

Digital Design 5th Edition Solution Manual Free

This book presents the basic concepts used in the design and analysis of digital systems and introduces the principles of digital computer organization and design. Establishing a solid foundation of digital design principles An authoritative introduction to basic digital design, Digital Design: Principles and Practices helps readers build a foundational understanding of theoretical and engineering principles. This book gives readers the opportunity to learn the basics at the high level (HDLs), at the low level (electrical circuits), and throughout the "vast middle" (gates, flip-flops, and higher-level digital-design building blocks). The author's 30 years of experience in both industrial and university settings brings weight and credibility to the material, and with broad coverage of logic design practices, the 5th Edition gives readers a look at how digital design works in the real world.

"This book teaches the principles of design, and how they apply to engineering design projects and future job activities. Updated in response to reviewer feedback, this edition features even more design projects and increased coverage of team skills."--Publisher's website. This title builds on the student's background from a first course in logic design and focuses on developing, verifying, and synthesizing designs of digital circuits. The Verilog language is introduced in an integrated, but selective manner, only as needed to support design examples.

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In 1925, Lewis R Freeman became a correspondent for the United States Navy Fleet, living and working among them. Traveling all around the Pacific Ocean, Freeman observed both the environment and his fellow travelers. Separated into three sections, *Stories of the Ships* is a collection of narratives about this time in Freeman's life, depicting firsthand experiences and retelling the accounts and tales of the men that served in the Navy around this time. The first section, titled, *Stories of the Ships* introduces Freeman's background as a correspondent and discusses the temperament of the sailors. This section also includes the tale of an old ship that sailed through most of the seven seas—the Cornwall. The next section, *Life in the Fleet* chronicles Freeman's day-to-day adventures, explaining his routines, responsibilities, and revealing his conversations with the crew members and captains. With nine chapters, this section contains the most stories and is the largest section of the book. Finally, the last section before the endnotes, *America Arrives*, examines the relationship between America and other countries such as France and Britain through the conversations and attitudes of the sailors from those other countries. Freeman recounts several discussions where he was referred to being unlike other Americans. With these three sections and the endnotes, *Stories of the Ships* provides a thorough account of the many years Lewis R. Freeman spent as a correspondent. Through the depiction of real-life conversations and experiences collected around the globe, *Stories of the Ships* by Lewis R. Freeman is a fascinating narrative that gives modern day audiences an

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intimate and authentic perspective on nautical life. With the focus on the United States Navy Fleet, Freeman provides privileged information on the innerworkings of the U.S Navy during the 20th century. This edition of Stories of the Ships by Lewis R. Freeman features a striking new cover design and is printed in a modern and readable font. With these accommodations, Stories of the Ships is restored to modern standards, while preserving the original mastery of Lewis R. Freeman.

Digital Design With an Introduction to the Verilog HDL Pearson Academic

Updated with modern coverage, a streamlined presentation, and an excellent companion CD, this sixth edition achieves yet again an unmatched balance between theory and application. Authors Charles H. Roth, Jr. and Larry L. Kinney carefully present the theory that is necessary for understanding the fundamental concepts of logic design while not overwhelming students with the mathematics of switching theory. Divided into 20 easy-to-grasp study units, the book covers such fundamental concepts as Boolean algebra, logic gates design, flip-flops, and state machines. By combining flip-flops with networks of logic gates, students will learn to design counters, adders, sequence detectors, and simple digital systems. After covering the basics, this text presents modern design techniques using programmable logic devices and the VHDL hardware description language.

Graphic Design Solutions is the most comprehensive, how-to reference on graphic design and typography. Covering print and interactive

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media, this book examines conceiving, visualizing and composing solutions to design problems, such as branding, logos, web design, posters, book covers, advertising, and more. Excellent illustrations of historical, modern and contemporary design are integrated throughout. The Fifth Edition includes expanded and updated coverage of screen media, including mobile, tablet, desktop web, and motion as well as new interviews, showcases, and case studies; new diagrams and illustrations; a broader investigation of creativity and concept generation; visualization and color; and an updated timeline. Accompanying this edition, CourseMate with eBook brings concepts to life with projects, videos of designers in the field, and portfolio-building tools. Additional online-only chapters—Chapters 14 through 16--are available in PDF format on the student and instructor resource sites for this title, accessed via CengageBrain.com; search for this book, then click on the “Free Materials” tab. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Part I: Process design -- Introduction to design -- Process flowsheet development -- Utilities and energy efficient design -- Process simulation -- Instrumentation and process control -- Materials of construction -- Capital cost estimating -- Estimating revenues and production costs -- Economic

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evaluation of projects -- Safety and loss prevention -- General site considerations -- Optimization in design -- Part II: Plant design -- Equipment selection, specification and design -- Design of pressure vessels -- Design of reactors and mixers -- Separation of fluids -- Separation columns (distillation, absorption and extraction) -- Specification and design of solids-handling equipment -- Heat transfer equipment -- Transport and storage of fluids.

