

$$(1 + j2) \cdot (4 + j5) =$$

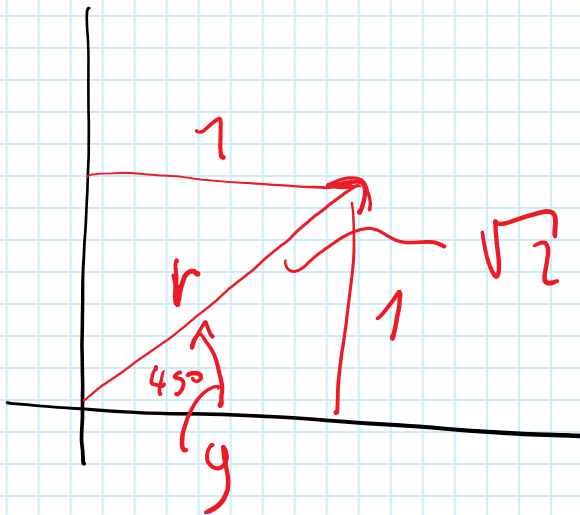
$$3 \angle 30^\circ \cdot 4 \angle 10^\circ = 12 \angle 40^\circ$$

$$(3 + j \cdot 4) + (2 - j \cdot 1) = 5 + j \cdot 3$$

Geg: re, im
 $re + j \cdot im$

$$1 + j \cdot 1 = \sqrt{2} \angle 45^\circ$$

$$r = \sqrt{re^2 + im^2}; \quad \varphi = \arctan\left(\frac{im}{re}\right)$$

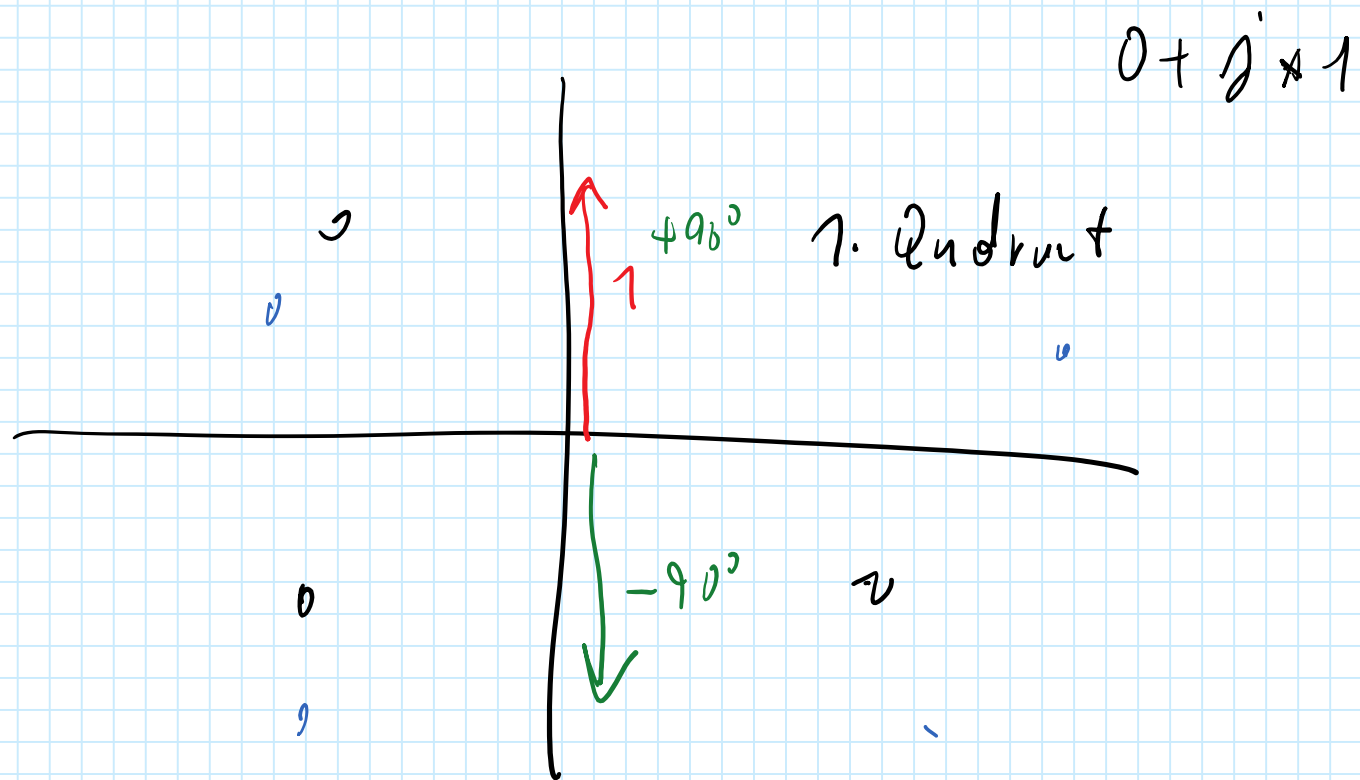


Geg: r, φ

$$re = r \cdot \cos(\varphi); \quad im = r \cdot \sin(\varphi)$$

$$rad \cdot \frac{180}{\pi} = Grad$$

$$Grad \cdot \frac{\pi}{180} = rad$$



$$(1 + j2) * (3 + j4) = 1 \cdot 3 + j2 \cdot 3 + j4 \cdot 1 + j^2 8 = 3 + j6 + j4 - 8 = -5 + j10$$

