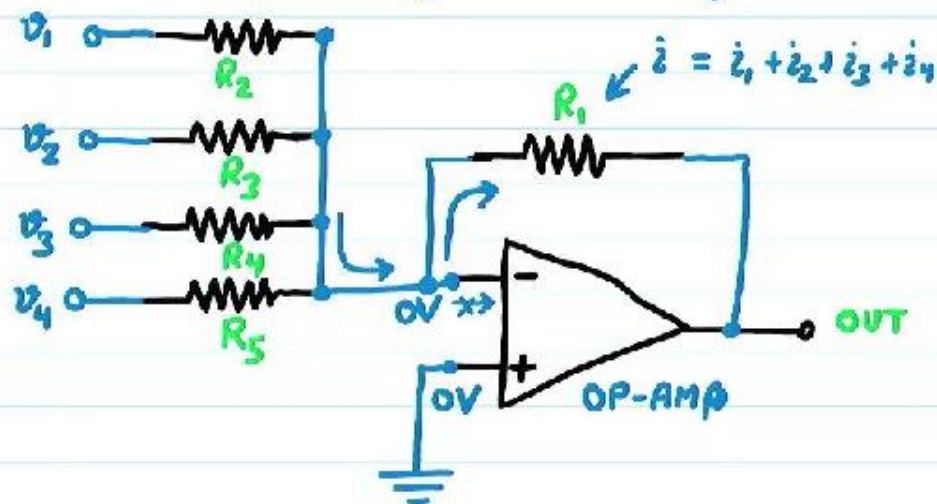


Summing Amplifier :

To exit full screen, press Esc

Used to add signals generated by various sensory.



$$i_1 = \frac{V_1 - 0}{R_2} = \frac{V_1}{R_2}$$

$$i_2 = \frac{V_2}{R_3}, \quad i_3 = \frac{V_3}{R_4}, \quad i_4 = \frac{V_4}{R_5}$$

$$V_o = -R_1 \left[\frac{V_1}{R_2} + \frac{V_2}{R_3} + \frac{V_3}{R_4} + \frac{V_4}{R_5} \right]$$

