

CHAPTER 1

- **SNR (unit less) :**

$$\text{SNR} = \frac{S}{N} = \frac{P_S}{P_N}$$

$$\text{SNR} = \frac{V_S^2 / R_{in}}{V_N^2 / R_{out}}$$

- **SNR (dB) :**

$$\text{SNR (dB)} = 10 \log \left(\frac{S}{N} \right)$$

$$\text{SNR (dB)} = 10 \log \left(\frac{V_S^2 / R_{in}}{V_N^2 / R_{out}} \right)$$

Where ;

- S = signal power (watts)
- N = noise power (watts)
- V_S = signal voltage (volts)
- V_N = noise voltage (volts)
- R_{in} = input resistance (ohms)
- R_{out} = output resistance (ohms)

- **NOISE FACTOR (F) :**

$$F = \frac{SNR_{in}}{SNR_{out}} = \frac{S_{in}/N_{in}}{S_{out}/N_{out}} \text{ (unitless)}$$

- **NOISE FIGURE (NF) :**

$$\text{NF (dB)} = 10 \log F$$

$$\text{NF (dB)} = 10 \log \left(\frac{SNR_{in}}{SNR_{out}} \right)$$

$$\text{NF (dB)} = 10 \log \left(\frac{S_{in}/N_{in}}{S_{out}/N_{out}} \right)$$

- **FREQUENCY SPECTRUM**

- 1) 30 Hz to 300 Hz – Extremely Low Frequencies (ELF)
- 2) 300 Hz to 3000 Hz – Voice Frequencies (VF)
- 3) 3 kHz to 30 kHz – Very Low Frequencies (VLF)
- 4) 30 kHz to 300 kHz – Low Frequencies (LF)
- 5) 300 kHz to 3 MHz – Medium Frequencies (MF)
- 6) 3 MHz to 30 MHz – High Frequencies (HF)
- 7) 30 MHz to 300 MHz – Very High Frequencies (VHF)
- 8) 300 MHz to 3 GHz – Ultra High Frequencies (UHF)
- 9) 3 GHz to 30 GHz – Super High Frequencies (SHF)
- 10) 30 GHz to 300 GHz – Extremely High Frequencies (EHF)
- 11) 0.3 THz to 300 THz – Infrared
- 12) 0.3 PHz to 3 PHz – Visible Light
- 13) Ultraviolet rays, X rays, Gamma rays, and Cosmic rays have little application to electronic communications.

- **WAVELENGTH**

$$\lambda = \frac{c}{f}$$

where ;

λ = wavelength (meter)

C = velocity of light (3×10^8 m/s)

f = frequency (Hz)

- **BANDWIDTH**

$$\text{BW (Hz)} = \text{frequency range} = f_{\max} - f_{\min}$$

- **SHANNON'S LIMIT**

$$I = B \log_2 \left(1 + \frac{S}{N} \right)$$

or

$$I = 3.32 B \log_{10} \left(1 + \frac{S}{N} \right)$$

CHAPTER 2

- **SUMMARY OF THE VARIOUS MODULATION TECHNIQUE**

$$V_c(t) = V_p \sin(2\pi f t + \theta)$$

Where ;

$V_c(t)$ = time-varying sine wave of Carrier signal voltage

f = frequency (Hz)

θ = phase shift (radians)

- **M-ary CODING**

$$M = 2^n$$

$$n = \log_2 M$$

where ;

n = number of bits

M = number of conditions, or levels, or combinations possible with n bits

- **NYQUIST SAMPLING THEOREM**

$$f_s = 2f_{max}$$

$$T_s = 1/f_s$$

- **QUANTIZATION**

$$L = 2^n$$

$$\text{Step size, } \Delta = 2 V_{max} / L$$

- **QUANTIZATION ERROR (Q_e)**

$$Q_e = \text{Quantized value} - \text{Sampled value (V)}$$

- **SIGNAL TO QUANTIZATION NOISE POWER RATIO (SQR)**

$$\text{SQR (dB)} = 6.02n + 1.76 \text{ dB}$$

- **BIT RATE**

$$\text{Bit Rate} = f_s \times n$$

CHAPTER 4

INTERNATIONAL MORSE CODE

International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

A • —
B — • • •
C — • — •
D — • •
E •
F • • — •
G — — •
H • • • •
I • •
J • — — —
K — • —
L • — • •
M — —
N — •
O — — —
P • — — •
Q — — • —
R • — •
S • • •
T —

U • • —
V • • • —
W • — —
X — • • —
Y — • — —
Z — — • •

1 • — — —
2 • • — — —
3 • • • — —
4 • • • • —
5 • • • • •
6 — • • • •
7 — — • • •
8 — — — • •
9 — — — — •
0 — — — — —