infix

$$3 * (4 + 5) =$$

postfix

3 4 5 + *

~~p~~
~~3~~
~~4~~
p

3 3 27
4 9
5
→



$$-5 + j10$$

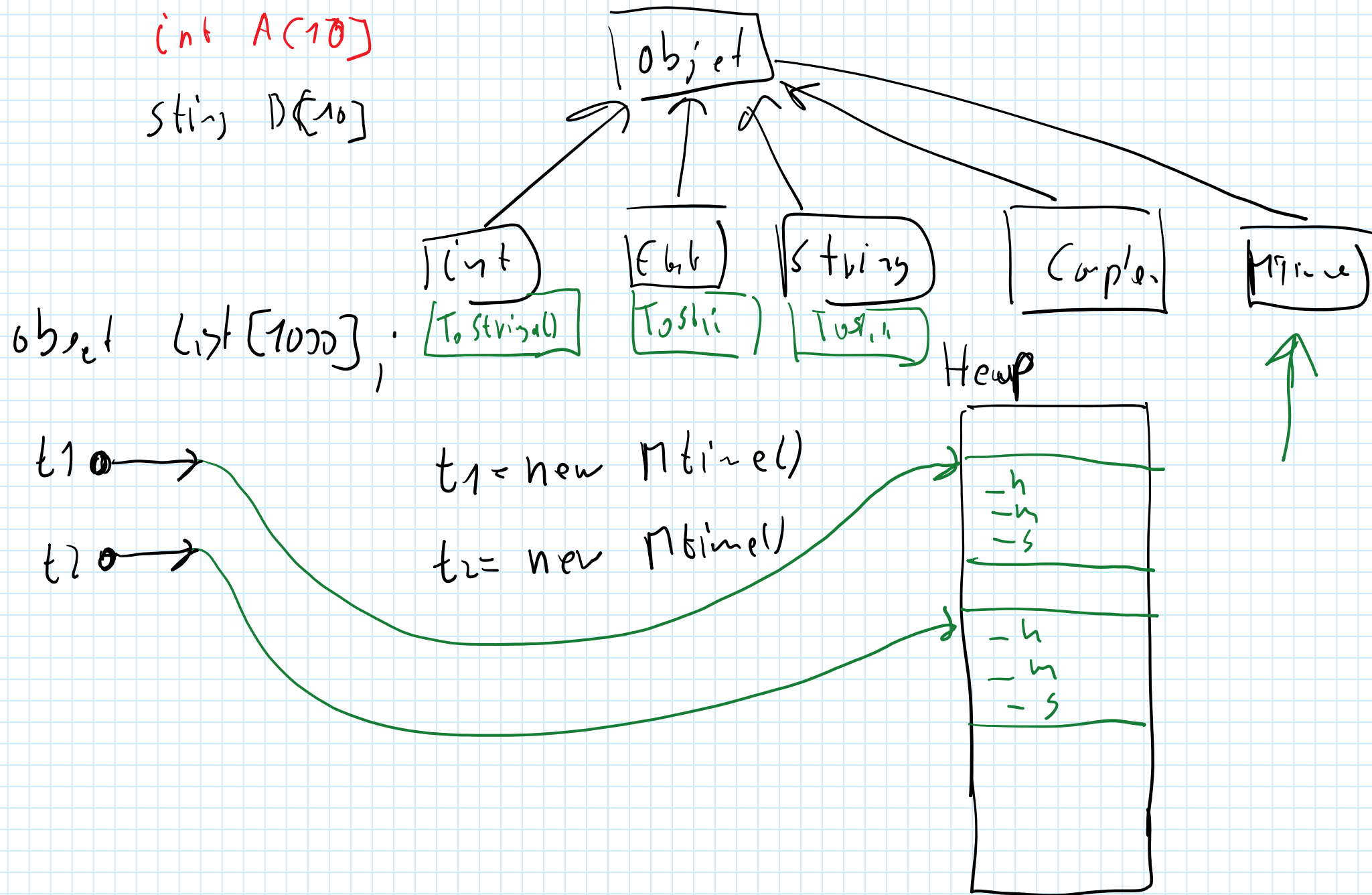
test)

Programmieren ist eine Fähigkeit, die am besten durch Übung und Ausprobieren und nicht aus Büchern erworben wird.