With an abundance of insightful examples, problems, and computer experiments, Introduction to Logic Design provides a balanced, easy-to-read treatment of the fundamental theory of logic functions and applications to the design of digital devices and systems. Requiring no prior knowledge of electrical circuits or electronics, it supplies the

This best selling text on computer organization has been thoroughly updated to reflect the newest technologies. Examples highlight the latest processor designs, benchmarking standards, languages and tools. As with previous editions, a MIPS processor is the core used to present the fundamentals of hardware technologies at work in a computer system. The book presents an entire MIPS instruction set—instruction by instruction—the fundamentals of assembly language, computer arithmetic, pipelining, memory hierarchies and I/O. A new aspect of the third edition is the explicit

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connection between program performance and CPU performance. The authors show how hardware and software components--such as the specific algorithm, programming language, compiler, ISA and processor implementation--impact program performance. Throughout the book a new feature focusing on program performance describes how to search for bottlenecks and improve performance in various parts of the system. The book digs deeper into the hardware/software interface, presenting a complete view of the function of the programming language and compiler--crucial for understanding computer organization. A CD provides a toolkit of simulators and compilers along with tutorials for using them. For instructor resources click on the grey "companion site" button found on the right side of this page. This new edition represents a major revision. New to this edition: * Entire Text has been updated to reflect new technology * 70% new exercises. * Includes a CD loaded with software, projects and exercises to support courses using a number of tools * A new interior design presents defined terms in the margin for quick reference * A new feature, "Understanding Program Performance" focuses on performance from the programmer's perspective * Two sets of exercises and solutions, "For More Practice" and "In More Depth," are included on the CD * "Check Yourself" questions help students check their understanding of major

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concepts * "Computers In the Real World" feature illustrates the diversity of uses for information technology *More detail below...

Digital Design and Computer Architecture: ARM Edition covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Combining an engaging and humorous writing style with an updated and hands-on approach to digital design, this book takes the reader from the fundamentals of digital logic to the actual design of an ARM processor. By the end of this book, readers will be able to build their own microprocessor and will have a top-to-bottom understanding of how it works.

Beginning with digital logic gates and progressing to the design of combinational and sequential circuits, this book uses these fundamental building blocks as the basis for designing an ARM processor.

SystemVerilog and VHDL are integrated throughout the text in examples illustrating the methods and techniques for CAD-based circuit design. The companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. This book will be a valuable resource for students taking a course that combines digital logic and computer architecture or students taking a two-quarter sequence in digital logic and computer

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organization/architecture. Covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Features side-by-side examples of the two most prominent Hardware Description Languages (HDLs)—SystemVerilog and VHDL—which illustrate and compare the ways each can be used in the design of digital systems. Includes examples throughout the text that enhance the reader's understanding and retention of key concepts and techniques. The Companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. The Companion website also includes appendices covering practical digital design issues and C programming as well as links to CAD tools, lecture slides, laboratory projects, and solutions to exercises.

Fundamentals of Machine Component Design presents a thorough introduction to the concepts and methods essential to mechanical engineering design, analysis, and application. In-depth coverage of major topics, including free body diagrams, force flow concepts, failure theories, and fatigue design, are coupled with specific applications to bearings, springs, brakes, clutches, fasteners, and more for a real-world functional body of knowledge. Critical thinking and problem-solving skills are strengthened

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through a graphical procedural framework, enabling the effective identification of problems and clear presentation of solutions. Solidly focused on practical applications of fundamental theory, this text helps students develop the ability to conceptualize designs, interpret test results, and facilitate improvement. Clear presentation reinforces central ideas with multiple case studies, in-class exercises, homework problems, computer software data sets, and access to supplemental internet resources, while appendices provide extensive reference material on processing methods, joinability, failure modes, and material properties to aid student comprehension and encourage self-study.

