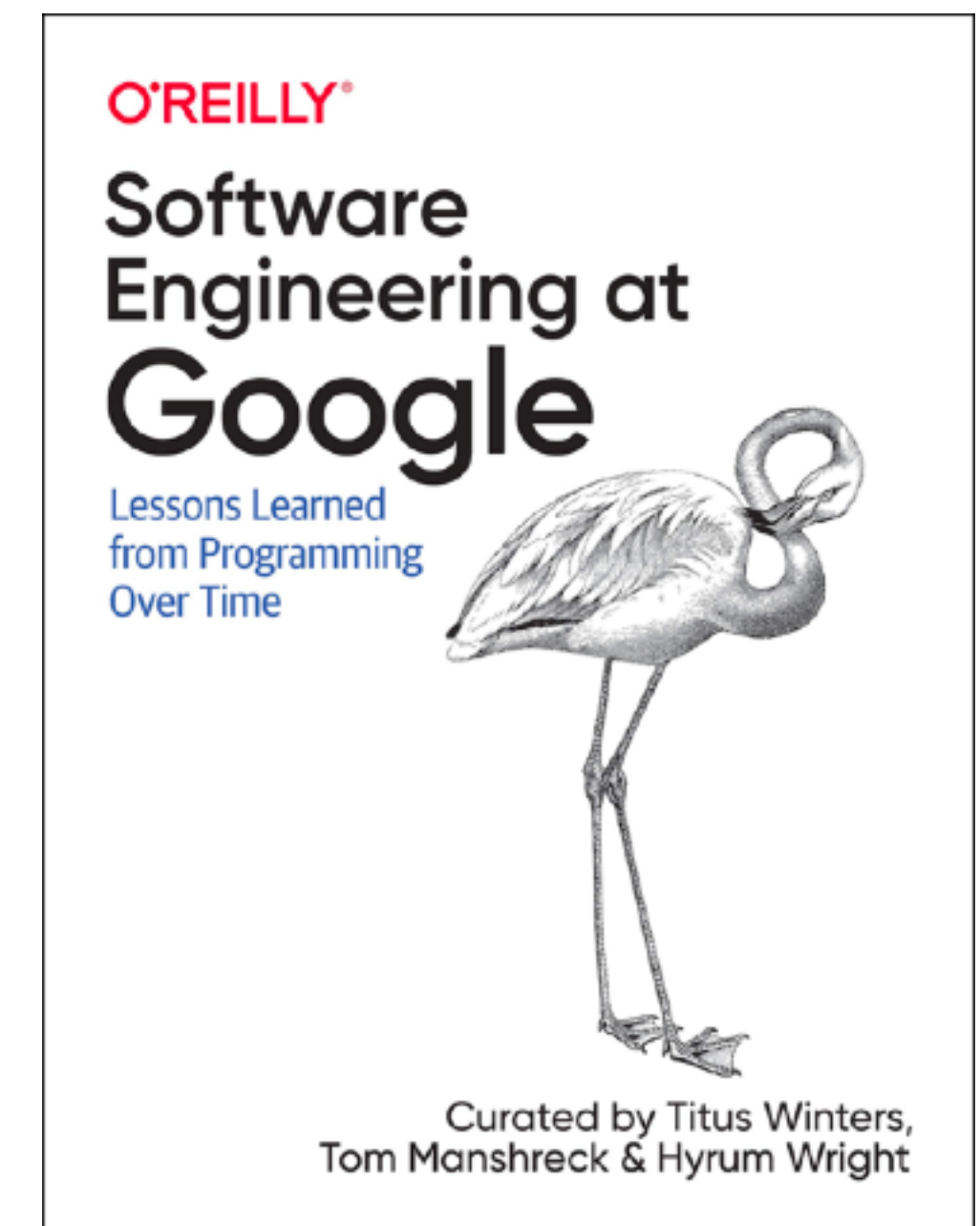# "Software engineering is programming integrated over time"

Titus Winters

Chapters

1. Overview of audio systems

2. Benchmarking & measurement

3. Optimisation

4. Multi-threading, CPUs and memory