Bei dem Versuch, solche Maschinen zu

**Alan Turing 1950
(Erfinder des Computers)**

int A[10]
 String B[10]



$$3 \angle 30^\circ * 2 \angle 20^\circ = 6 \angle 50^\circ$$

Sin, Cos in 5° Schritten erzeugen

$$(a_r + j a_i) \cdot (b_r + j b_i) =$$

$$(a_r \cdot b_r - a_i \cdot b_i) + j (a_i \cdot b_r + a_r \cdot b_i)$$

$$\operatorname{Re}(a) = \cos(\varphi)$$

$$\cos(0^\circ)$$

$$\cos(5^\circ)$$

$$\cos(10^\circ)$$

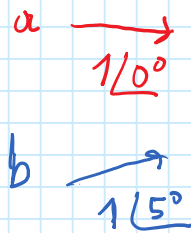
$$\vdots$$

$$\operatorname{Im}(a) = \sin(\varphi)$$

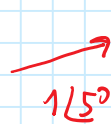
$$\sin(0^\circ)$$

$$\sin(5^\circ)$$

$$\sin(10^\circ)$$



$$a = a * b$$



$$a = a * b$$

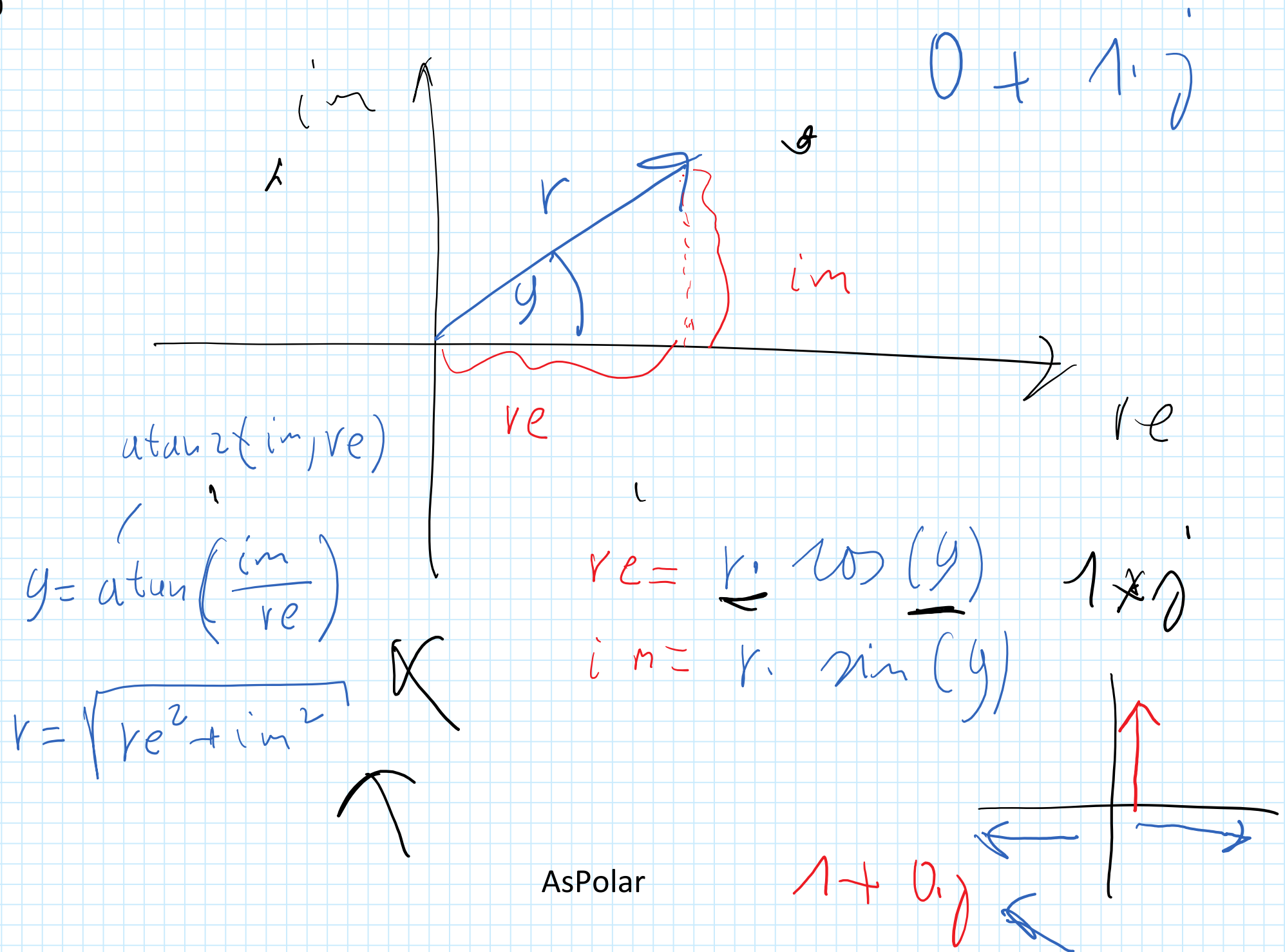


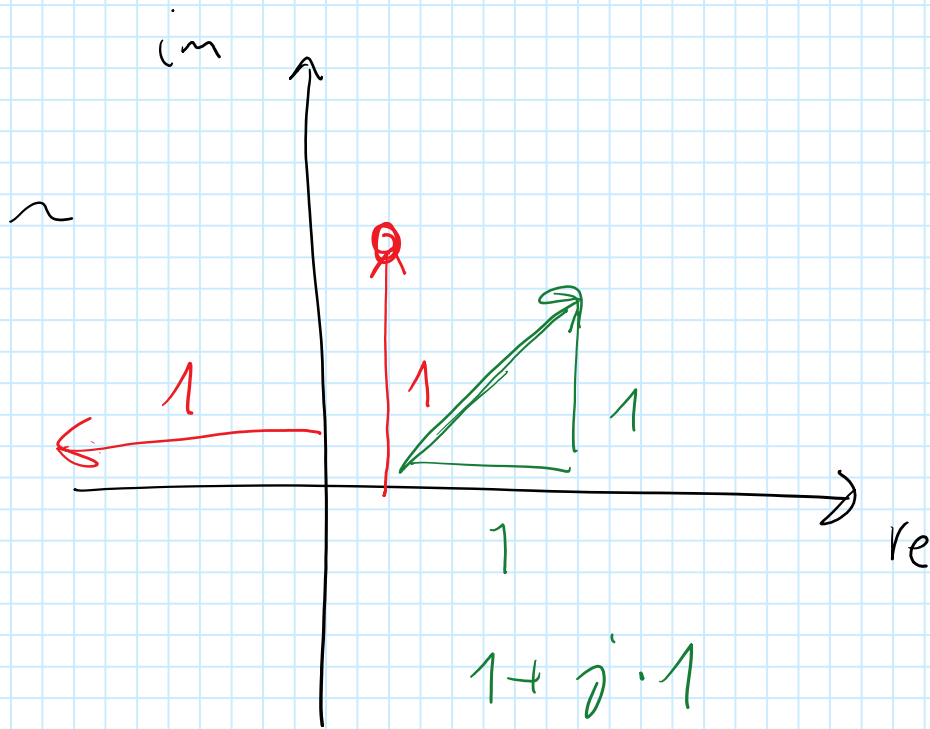
$$1/10^\circ$$

$$\begin{aligned}
 & (1 + j \cdot 2) * (3 + j \cdot 4) = \\
 & = \underbrace{1 \cdot 3} + j \cdot 1 \cdot 4 + j \cdot 2 \cdot 3 - \underbrace{2 \cdot 4} = \\