Dual immersion, a popular new way to cultivate bilingualism, is capturing the attention of parents and educators alike. By bringing together children from diverse backgrounds to learn each other's languages in a natural setting, it has proved far more effective at cultivating fluency than traditional approaches. But how do these programs actually work? What goes on in dual immersion classrooms? And what is it that makes them so effective? *Diary of a Bilingual School* answers these questions with a unique mix of narratives and analysis. Depicting a year in the life of a second-grade classroom, it demonstrates what can happen when the instruction is bilingual and the curriculum is constructivist. The book focuses on Chicago's Inter-American Magnet School, one of the

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nation's most acclaimed dual immersion programs, where children thrive in an environment that unlocks their intellectual curiosity and enthusiasm for learning. Simultaneously, without conscious effort, they become proficient in two languages and at home in a culture that differs from their own. For those who want to discover the benefits of dual immersion for their children or for their students -- or who want to learn more about child-centered approaches to teaching -- *Diary of a Bilingual School* is a must.

Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

Digital Signal Processing, Second Edition enables electrical engineers and technicians in the fields of biomedical, computer, and electronics engineering to master the essential fundamentals of DSP principles and practice. Many instructive worked examples are used to illustrate the material, and the use of mathematics is minimized for easier grasp of concepts. As such, this title is also useful to undergraduates in electrical engineering, and as a reference for science students and practicing engineers. The book goes beyond DSP theory, to show implementation of algorithms in hardware and software. Additional topics covered include adaptive filtering with noise reduction and echo cancellations, speech

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compression, signal sampling, digital filter realizations, filter design, multimedia applications, over-sampling, etc. More advanced topics are also covered, such as adaptive filters, speech compression such as PCM, u-law, ADPCM, and multi-rate DSP and over-sampling ADC. New to this edition: MATLAB projects dealing with practical applications added throughout the book New chapter (chapter 13) covering sub-band coding and wavelet transforms, methods that have become popular in the DSP field New applications included in many chapters, including applications of DFT to seismic signals, electrocardiography data, and vibration signals All real-time C programs revised for the TMS320C6713 DSK Covers DSP principles with emphasis on communications and control applications Chapter objectives, worked examples, and end-of-chapter exercises aid the reader in grasping key concepts and solving related problems Website with MATLAB programs for simulation and C programs for real-time DSP

For introductory courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. A clear and accessible approach to teaching the basic tools, concepts, and applications of digital design. A modern update to a classic, authoritative text, Digital Design, 6th Edition teaches the fundamental concepts of digital design in a clear, accessible manner. The text presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. Like the previous editions, this edition of Digital Design supports a multimodal approach

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to learning, with a focus on digital design, regardless of language. Recognising that three public-domain languages-Verilog, VHDL, and SystemVerilog-all play a role in design flows for today's digital devices, the 6th Edition offers parallel tracks of presentation of multiple languages, but allows concentration on a single, chosen language.

This book takes an authoritative introduction to basic principles of digital design and practical requirements in both board-level and VLSI systems. Digital Design covers the most widespread logic design practices while building a solid foundation of theoretical and engineering principles. This easy-to-follow book uses a practical writing style. Includes low voltage and LVCMOS/LVTTL. Coverage of Complex Programmable Logic Devices (CPLDs) and Field-Programmable Gate Arrays (FPGAs). Introduction of HDL-based digital design Covers VHDL as well as ABEL. Including simulation and synthesis. Foundations of Algorithms, Fifth Edition offers a well-balanced presentation of algorithm design, complexity analysis of algorithms, and computational complexity. Ideal for any computer science students with a background in college algebra and discrete structures, the text presents mathematical concepts using standard English and simple notation to maximize accessibility and user-friendliness. Concrete examples, appendices reviewing essential mathematical concepts, and a student-focused approach reinforce theoretical explanations and promote learning and retention. C++ and Java pseudocode help students better understand complex algorithms. A chapter on numerical algorithms

