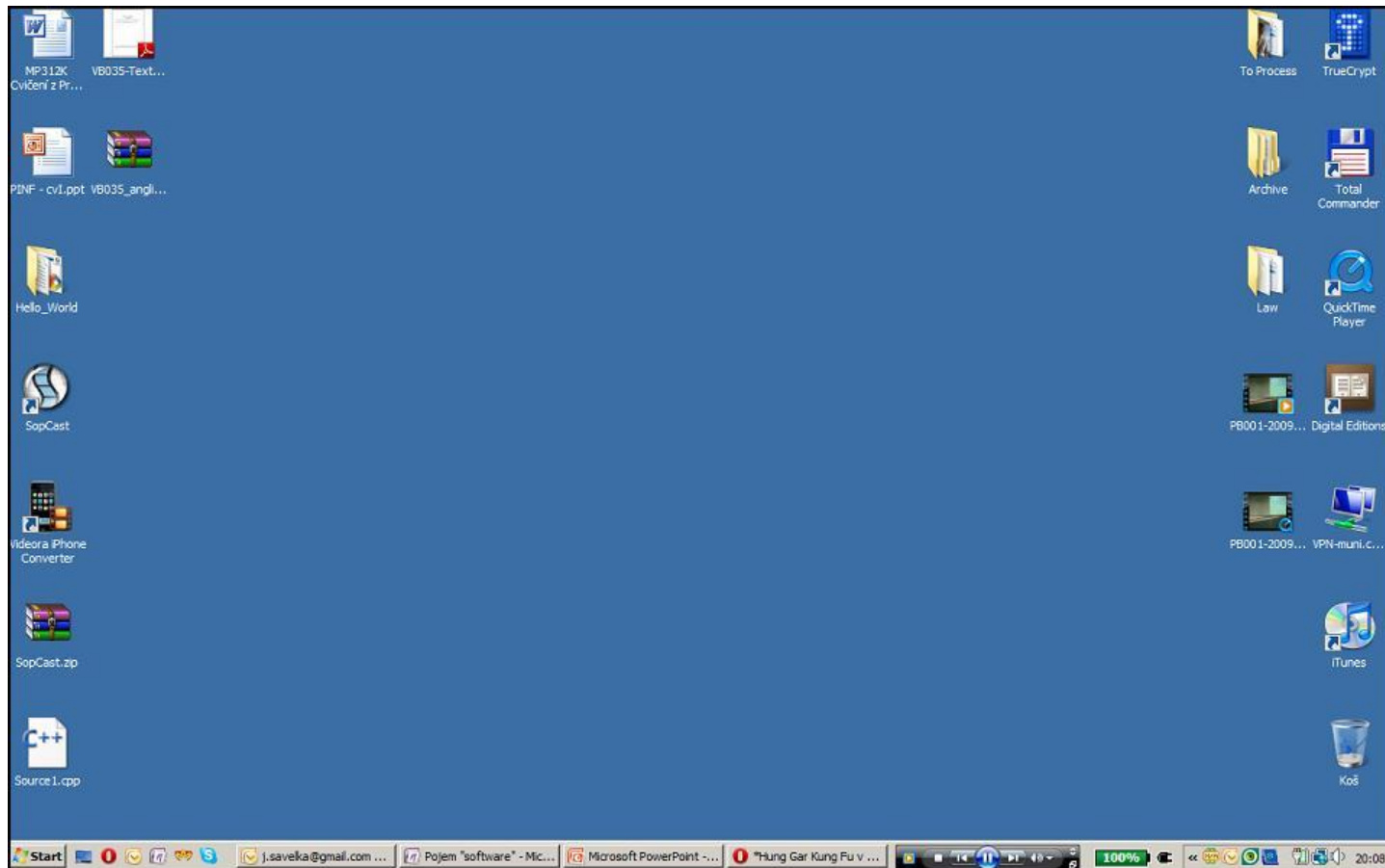