BAUDOT CODE

BIT 5 4 3 2 1	LETTERS CASE	FIGURES CASE
0 0 0 0 0	BLANK	BLANK
0 0 0 0 1	E	3
0 0 0 1 0	LINE FEED	LINE FEED
0 0 0 1 1	A
0 0 1 0 0	SPACE	SPACE
0 0 1 0 1	S	BELL
0 0 1 1 0	I	8
0 0 1 1 1	U	7
0 1 0 0 0	CAR. RET.	CAR. RET.
0 1 0 0 1	D	\$
0 1 0 1 0	R	4
0 1 0 1 1	J	(APOS)
0 1 1 0 0	N	(COMMA),
0 1 1 0 1	F	!
0 1 1 1 0	C	:
0 1 1 1 1	K	(
1 0 0 0 0	T	5
1 0 0 0 1	Z	"
1 0 0 1 0	L)
1 0 0 1 1	W	2
1 0 1 0 0	H	STOP
1 0 1 0 1	Y	6
1 0 1 1 0	P	0
1 0 1 1 1	Q	1
1 1 0 0 0	O	9
1 1 0 0 1	B	?
1 1 0 1 0	G	&
1 1 0 1 1	FIGURES	FIGURES
1 1 1 0 0	M	.
1 1 1 0 1	X	/
1 1 1 1 0	V	;
1 1 1 1 1	LETTERS	LETTERS

BAUDOT CODE

ASCII CODE

<div><div><div><div><div>b₇</div><div>b₆</div><div>b₅</div></div><div><div>b₄</div><div>b₃</div><div>b₂</div><div>b₁</div></div></div><div>Bits</div></div><div><div>Column</div><div>Row</div></div></div>					0 0 0	0 0 1	0 1 0	0 1 1	1 0 0	1 0 1	1 1 0	1 1 1	
<div><div>0</div><div>1</div><div>2</div><div>3</div><div>4</div><div>5</div><div>6</div><div>7</div></div>	0	1	2	3	4	5	6	7					
0	0	0	0	0	0	NUL	DLE	SP	0	@	P	`	p
0	0	0	1	1	1	SOH	DC1	!	1	A	Q	a	q
0	0	1	0	0	2	STX	DC2	"	2	B	R	b	r
0	0	1	1	1	3	ETX	DC3	#	3	C	S	c	s
0	1	0	0	0	4	EOT	DC4	\$	4	D	T	d	t
0	1	0	1	1	5	ENQ	NAK	%	5	E	U	e	u
0	1	1	0	0	6	ACK	SYN	&	6	F	V	f	v
0	1	1	1	1	7	BEL	ETB	'	7	G	W	g	w
1	0	0	0	0	8	BS	CAN	(8	H	X	h	x
1	0	0	1	1	9	HT	EM)	9	I	Y	i	y
1	0	1	0	0	10	LF	SUB	*	:	J	Z	j	z
1	0	1	1	1	11	VT	ESC	+	;	K	[k	{
1	1	0	0	0	12	FF	FS	,	<	L	\	l	
1	1	0	1	1	13	CR	GS	—	=	M]	m	}
1	1	1	0	0	14	SO	RS	.	>	N	^	n	~
1	1	1	1	1	15	SI	US	/	?	O	—	o	DEL

EBCDIC CODE

EBCDIC Code Table																
B8 →				0	0	0	0	0	0	0	0	1	1	1	1	1
B7 →				0	0	0	0	1	1	1	1	0	0	0	0	1
B6 →				0	0	1	1	0	0	1	1	0	0	1	1	0
B5 →				0	1	0	1	0	1	0	1	0	1	0	1	0
B4 ↓	B3 ↓	B2 ↓	B1 ↓	HEX-0	0	1	2	3	4	5	6	7	8	9	A	B
				HEX-1												
0	0	0	0	0	NUL	DLE	DS		SP	&	—					0
0	0	0	1	1	SOH	SBA	SOS			/			a	i		A
0	0	1	0	2	STX	EUA	FS	SYN					b	k	s	B
0	0	1	1	3	ETX	IC							c	l	t	C
0	1	0	0	4	PF	RES	BYP	PN					d	m	u	D
0	1	0	1	5	PT	NL	LF	RS					e	n	v	E
0	1	1	0	6	LC		ETB	UC					f	o	w	F
0	1	1	1	7	DEL	IL	ESC	EOT					g	p	x	G
1	0	0	0	8		CAN							h	q	y	H
1	0	0	1	9		EM							i	r	z	I
1	0	1	0	A	SMM	CC	SM		¢	!	;	:				
1	0	1	1	B	VT				·	\$	'	#				
1	1	0	0	C	FF	DUP		RA	<	*	%	•				
1	1	0	1	D	CR	SF	ENQ	NAK	()	-	•				
1	1	1	0	E	SO	FM	ACK		+	;	>	=				
1	1	1	1	F	SI	ITB	BEL	SUB	I	¬	?					