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includes a review of basic number theory, Euclid's Algorithm for finding the greatest common divisor, a review of modular arithmetic, an algorithm for solving modular linear equations, an algorithm for computing modular powers, and the new polynomial-time algorithm for determining whether a number is prime. The revised and updated Fifth Edition features an all-new chapter on genetic algorithms and genetic programming, including approximate solutions to the traveling salesperson problem, an algorithm for an artificial ant that navigates along a trail of food, and an application to financial trading. With fully updated exercises and examples throughout and improved instructor resources including complete solutions, an Instructor's Manual and PowerPoint lecture outlines, *Foundations of Algorithms* is an essential text for undergraduate and graduate courses in the design and analysis of algorithms. Key features include: The only text of its kind with a chapter on genetic algorithms Use of C++ and Java pseudocode to help students better understand complex algorithms No calculus background required Numerous clear and student-friendly examples throughout the text Fully updated exercises and examples throughout Improved instructor resources, including complete solutions, an Instructor's Manual, and PowerPoint lecture outlines" The performance of software systems is dramatically affected by how well software designers understand the basic hardware technologies at work in a system. Similarly, hardware designers must understand the far-reaching effects their design decisions have on software applications. For readers in either category, this classic

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introduction to the field provides a look deep into the computer. It demonstrates the relationships between the software and hardware and focuses on the foundational concepts that are the basis for current computer design. the undergraduate course in structural steel design using the Load and Resistance Factor Design Method (LRFD). The text also enables practicing engineers who have been trained to use the Allowable Stress Design procedure (ASD) to change easily to this more economical and realistic method for proportioning steel structures. The book comes with problem-solving software tied to chapter exercises which allows student to specify parameters for particular problems and have the computer assist them. On-screen information about how to use the software and the significance of various problem parameters is featured. The second edition reflects the revised steel specifications (LRFD) of the American Institute of Steel Construction.

Part of the McGraw-Hill Core Concepts Series, Modern Digital Electronics is an ideal textbook for a course on digital electronics at the undergraduate level. The text introduces digital systems and techniques through a bottom-up approach that allows users to start out with the basics of integrated circuits/circuit design and delve into topics such as digital design, flip flops, A/D and D/A. The book then moves on to explore elements of complex digital circuits with material like FPGAs, PLDs, PLAs, and more. Rich pedagogical features include review questions with answers, a glossary of key terms, a large number of solved examples, and numerous practice problems. This is a concise, less expensive alternative to

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other digital logic designs. This series is edited by Dick Dorf.

For introductory courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. A clear and accessible approach to the basic tools, concepts, and applications of digital design. A modern update to a classic, authoritative text, Digital Design, 5th Edition teaches the fundamental concepts of digital design in a clear, accessible manner. The text presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. Like the previous editions, this edition of Digital Design supports a multimodal approach to learning, with a focus on digital design, regardless of language. Recognizing that three public-domain languages--Verilog, VHDL, and SystemVerilog--all play a role in design flows for today's digital devices, the 5th Edition offers parallel tracks of presentation of multiple languages, but allows concentration on a single, chosen language.

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear

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enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics With over 30 years of experience in both industrial and university settings, the author covers the most widespread logic design practices while building a solid foundation of theoretical and engineering principles for students to use as they go forward in this fast moving field.

For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

CD-ROM contains: Working Model 2D Homework Edition

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4.1 -- Working Model simulations -- Author-written programs (including FOURBAR and DYNACAM) -- Scripted Matlab analysis and simulations files -- FE Exam Review for Kinematics and Applied Dynamics.

Market_Desc: · Electrical Engineers· Computer Engineers Special Features: · The new edition features coverage of cutting edge topics--more advanced CMOS device electronics to include short-channel effects, weak inversion and impact ionization· Coverage of state-of-the-art IC processes shows how modern integrated circuits are fabricated, including recent issues like heterojunction bipolar transistors, copper interconnect and low permittivity dielectric materials· Comprehensive and unified treatment of bipolar and CMOS circuits helps readers design real-world amplifiers in silicon About The Book: The text provides a comprehensive treatment of analog integrated circuit analysis and design starting from the basics and through current industrial practices. The authors combine bipolar, CMOS and BiCMOS analog integrated-circuit design into a unified treatment that stresses their commonalities and highlights their differences. The book provides the reader with valuable insights into the relative strengths and weaknesses of these important technologies.

THE AMERICAN EDITION Satan is being outsourced. According to the Powers That Be, Hell isn't hellish enough, and Satan is given seven days to figure out how to bring back the fire and brimstone days of Hell's fury. The Devil takes on human form-a ramshackle, disease ridden body-and sets out on a road trip exploring new and novel miseries of the human condition to save his

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job. From L.A. to Miami, Satan, accompanied by Eustice Seeney, the only man who managed to escape Hell twice (and live to never shut up about it), some bent doctors, an average medium femme fatale with a Tarot tattoo, and an angelic escort service hit the road. Satan manages to finagle his way into one mess of life's affairs after another culminating in an explosive finale revealing who or what puts the lighting in our dreams, and begs the question of who would rid the world of the Devil they know?

