

Nature	V	\vec{E}
1	3	0.1
2	6	0.2
3	9	0.3
...

Laos of Nature

$V = IR$
 $\vec{E} = \frac{\rho}{\epsilon_0}$
 $\vec{E} \cdot \vec{a} = 0$
 $\vec{a} \times \vec{E} = -\frac{\partial \vec{B}}{\partial t}$
 $\vec{E} \times \vec{a} = \vec{J} + \frac{\partial \vec{D}}{\partial t}$

Lumped Circuit Abstractions

$\frac{1}{s}$
 R
 C
 V

Amplifiers

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Operational Amplifiers

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Analog Systems

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Applications

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Digital Abstraction

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Combinational Logic

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Clocked Abstraction

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Instruction Set Architecture

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Language Abstractions

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

System Calls

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

APIs

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Windows, Unix, Linux ...

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

ASM, C, C++

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Master this

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Understand this

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Good plan

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Start to dwell into C, Computer Architecture.

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

OS May be also try Hands on FPGAs.

$\frac{1}{s}$
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 $\frac{1}{s}$

Explore the unknown

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

Master a CPU - ARM-M, R, A or RISC-V

$\frac{1}{s}$
 $\frac{1}{s}$
 $\frac{1}{s}$