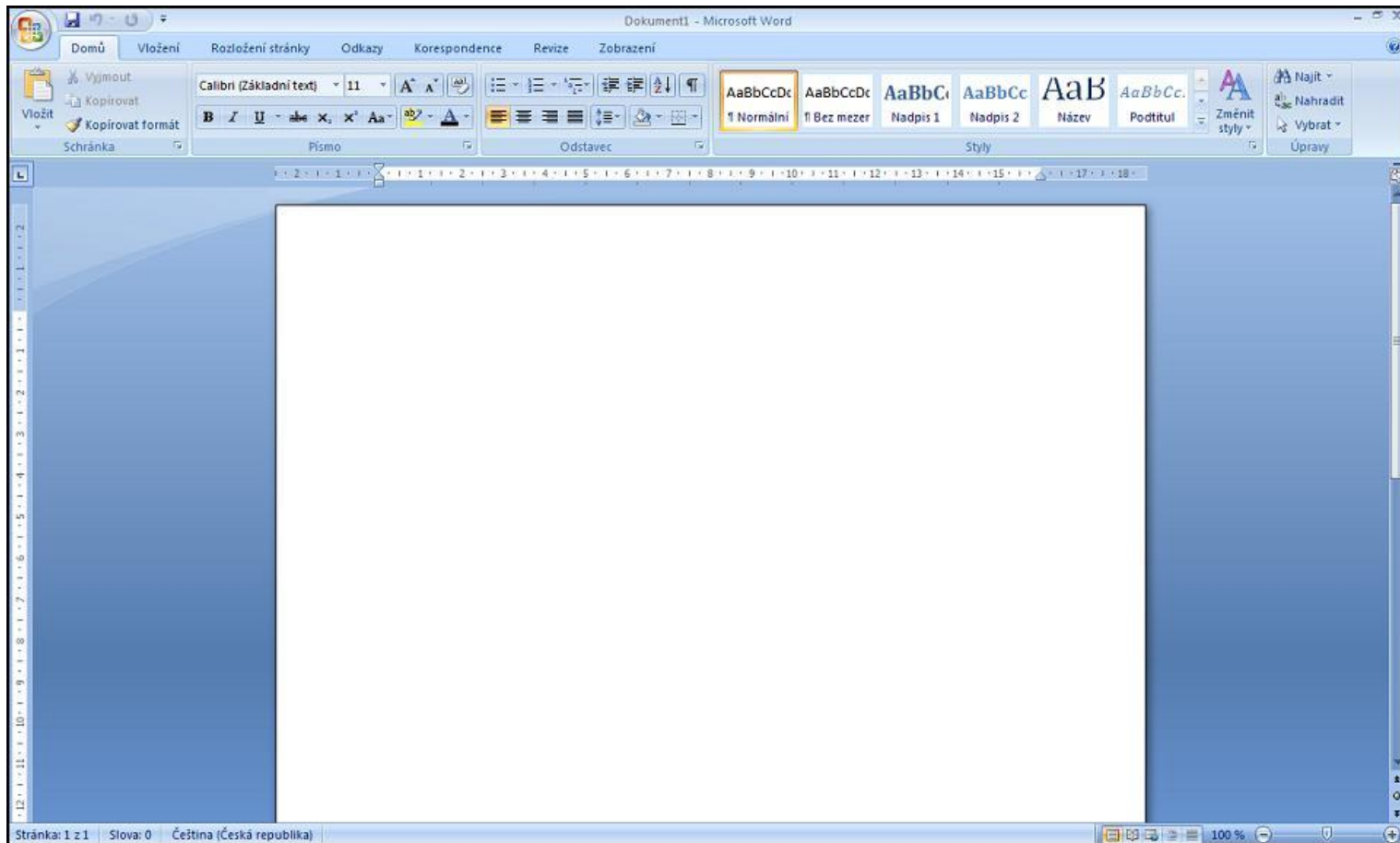




