Digital Audio Principles

* Discrete Time Sampling Yep
* Nyquist Theorem/Sample Rate Yep
* Bit-Rate and Total Headroom Yep
* Aliasing and Quanitzation Yep
* Dither Very Cursory
* Pulse Code Modulation (PCM)
* ADC/DAC Fundamentals Yep
* Clocking/Syncing
* PC Busses and Interfaces
  + USB (2 & 3)
  + Firewire 800
  + Thunderbolt/USB-C
  + PCI-E
* Random Access Memory Buffers
* CPU Clock Speed and Multicore Processing
* Hard Disks (Disk Speed and Cache)/SSD’s/NVMe