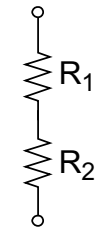
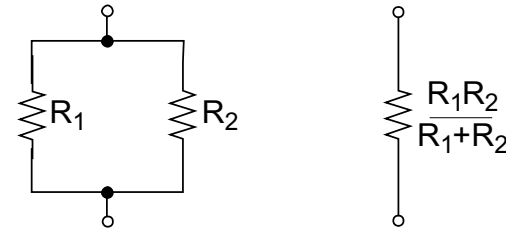
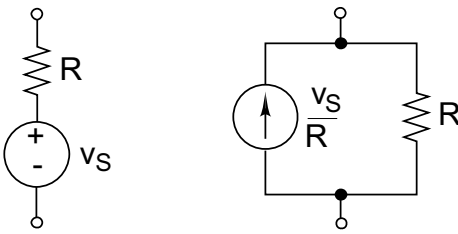
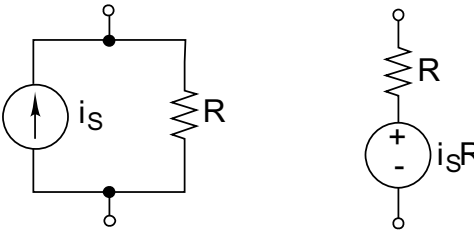

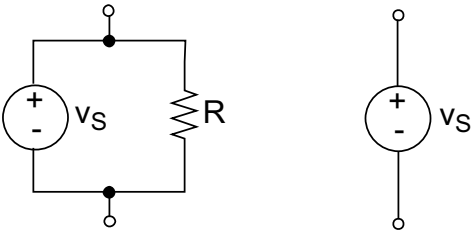
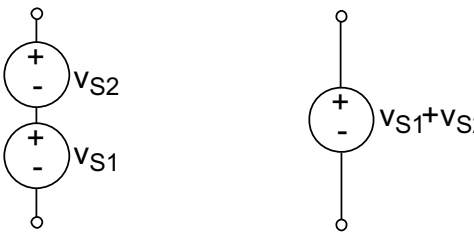
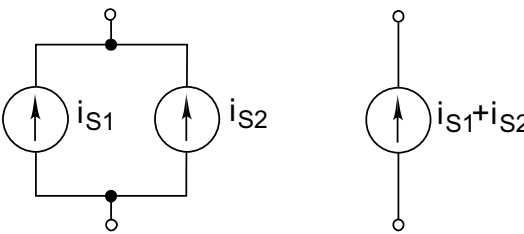


Much of engineering is just taking a big problem and repeatedly chipping off small bits until nothing is left of the problem.

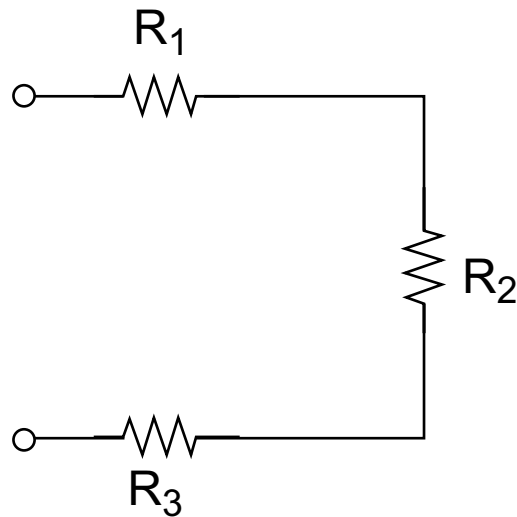
Learn how to make the small chips intuitively rather than memorizing large operations.

Quick review...

Series	Parallel
 <p style="text-align: center;">(a)</p>	 <p style="text-align: center;">(b)</p>
 <p style="text-align: center;">(c)</p>	 <p style="text-align: center;">(d)</p>
 <p style="text-align: center;">(e)</p>	 <p style="text-align: center;">(f)</p>
 <p style="text-align: center;">(g)</p>	 <p style="text-align: center;">(h)</p>

Resistors connected in series:

$$R_{eq} = R_1 + R_2 + R_3 + \dots$$

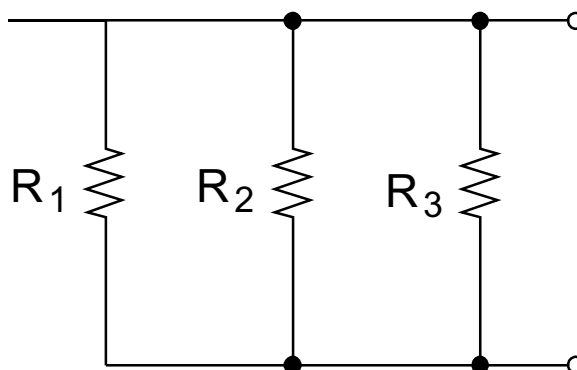


Resistors connected in parallel:

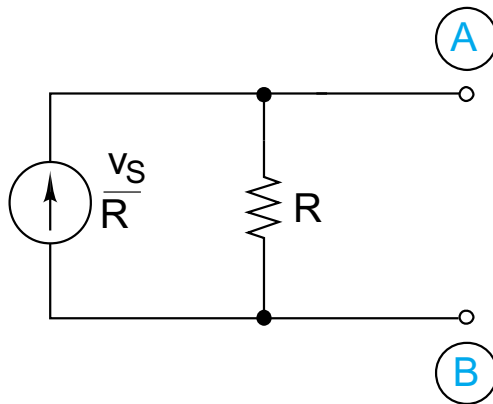
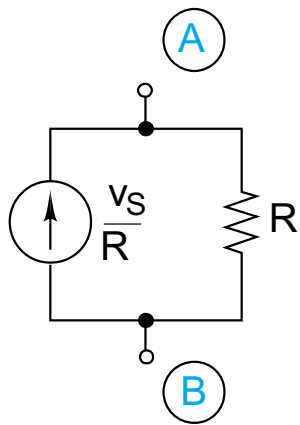
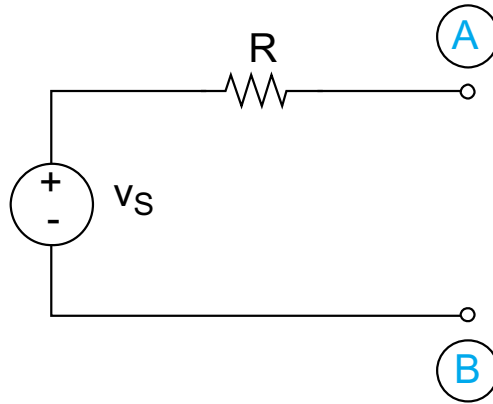
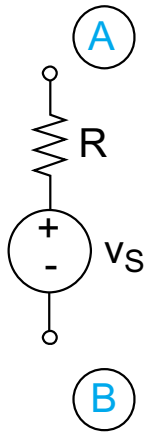
$$R_{eq} = 1 / (1/R_1 + 1/R_2 + 1/R_3 + \dots)$$

or equivalently,

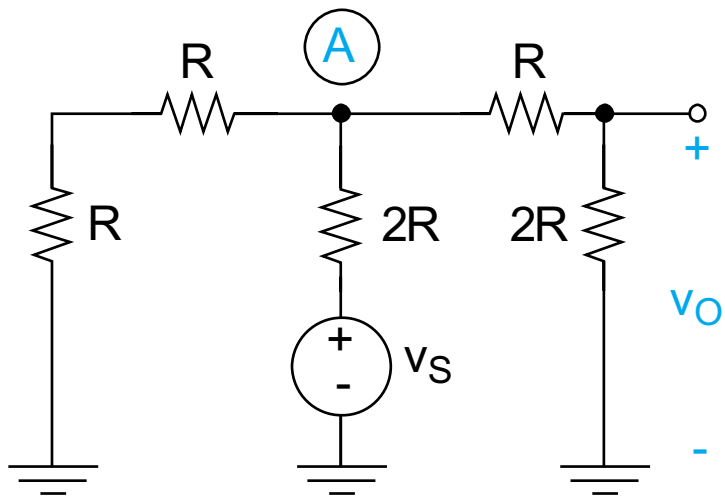
$$G_{eq} = G_1 + G_2 + G_3 + \dots \text{ and } R_{eq} = 1/G_{eq}$$



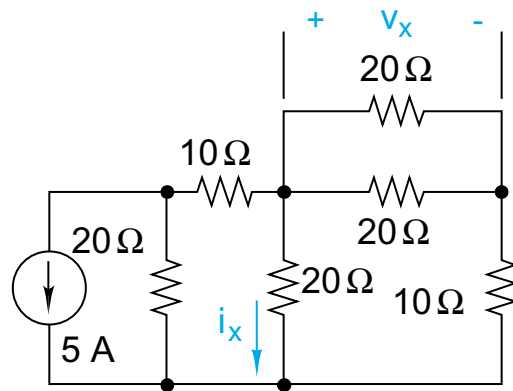
And speaking of topography...



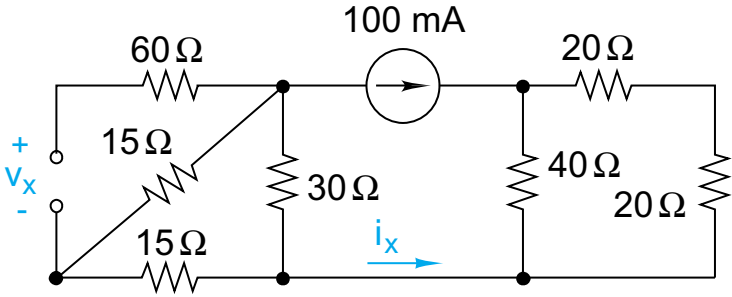
Putting it all together...



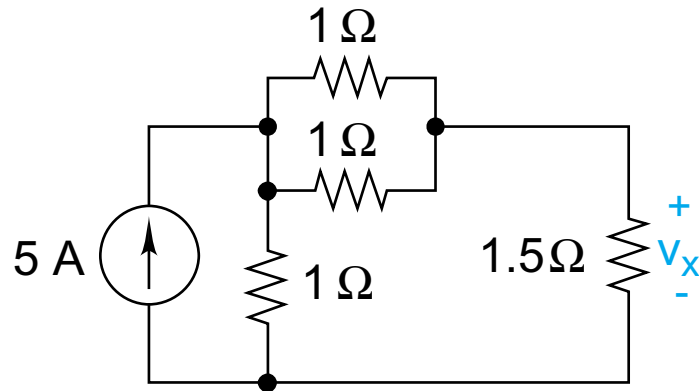
## Example time



Find  $i_x$  and  $v_x$  (now how in the heck do you deal with that source on the top?)



When you run out of examples to play with in the given section, the tools still apply to the examples in earlier sections, e.g., find  $v_x$



Find  $i_x$ 