

Expertise and insight for the future

## Name

# Course name TX00XXXX-1337 Assignment name

Metropolia University of Applied Sciences
Bachelor of Engineering
Information Technology
24 February 2020



# **Solution**

1.

(a)

Equation of the signal is given by:

$$v(t) = \frac{2A}{\pi} \left[ sin(2\pi f_0 t) - \frac{sin(2\pi \cdot 3f_0 t)}{3^2} + \frac{sin(2\pi \cdot 5f_0 t)}{5^2} - \frac{sin(2\pi \cdot 7f_0 t)}{7^2} + \frac{sin(2\pi \cdot 9f_0 t)}{9^2} - \frac{sin(2\pi \cdot 11f_0 t)}{11^2} + \ldots \right]$$
(1)

Equation 1 shows ...



(b)

The gain of a reflector antenna is given by:

$$g = \frac{4\pi A_e}{\lambda^2} \tag{2}$$

## **Theory**

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Etiam ante sem, tempus vitae eros nec, semper ultricies magna. Pellentesque porttitor vel dolor non convallis [1]. Quisque sed ante vitae elit consectetur sagittis ut a nulla. Sed convallis eu metus vitae ultricies. Nunc gravida massa eget erat sodales, vel aliquet enim elementum [2, 27].

Aliquam viverra est eu tempus luctus. Integer a facilisis lacus. Fusce id leo in lacus elementum suscipit sit amet vitae felis. Vestibulum eu libero scelerisque, dictum tortor eget, malesuada leo. Praesent egestas varius augue, et commodo nisl laoreet non. [3, 123–124.]

Donec pulvinar imperdiet sem in ornare. Aliquam condimentum et felis nec dignissim. In facilisis, enim ut ultricies pretium, lacus lorem tincidunt dui, eget eleifend ante tortor non felis [4, 392; 5, 211]. In tincidunt rhoncus venenatis. Aliquam eu efficitur mi, et congue mauris. Duis quis lacus eget ante gravida efficitur. Etiam nec sapien iaculis, consequat augue sit amet, euismod tellus. Vestibulum congue metus sed venenatis dapibus. Aenean quis nulla eu dolor hendrerit euismod ut molestie lorem. Nulla feugiat maximus massa non consequat. Donec dignissim venenatis est, lobortis eleifend lectus volutpat eget [4, 394; 2, 27; 6, 17; 7, 2].

#### References

- Gamification | Definition of Gamification by Merriam-Webster. Merriam-Webster; 2019. Available from: https://www.merriam-webster.com/dictionary/gamification [cited September 15, 2019].
- 2 Hakak S, Noor NFM, Ayub MN, Affal H, Hussin N, Ahmed E, et al.
  Cloud-assisted gamification for education and learning Recent advances and challenges. Computers & Electrical Engineering. 2019;74:22 34. Available from: http://www.sciencedirect.com/science/article/pii/S0045790618304968.
- Fuchs M, Fizek S, Ruffino P, Schrape N. Rethinking gamification. Meson press; 2015. Available from: https://doi.org/10.14619/001.
- 4 Urh M, Vukovic G, Jereb E, Pintar R. The Model for Introduction of Gamification into E-learning in Higher Education. Procedia Social and Behavioral Sciences. 2015;197:388 397. 7th World Conference on Educational Sciences. Available from: http://www.sciencedirect.com/science/article/pii/S1877042815041555.
- Xi N, Hamari J. Does gamification satisfy needs? A study on the relationship between gamification features and intrinsic need satisfaction. International Journal of Information Management. 2019;46:210 221. Available from: http://www.sciencedirect.com/science/article/pii/S0268401218307436.
- 6 Huang WHY, Soman D. Gamification of education. Research Report Series: Behavioural Economics in Action, Rotman School of Management, University of Toronto. 2013;Available from: https://inside.rotman.utoronto.ca/behaviouraleconomicsinaction/files/2013/09/ GuideGamificationEducationDec2013.pdf.
- Yildirim I. The effects of gamification-based teaching practices on student achievement and students' attitudes toward lessons. The Internet and Higher Education. 2017;33:86 92. Available from: http://www.sciencedirect.com/science/article/pii/S1096751617300696.