قوانين

شابتی 3

- 1. Frequency = 1/Time
- 2. Units of period and frequency

Unit	Equivalent	Unit	Equivalent
Seconds (s)	1 s	Hertz (Hz)	1 Hz
Milliseconds (ms)	10 ⁻³ s	Kilohertz (kHz)	10 ³ Hz
Microseconds (μs)	$10^{-6} { m s}$	Megahertz (MHz)	10 ⁶ Hz
Nanoseconds (ns)	10 ⁻⁹ s	Gigahertz (GHz)	10 ⁹ Hz
Picoseconds (ps)	10 ⁻¹² s	Terahertz (THz)	10 ¹² Hz

3. Phase (degree) >> 360 * offset

Phase (radian) \Rightarrow phase (degree) * (2 π /360)

- 4. # of bits per level = log_2 (#of levels) or 2^{bits} = levels
- 5. $dB_m = 10 log 10 P_m$, where P_m is the power in milliwatts
- 6. SNR = power of signal/power of noise
- 7. $SNR_{db} = 10 log_{10} SNR$
- 8. BitRate = $2 * Bandwidth * log_2 no of level$
- 9. $C = B \log_2(1+SNR) \Rightarrow C = \text{capacity}$, B = Bandwidth, SNR = Signal to Noise
- 10. Throughput= bandwidth * average of frames

شابتی 4

- 11. R = data element/no of signals
- على! 12. no of Bits per sec = signal elements تع بحمل * signal el

شابتر 10

- $13.2^{n} 2^{k} = r$
- 14. Hamming distance >>> XOR then count no of 1s

شابتی 11

- 15. Full capacity for channel = bandwidth * delay
- 16. Link utilization = قديش مهكن ابعث /قديش انبعث اصلا



شابتر 15

17. The number of addresses in the block can be found by using the formula 2^{32-n} .

شابتی 20

18. Length of data = total length - header length