For sophomore courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. & Digital Design, fourth edition is a modern update of the classic authoritative text on digital design.& This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

Pharmaceutics is one of the most diverse subject areas in all of pharmaceutical science. In brief, it is concerned with the scientific and technological aspects of the design and manufacture of dosage forms or medicines. An understanding of pharmaceutics is therefore vital for all pharmacists and those pharmaceutical scientists who are involved with converting a drug or a potential drug into a medicine that can be delivered safely, effectively and conveniently to the patient. Now in its fourth edition, this best-selling textbook in pharmaceutics has been brought completely up to date to reflect the rapid advances in delivery methodologies by eye and injection,

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advances in drug formulations and delivery methods for special groups (such as children and the elderly), nanomedicine, and pharmacognosy. At the same time the editors have striven to maintain the accessibility of the text for students of pharmacy, preserving the balance between being a suitably pitched introductory text and a clear reflection of the state of the art. provides a logical, comprehensive account of drug design and manufacture includes the science of formulation and drug delivery designed and written for newcomers to the design of dosage forms New to this edition New editor: Kevin Taylor, Professor of Clinical Pharmaceutics, School of Pharmacy, University of London. Twenty-two new contributors. Six new chapters covering parenteral and ocular delivery; design and administration of medicines for the children and elderly; the latest in plant medicines; nanotechnology and nanomedicines, and the delivery of biopharmaceuticals. Thoroughly revised and updated throughout.

Digital Design provides a modern approach to learning the increasingly important topic of digital systems design. The text's focus on register-transfer-level design and present-day applications not only leads to a better appreciation of computers and of today's ubiquitous digital devices, but also provides for a better understanding of careers involving digital design and embedded system design.1. Introduction2.

Combinational Logic Design3. Sequential Logic Design-Controllers4. Datapath Components5. Register-Transfer Level (RTL) Design6. Optimizations and Tradeoffs7. Physical Implementation8. Programmable Processors9.

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Hardware Description Languages

The latest edition of Juvinal/Marshek's Fundamentals of Machine Component Design focuses on sound problem solving strategies and skills needed to navigate through large amounts of information. Revisions in the text include coverage of Fatigue in addition to a continued concentration on the fundamentals of component design. Several other new features include new learning objectives added at the beginning of all chapters; updated end-of-chapter problems, the elimination of weak problems and addition of new problems; updated applications for currency and relevance and new ones where appropriate; new system analysis problems and examples; improved sections dealing with Fatigue; expanded coverage of failure theory; and updated references.

Exploring Autodesk Revit 2018 for MEP book covers the detailed description of all basic and advanced workflows and tools to accomplish an MEPF (Mechanical, Electrical, Plumbing, and Fire Fighting) project in a BIM environment. The book explores the processes involved in Building Information Modeling. The topics covered in this book range from creating building components, HVAC system, electrical system, plumbing system, and Fire protection system to designing conceptual massing, performing HVAC heating and loading analysis, and creating rich construction documentation. In this book, special emphasis has been laid on the concepts of space modeling and tools to create systems for all disciplines (MEP). Each concept in this book is explained using the detailed description and relevant graphical examples and

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illustrations. The accompanying tutorials and exercises, which relate to the real world projects, help you understand the usage and abilities of the tools available in Autodesk Revit 2018. In addition, the chapters in this book are punctuated with tips and notes to make the concepts clear, thereby enabling the readers to create their own innovative projects. Salient Features Covers advanced functions such as worksharing, families, and system creations. Covers topics such as how to create a building envelope, spaces and zones, HVAC system, electrical system, fire fighting system, and plumbing system. Provides step-by-step explanation that guides the users through the learning process. Effectively communicates the utility of Revit 2018 for MEP. Self-Evaluation Test and Review Questions at the end of chapters for reviewing the concepts learned in the chapters. Table of Contents Chapter 1: Introduction to Autodesk Revit 2018 for MEP Chapter 2: Getting Started with an MEP Project Chapter 3: Creating Building Envelopes Chapter 4: Creating Spaces and Zones, and Performing Load Analysis Chapter 5: Creating an HVAC System Chapter 6: Creating an Electrical System Chapter 7: Creating Plumbing Systems Chapter 8: Creating Fire Protection System Chapter 9: Creating Construction Documents Chapter 10: Creating Families and Worksharing Index

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