$$V_o = -[V_1 + V_2 + V_3 + V_4]$$

$$\left\{ \text{if } R_1 = R_2 = R_3 = R_4 = R_5 \right.$$



Schematic Hierarchy

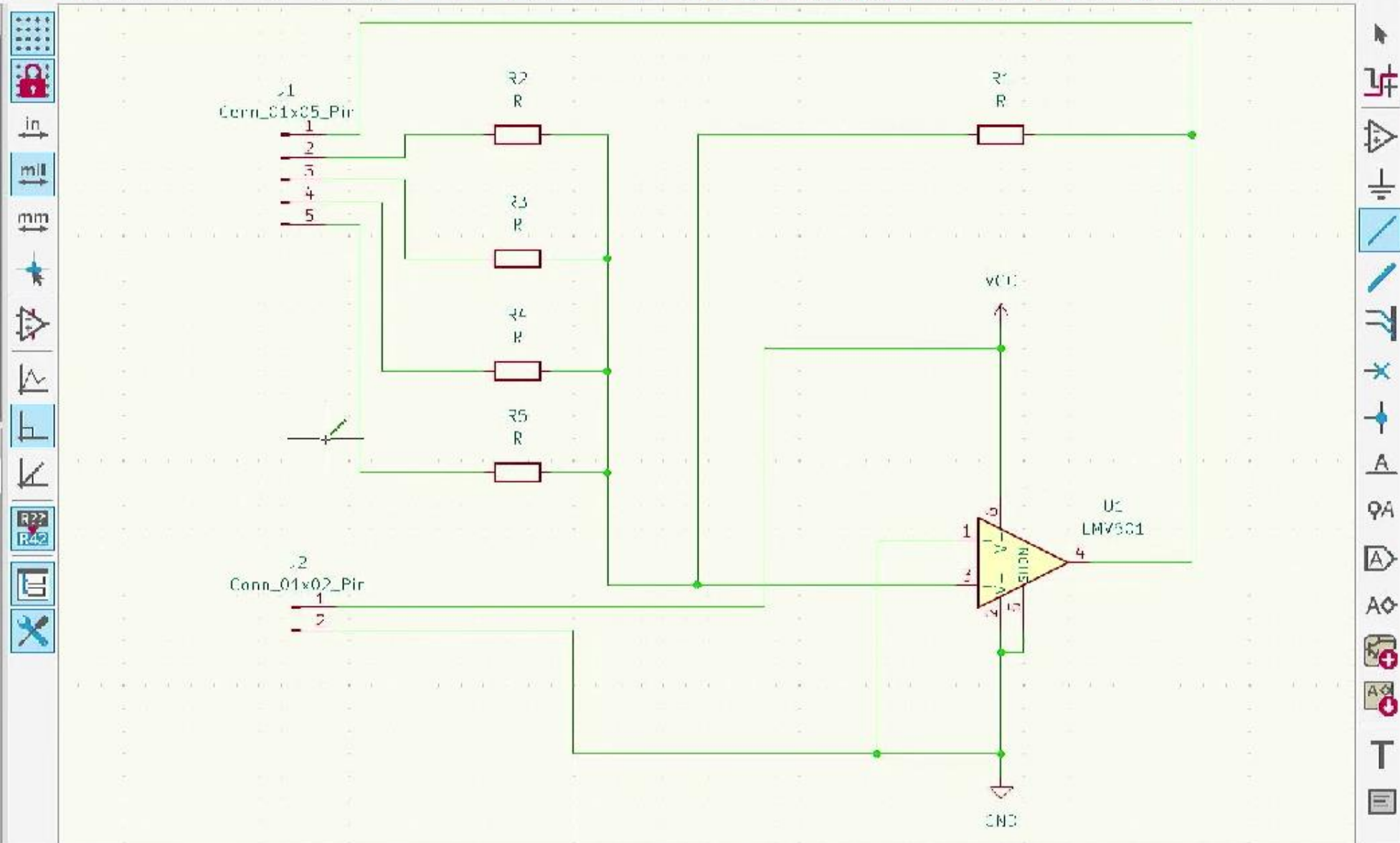
● Root (page 1)

