**Physik-Simulation**[**https://web.microsoftstream.com/channel/0a5b01cc-aecb-4afd-8f1b-4f61048f2883**](https://web.microsoftstream.com/channel/0a5b01cc-aecb-4afd-8f1b-4f61048f2883)

**Funktionsgenerator Audio ( DSP ) am uC**[**https://web.microsoftstream.com/channel/7eb8d0cb-f87f-4c2f-b0e8-59ec5a6b4a01**](https://web.microsoftstream.com/channel/7eb8d0cb-f87f-4c2f-b0e8-59ec5a6b4a01)

**Concurrent Programming**[**https://web.microsoftstream.com/channel/7fae818f-f0de-42a8-8f39-6b477c06ac7e**](https://web.microsoftstream.com/channel/7fae818f-f0de-42a8-8f39-6b477c06ac7e)

**Datenstrukturen**

[**https://web.microsoftstream.com/channel/d40fc353-17da-42cb-bc91-208f3f79eb1b**](https://web.microsoftstream.com/channel/d40fc353-17da-42cb-bc91-208f3f79eb1b)

**Echtzeit Programmierung uC Programmierung 2 StateMachine**

[**https://web.microsoftstream.com/channel/4554c792-8bad-4b7a-8166-cdf958e3d578**](https://web.microsoftstream.com/channel/4554c792-8bad-4b7a-8166-cdf958e3d578)

**RoboWorld\_1617**

[**https://web.microsoftstream.com/channel/77972779-e90b-4e34-b9f1-9d3f195dbf24**](https://web.microsoftstream.com/channel/77972779-e90b-4e34-b9f1-9d3f195dbf24)

**Objektorientierte Programmierung  ( MiniCad, Shape, Time . . . )**  **SvVis, ProcVis, Echtzeitprogrammierung**

[**https://web.microsoftstream.com/channel/fa66317f-cb7d-4b90-a687-e34b146f2b0e**](https://web.microsoftstream.com/channel/fa66317f-cb7d-4b90-a687-e34b146f2b0e)

**Prozessvisualisierung Datenübertragungsprotokoll**

[**https://web.microsoftstream.com/channel/d2805df5-91a1-4ca5-abc8-75d2752b542e**](https://web.microsoftstream.com/channel/d2805df5-91a1-4ca5-abc8-75d2752b542e)