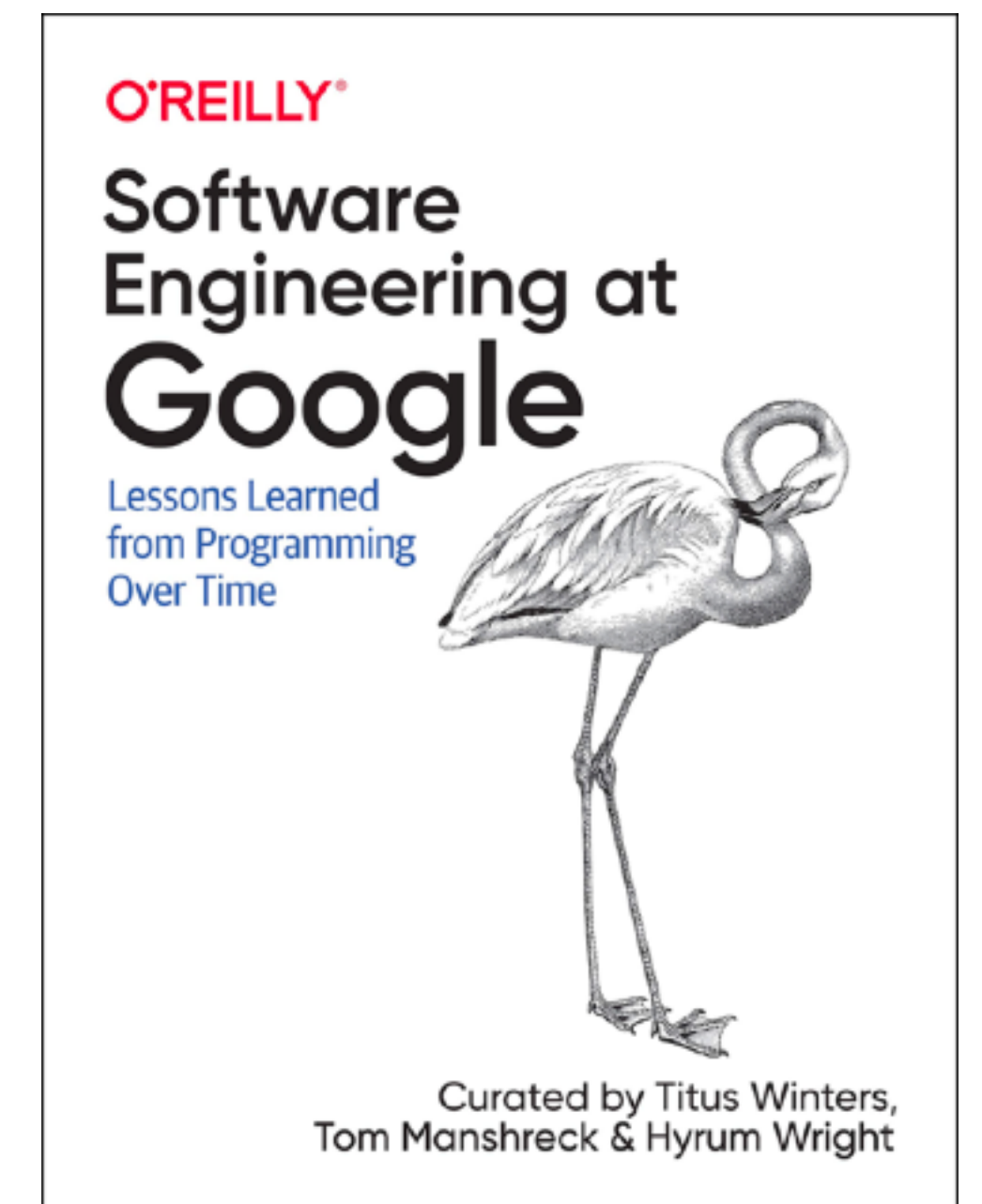


“Software engineering is programming integrated over time”

Titus Winters - Google



Chapters

1. Overview of audio systems
2. Benchmarking & measurement
3. Optimisation
4. Multi-threading, CPUs and memory