Properties

No objects selected

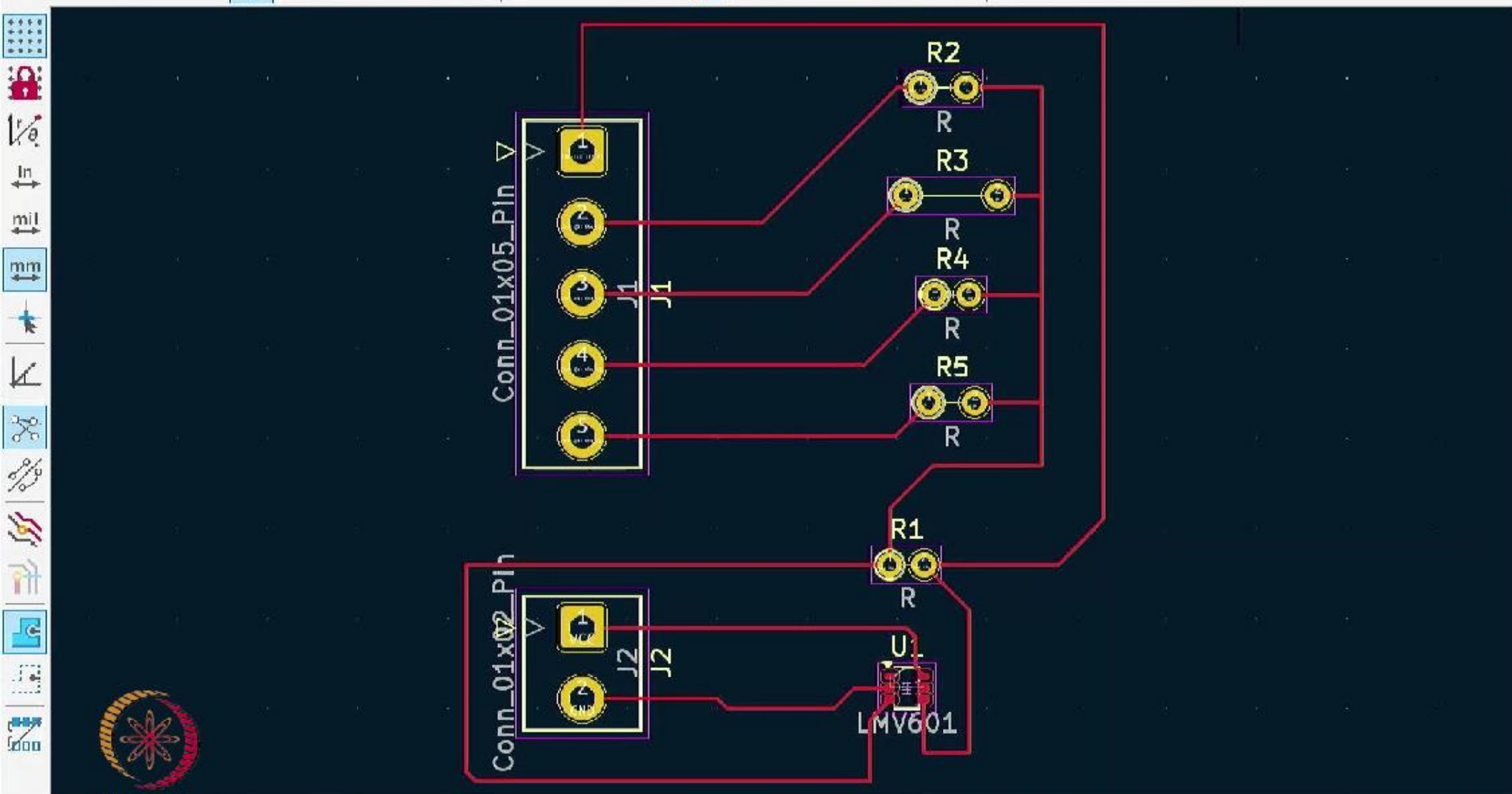


NPTEL





Track: use netclass width Via: use netclass sizes F.Cu (PcUp) 0.5000 mm (19.69 mils) Zoom 5.00



Appearance

Layers Objects Nets

- F.Cu
- B.Cu
- F.Adhesive
- B.Adhesive
- F.Paste
- B.Paste
- F.Silkscreen
- B.Silkscreen
- F.Mask
- B.Mask
- User.Drawings
- User.Comments
- User.Eco1
- User.Eco2
- Edge.Cuts
- Margin

Layer Display Options

Presets (Ctrl+Tab):

All Layers

Viewports (Shift+Tab):

Selection Filter

- | | |
|--|---|
| <input checked="" type="checkbox"/> All items | <input type="checkbox"/> Locked items |
| <input checked="" type="checkbox"/> Footprints | <input checked="" type="checkbox"/> Text |
| <input checked="" type="checkbox"/> Tracks | <input checked="" type="checkbox"/> Vias |
| <input checked="" type="checkbox"/> Pads | <input checked="" type="checkbox"/> Graphics |
| <input checked="" type="checkbox"/> Zones | <input checked="" type="checkbox"/> Rule Areas |
| <input checked="" type="checkbox"/> Dimensions | <input checked="" type="checkbox"/> Other items |