Software Definition

2 | Software Definition





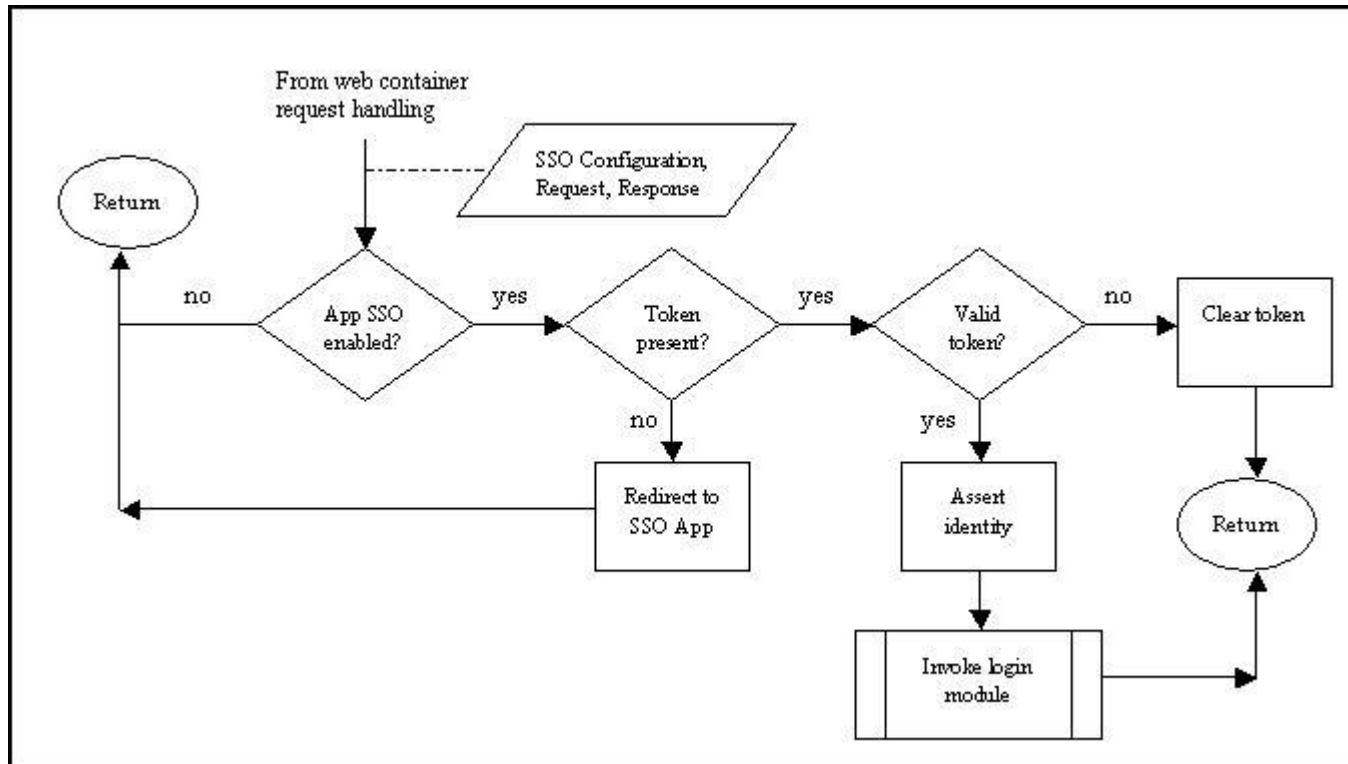
4 | Software Definition



MASARYKOVA UNIVERZITA
PRÁVNICKÁ FAKULTA
ÚSTAV PRÁVA A TECHNOLOGIÍ




```
//-----  
  
// double Tap_to_DB(__int16 Tap, __int16 TotalTaps);  
// input: Tap -- __int16, Tap should be greater then 0 and less than TotalTaps.  
//         If Tap equal to TotalTaps, the result should be negative infinity  
//         TotalTaps -- __int16, TotalTaps should bigger than 0  
// output: Function will returns the dB value as double  
  
double Tap_to_DB(__int16 Tap, __int16 TotalTaps)  
{  
    __int16 tmp_a;  
    double dB_Value, tmp_b;  
  
    // Check input value  
    tmp_a = Tap;  
    if(Tap >= TotalTaps) tmp_a = TotalTaps - 1;  
    if(Tap < 1)         tmp_a = 1;  
  
    // Convert to dB value  
    tmp_b = (double)(TotalTaps - tmp_a);  
    tmp_b = tmp_b / (TotalTaps - 1);  
    dB_Value = 20 * log10(tmp_b);  
  
    return(dB_Value);  
}  
//-----
```



