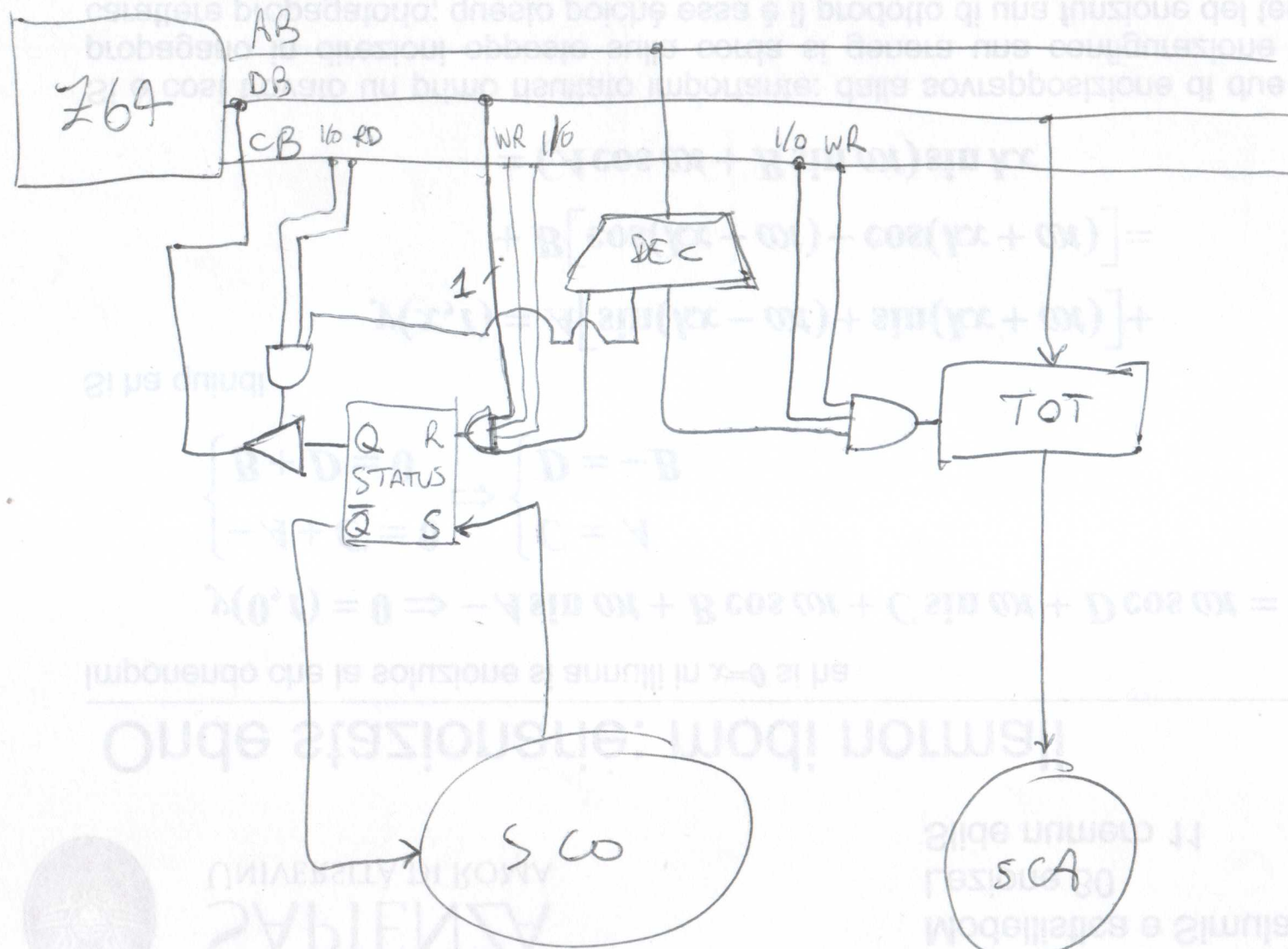
