

AVTECH



AVTECH ELECTROSYSTEMS LTD.
NANOSECOND WAVEFORM ELECTRONICS

P.O. BOX 265
OGDENSBURG, NY
U.S.A. 13669-0265
TEL: (315) 472-5270
FAX: (613) 226-2802

BOX 5120 STN. F
OTTAWA, ONTARIO
CANADA K2C 3H4
TEL: (613) 226-5772
FAX: (613) 226-2802

INSTRUCTIONS

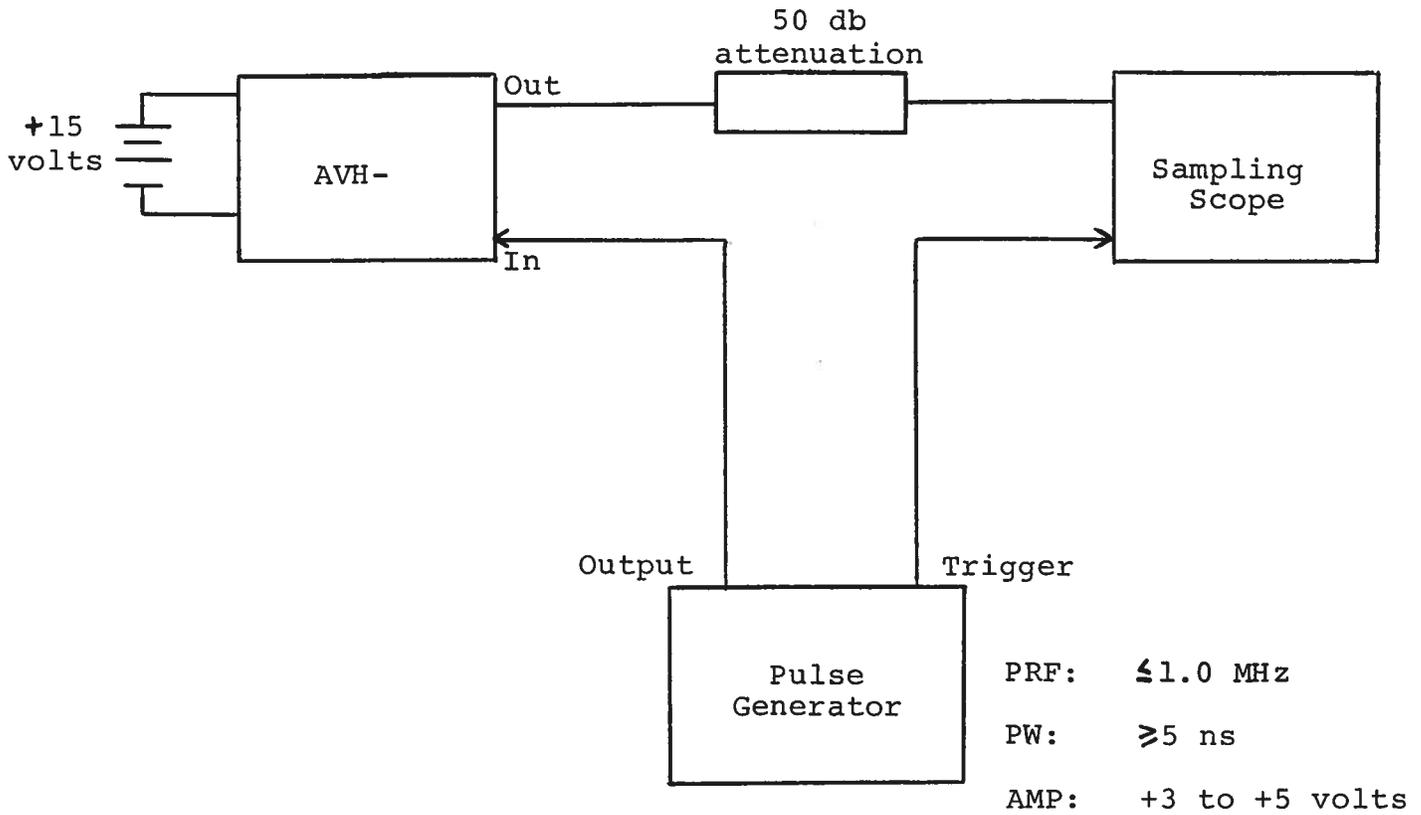
MODEL AVH-MPT-TP1 IMPULSE GENERATOR

S.N.:

WARRANTY

Avtech Electrosystems Ltd. warrants products of its manufacture to be free from defects in material and workmanship under conditions of normal use. If, within one year after delivery to the original owner, and after prepaid return by the original owner, this Avtech product is found to be defective, Avtech shall at its option repair or replace said defective item. This warranty does not apply to units which have been disassembled, modified or subjected to conditions exceeding the applicable specifications or ratings. This warranty is the extent of the obligation or liability assumed by Avtech with respect to this product and no other warranty or guarantee is either expressed or implied.

IMPULSE GENERATOR TEST ARRANGEMENT



Note that higher drive amplitudes may result in a decreased output amplitude and feed thru of the trigger pulse

Notes:

- 1) The bandwidth capability of components and instruments used to display the impulse generator output signal (attenuators, cables, connectors, etc.) should exceed ten gigahertz.
- 2) The use of 50 db attenuation will insure a peak input signal to the sampling scope of less than one volt.
- 3) In general, the pulse generator trigger delay control should be set in the 100 ns range. Other settings should be as shown in the above diagram. The impulse generator output is delayed with respect to the trigger input signal by ≤ 2 ns (typically).
- 4) The impulse generator can withstand an infinite VSWR on the output port.

- 1) The program generates a set of 1000 random numbers and stores them in an array. The user enters a number and the program prints the number of elements in the array that are greater than the entered number.
- 2) The program generates a set of 1000 random numbers and stores them in an array. The user enters a number and the program prints the number of elements in the array that are less than the entered number.
- 3) The program generates a set of 1000 random numbers and stores them in an array. The user enters a number and the program prints the number of elements in the array that are equal to the entered number.
- 4) The program generates a set of 1000 random numbers and stores them in an array. The user enters a number and the program prints the number of elements in the array that are less than or equal to the entered number.