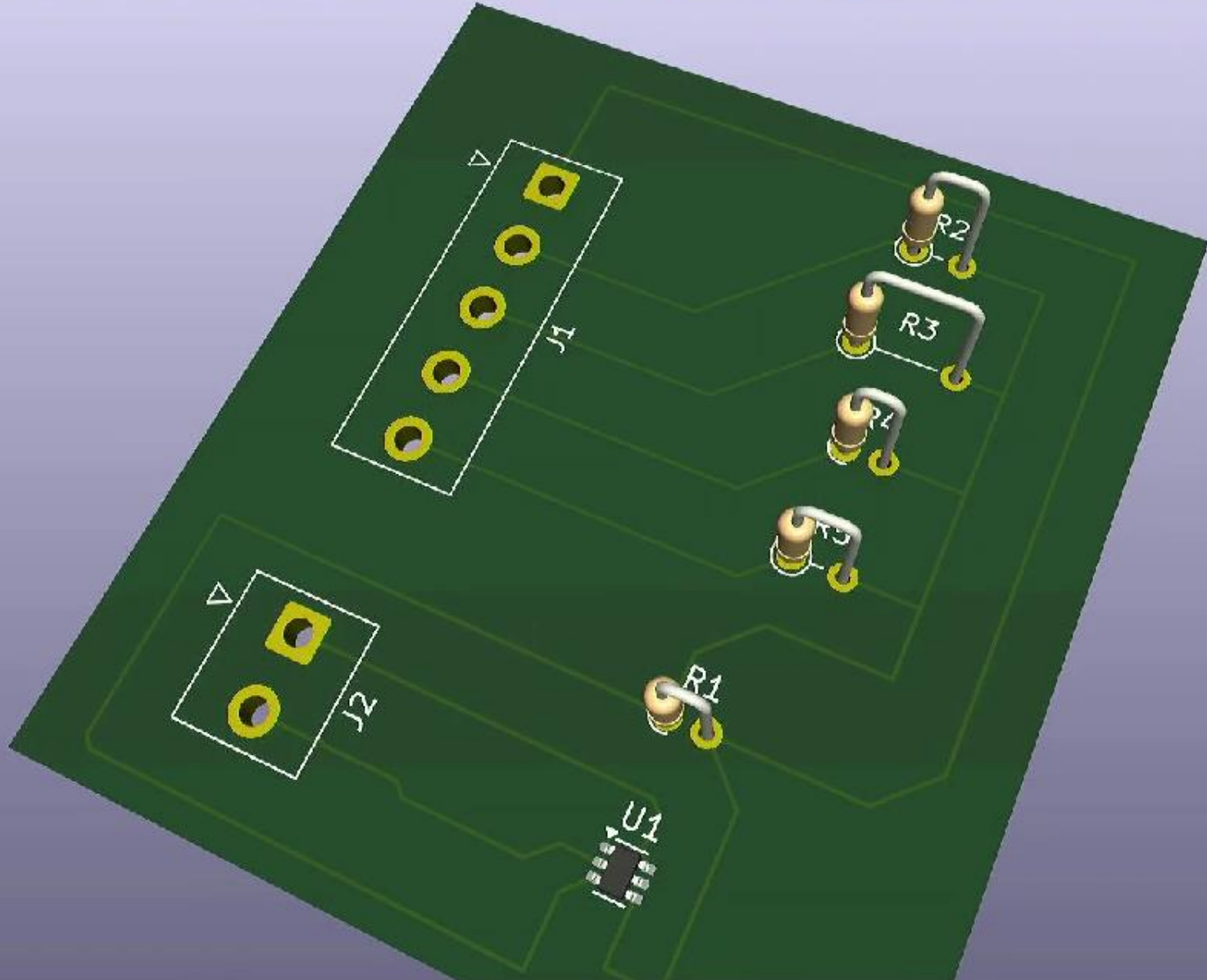
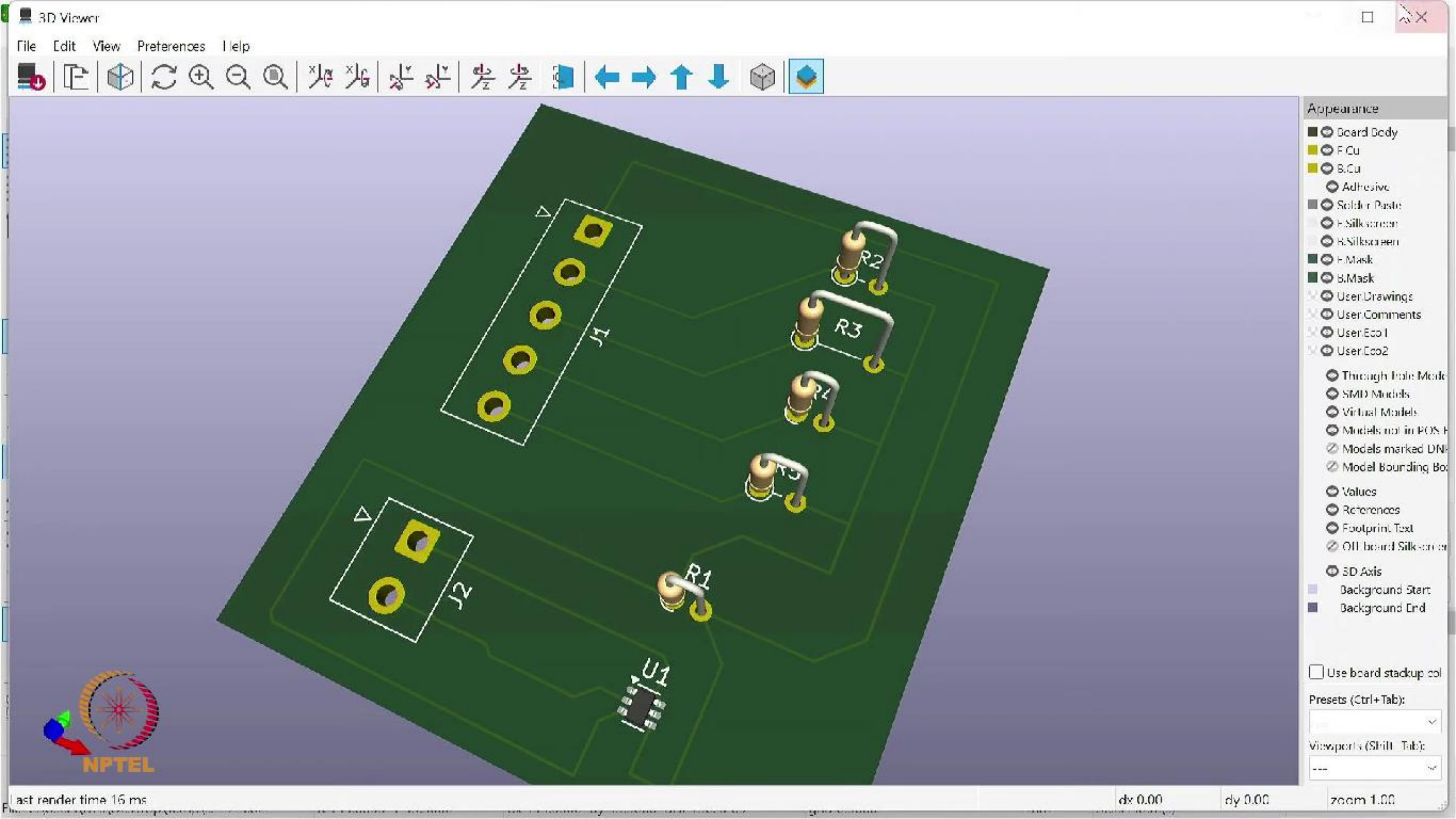
Pads: 23 Vias: 0 Track Segments: 45 Nets: 8 Unrouted: 2

File: C:\Users\Dell\Desktop\Temp\... 7.526 X: 144.0000 Y: 46.0000 dx: 144.0000 dy: 46.0000 dist: 151.1688

grid: 0.5000

mm

Route Single Track



Appearance

- ☒ Board Body
- ☒ F.Cu
- ☒ B.Cu
- ☒ Adhesive
- ☒ Solder Paste
- ☒ F.Silkscreen
- ☒ B.Silkscreen
- ☒ F.Mask
- ☒ B.Mask
- ☒ User Drawings
- ☒ User Comments
- ☒ User Eco1
- ☒ User Eco2
- ☒ Through Hole Models
- ☒ SMD Models
- ☒ Virtual Models
- ☒ Models not in PDS
- ☒ Models marked DNP
- ☒ Model Bounding Box
- ☒ Values
- ☒ References
- ☒ Footprint Text
- ☒ Off-board Silkscreen
- ☒ 3D Axis
- ☐ Background Start
- ☐ Background End

☐ Use board stackup colors

Presets (Ctrl+Tab):



Viewports (Shift+Tab):