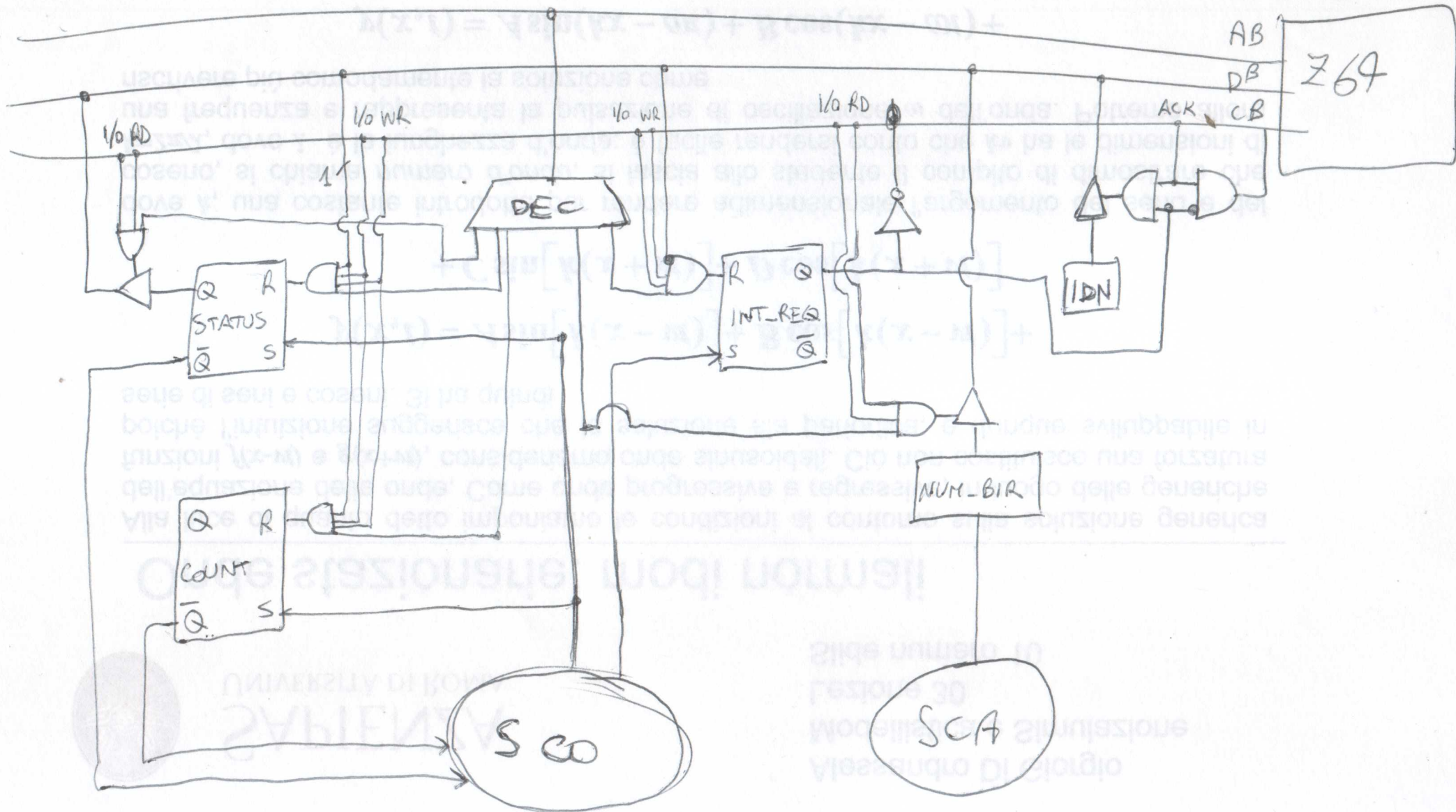


