

<b>Course name</b>	<b>ECE 27000 Digital Logic Design</b>
<b>Credit and contact hours</b>	(4 cr.) Class 3, Lab 1
<b>Course coordinator's name</b>	Lauren Christopher
<b>Textbook</b>	Charles H. Roth, Jr. and Larry L. Kinney, <i>Fundamentals of Logic Design</i> , 7 <sup>th</sup> Ed., 2014, Cengage, ISBN 1133628478
<b>Course information</b>	<p><b>2020-21 IUPUI Campus Bulletin description:</b>  ECE 27000 Digital Logic Design (4 cr.) P: or C: ECE 20100 and knowledge of electrical circuits. Class 3, Lab 3. Introduction to logic design, with emphasis on practical design techniques and circuit implementation. Topics include Boolean algebra; theory of logic functions; mapping techniques and function minimization; hardware description language; logic equivalent circuits and symbol transformations; electrical characteristics; propagation delays; signed number notations and arithmetic; binary and decimal arithmetic logic circuits; theory of sequential circuits; timing diagrams; analysis and synthesis of SR-, D-, T-, and JK-based sequential circuits; clock generation circuits; algorithmic state machine method of designing sequential circuits. A series of logic circuit experiments using CMOS integrated circuits for combination of logic and sequential circuits.</p> <p><b>Prerequisites/ Co-Requisite</b>  P or C: ECE 20100</p> <p><b>Required, Elective, or Selected Elective:</b>  EE Required, CE Required</p>
<b>Goals for the course</b>	<p>Upon successful completion of the course, students should be able to</p> <ol style="list-style-type: none"> <li>1. Derive a Boolean expression for a digital circuit. [1, 6]</li> <li>2. Design a digital circuit given the input, output and description of the system. [1, 2, 6]</li> <li>3. Design sequential logic and combinational logic digital circuits. [6]</li> <li>4. Design digital circuits using various digital logic building blocks such as multiplexers and Flip-Flops. [1, 2]</li> <li>5. Derive a finite state machine, implement it and optimize it given a description of the target digital system. [1, 2, 6]</li> <li>6. Reverse engineer a digital circuit. That is, given a digital circuit design, be able to determine functionality. [1, 6]</li> </ol>
<b>List of topics to be covered</b>	<ol style="list-style-type: none"> <li>1. Introduction: CMOS switches, numbers, binary arithmetic, ICs. (1 class)</li> <li>2. Logic operations; truth tables; logic gates. (3 classes)</li> <li>3. Boolean algebra and canonical forms. (2 classes)</li> </ol>

	<ol style="list-style-type: none"> <li>4. K-maps; minimization of logic functions. (3 classes)</li> <li>5. Multilevel combinational logic. (1 class)</li> <li>6. Multiplexers, demultiplexers. (1 class)</li> <li>7. Time response and hazards. (1 class)</li> <li>8. Programmable logic. (1 class)</li> <li>9. Tri-state and open collector gates; combinational logic case study. (2 classes)</li> <li>10. Latches and Flip-Flops (2 classes)</li> <li>11. Finite state machines, implementation and optimization (4 classes)</li> <li>12. Arithmetic Unit: Adders/subtractors/multipliers. (2 classes)</li> <li>13. Exams/Quizzes. (3 classes)</li> <li>14. Final exam. (final exam period)</li> </ol> <p><b>Laboratory projects</b></p> <ol style="list-style-type: none"> <li>1. Logic Circuit</li> <li>2. Boolean algebra</li> <li>3. Multi-level Combinational Logic</li> <li>4. MUX, Decoder and PLA/ROM</li> <li>5. Multi-level Combinational Logic</li> <li>6. Latch and Flip Flop</li> <li>7. Programmable Logic Device</li> <li>8. Finite State Machine</li> <li>9. Final Design Project</li> </ol>
<b>Syllabi approved by</b>	Lauren Christopher
<b>Date of approval</b>	04/09/2019