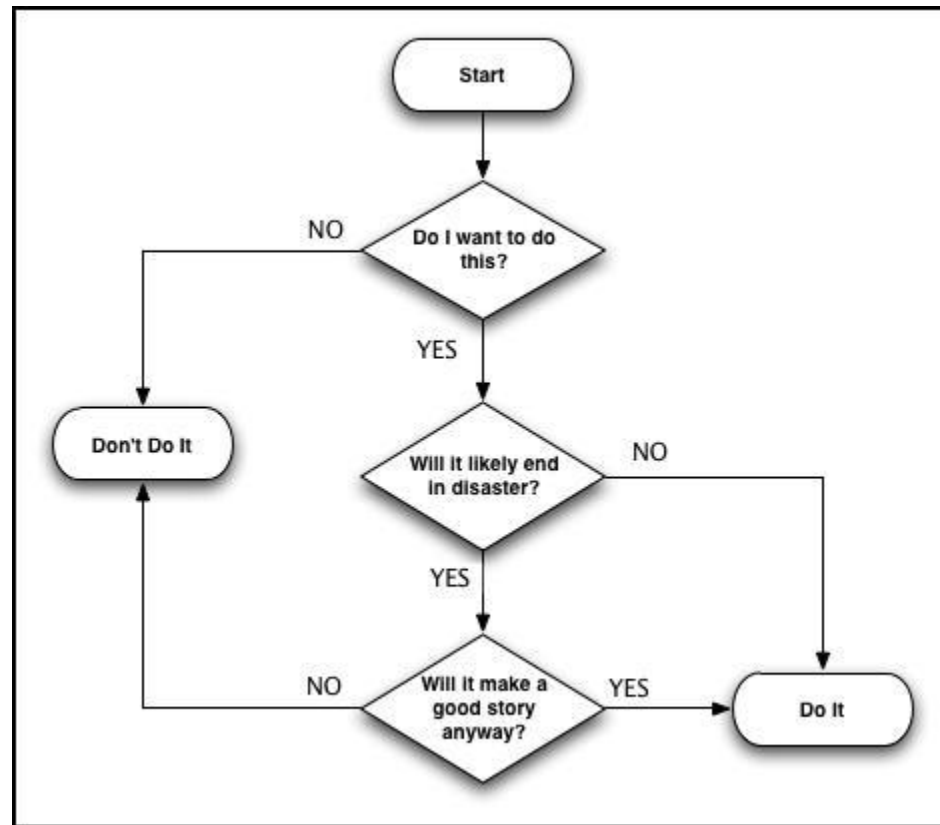


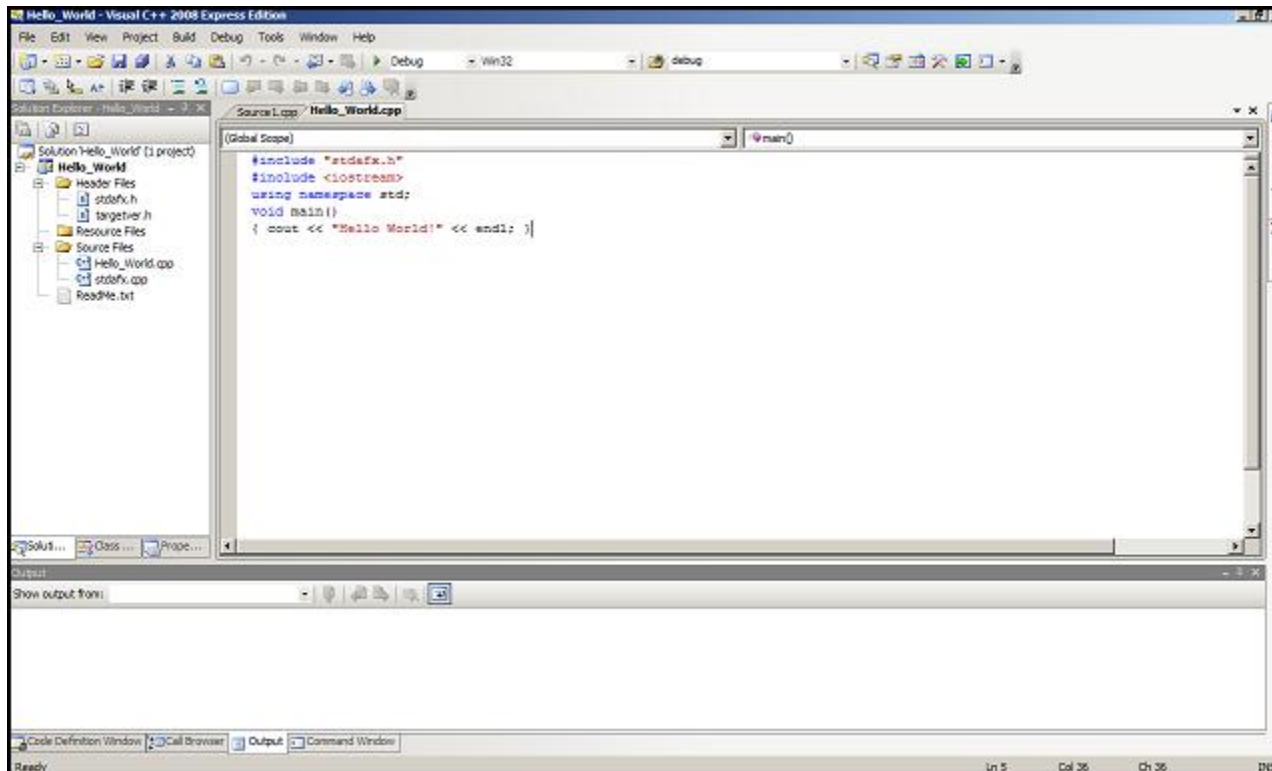
Example



Software Development









Compilation

Source code – machine code

ASCII

(American Standard Code for Information Interchange)

H - 72	e - 101	l - 108	l - 108
o - 111	- 32	W - 87	o - 111
r - 114	l - 108	d - 100	! - 33

- Processing of the machine code by a computer
- Output – audio, video