SCHERMO

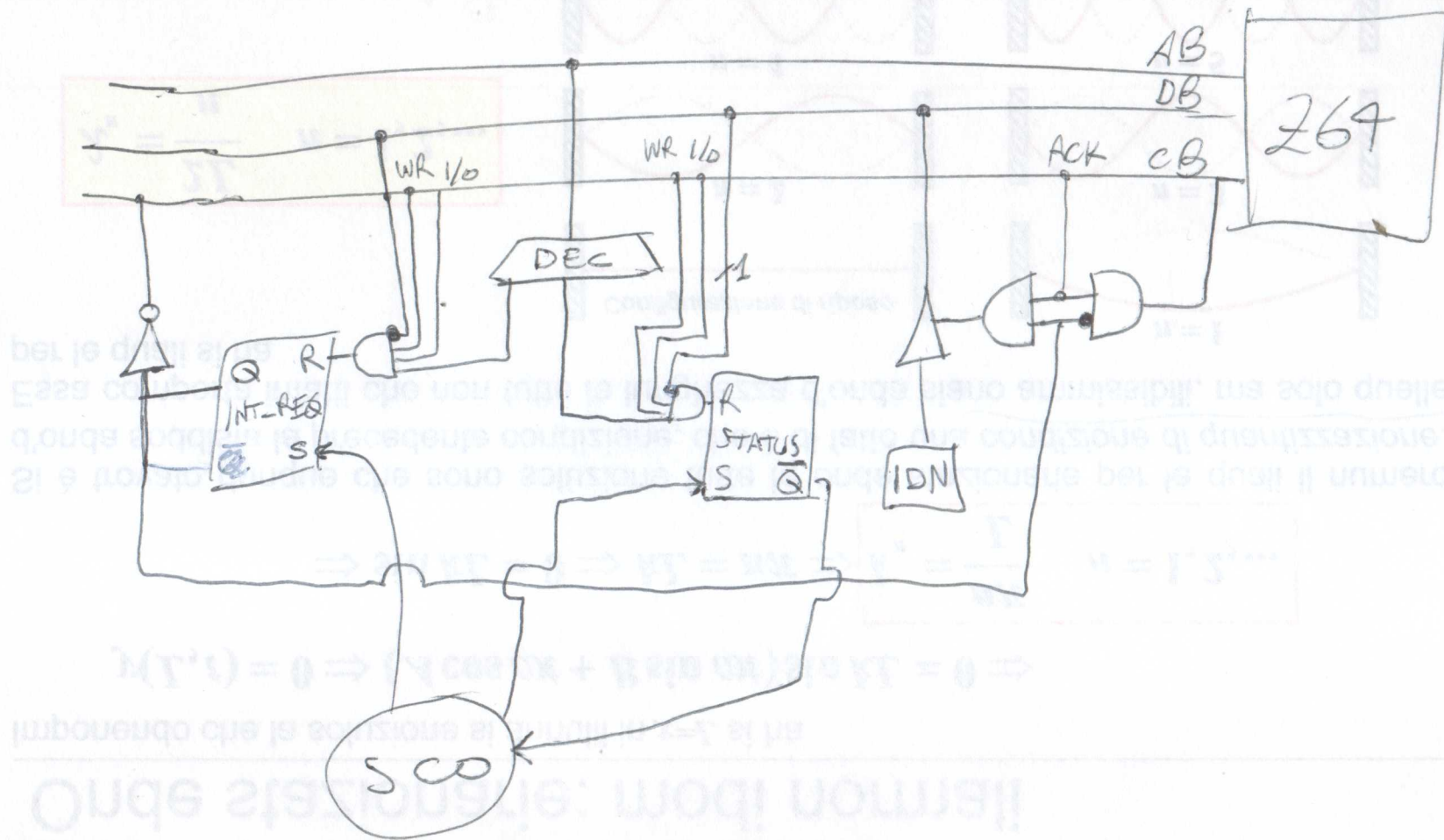
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Asincrono  $\rightarrow$  contare e rimuovere i brilli



# BILANCIEPE ASINCRONO



UNIVERSITY OF ROME  
SAPIENZA

Slide numero 12  
Lezione 30  
Modellistica e Simulazione  
Alessandro Di Giorgio