 900 \text{ MHz}$$
 $BW_{RF} = 200 \text{ kHz}$
 $korelas = 0,5$
 $freshold = -30 \text{ dB}$

$$\frac{\partial}{\tau} = \frac{ZP(\tau_k)\tau_k}{\sum P(\tau_k)} = \frac{1.0 + 0.1.1 + 0.01.2 + 0.001.3 + 0.01.4}{1 + 0.1 + 0.01 + 0.001 + 0.001}$$

= 0,145406 MS

$$\frac{T^{2}}{T^{2}} = \frac{\sum P(\tau_{k}) \tau_{k}^{2}}{\sum P(\tau_{k})} = \frac{1.0^{2} + 0,1.1^{2} + 0,01.2^{2} + 0,001.3^{2} + 0,01.4^{2}}{1 + 0,1 + 0,01 + 0,001 + 0,01}$$

= 0,275647 ms2

$$\overline{U_{\overline{c}}} = \sqrt{\overline{c^2} - (\overline{c})^2} = \sqrt{0,275647 - (0,145406)^2} = 0,504484 \text{ MS}$$

Karena BWRF < BWc, maka yang terjadi adalah slat sading

16 QAM -> 4 bit per simbol

$$R_s = \frac{396,445 k}{4} = 99,11125 ksps$$