 & = -5 + j \cdot 10 ; \quad \left(\overset{\vee}{\underset{\vee}{a_r}} + j \overset{\vee}{\underset{\vee}{a_i}} \right) * \left(\overset{\vee}{\underset{\vee}{b_r}} + j \overset{\vee}{\underset{\vee}{b_i}} \right) = \\
 & = \overset{\downarrow}{a_r} * \overset{\downarrow}{b_r} + j \cdot \overset{\uparrow}{a_r} \cdot \overset{\downarrow}{b_i} + j \overset{\downarrow}{a_i} \cdot \overset{\uparrow}{b_r} - \overset{\downarrow}{a_i} \cdot \overset{\downarrow}{b_i} = \\
 & = \underbrace{(a_r \cdot b_r - a_i \cdot b_i)}_{\mathbb{R}} + j * \underbrace{(a_r \cdot b_i + a_i \cdot b_r)}_{\mathbb{I}}
 \end{aligned}$$

operatoren *

$$(Ar + j \cdot Ai) \cdot (Br + j \cdot Bi) = (Ar \cdot Br - Ai \cdot Bi) + j \cdot (Ai \cdot Br + Ar \cdot Bi)$$





$$0 + j$$

$$1 \angle 90^\circ$$

$$-1 + 0 \cdot j$$

$$1 \angle 20^\circ + 1 \angle 70^\circ = 1 \angle 50^\circ \sqrt{2} \angle 45^\circ$$

$$1 \angle 180^\circ$$

$$1 \angle 0^\circ \quad 1 \angle 10^\circ \quad 10^\circ \quad 20^\circ \quad 30^\circ$$

