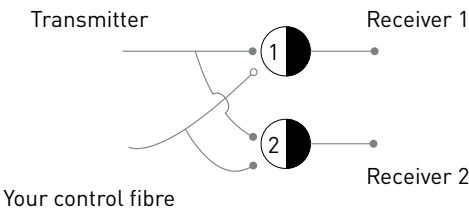
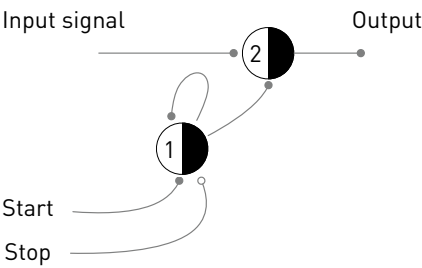


Practical 2: Solutions

Problem 1: Control



Problem 1: Feedback and memory



Problem 3: Binary Scaler

