| Program : Diploma in Computer Engineering / Computer Hardware Engineering |  |
| :--- | :--- |
| Course Code : $\mathbf{3 1 3 4}$ | Course Title: Digital Computer Fundamentals |
| Semester :3 | Credits: $\mathbf{3}$ |
| Course Category: Program Core |  |
| Periods per week: $\mathbf{3}$ (L:3 T:0 P:0) | Periods per semester: $\mathbf{4 5}$ |

## Course Objectives:

- Understand the data representation in the Computer System.
- Perform number conversion from one system to another.
- Understand use of boolean algebra and K-Map in digital circuits.
- Equip students to design and develop simple combinational and sequential circuits.


## Course Prerequisites:

| Topic/Description | Course <br> code | Course Title | Semester |
| :--- | :---: | :--- | :---: |
| To comprehend semiconductor <br> physics, diodes, Transistors and <br> working of rectifiers. |  | Fundamentals of Electrical <br> and Electronics | 2 |

## Course Outcomes

On completion of the course student will be able to:

| COn | Description | Duration <br> (Hours) | Cognitive <br> Level |
| :---: | :--- | :---: | :---: |
| CO1 | Perform number system conversions, binary <br> arithmetic operations and binary coding | 8 | Applying |
| CO 2 | Make use of Boolean algebra and the Karnaugh <br> Map for the implementation of logic functions. | 11 | Applying |
| CO 3 | Design combinational circuits. | 12 | Applying |
| CO 4 | Design sequential circuits. | 12 | Applying |
|  | Series Test | 2 |  |

CO - PO Mapping:

| Course <br> Outcomes | PO 1 | PO 2 | PO 3 | PO 4 | PO 5 | PO 6 | PO 7 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| CO1 | 3 |  |  |  |  |  |  |
| CO 2 | 3 |  |  |  |  |  |  |
| CO 3 | 3 |  |  |  |  |  |  |
| CO 4 | 3 |  |  |  |  |  |  |

3-Strongly mapped, 2-Moderately mapped, 1-Weakly mapped

## Course Outline

|  | Description | Duration <br> (Hours) | Cognitive <br> Level |
| :--- | :--- | :---: | :---: |
| CO1 | Perform number system conversions, binary arithmetic operations and binary <br> coding |  |  |
| M1.01 | Perform conversions from one number <br> system todifferent number systems | 2 | Applying |
| M1.02 | Apply arithmetic operations on binary <br> numbers | 2 | Applying |
| M1.03 | Represent signed numbers in digital systems | 1 | Understanding |
| M1.04 | Summarize different types of binary codes | 2 | Understanding |
| M1.05 | Solve addition of BCD numbers | Applying |  |
| Contents: <br> Number Systems: Introduction to different Number Systems - Decimal, Binary, Octal, <br> Hexadecimal - Conversion from one Number System to another- 1's complement, 2's <br> complement- Binary addition, 1' complement and 2's complement subtraction- Signed <br> Number Representations -Binary codes - Binary Coded Decimal- 8421, Gray Code, Error <br> detection code-Parity, Error correction-Hamming code, Alphanumeric code-ASCII.,BCD <br> Addition. |  |  |  |
| CO2 | Make use of Boolean algebra and the Karnaugh Map for the implementation of <br> logic functions. |  |  |
| M2.01 | Illustrate basic theorems of Boolean algebra | 2 | Understanding |
| M2.02 | Make use of Boolean algebra to simplify <br> logic functions | 3 | Applying |


| M2.03 | Illustrate properties of basic and universal gates | 3 | Understanding |
| :---: | :---: | :---: | :---: |
| M2.04 | Make use of logic gates to implement logic functions | 1 | Applying |
| M2.05 | Make use of K-Map for the implementation of logic functions | 2 | Applying |
|  | Series Test - I | 1 |  |
| Contents: Axiomatic definitions of Boolean Algebra, Two-valued Boolean AlgebraBasic Theorems and Definitions, Boolean Functions, Simplifications of Boolean functions using axioms and theorems. Standard forms-POS, SOP and Canonical Form of Boolean Functions,. Basic and universal gates-Representation, truth table, -Implement NOT,AND, OR using NOR, NAND gates, K-map up to 4 variables and simplification of Boolean functions using k-map and design logic diagrams, Identify don't care condition |  |  |  |
| CO 3 | Design Combinational Circuits |  |  |
| M3.01 | Illustrate the design procedure of combinational circuits | 2 | Understanding |
| M3. 02 | Construct half adder and full adder circuits | 2 | Applying |
| M3.03 | Make use of binary parallel adder toimplement parallel adder-subtractor circuit | 2 | Applying |
| M3.04 | Construct combinational circuits for multiplication,comparison, decoding, encoding and priority encoding | 6 | Applying |
| Contents:Combinational Logic, Analysis \& Design procedure-using Gray to binary convertor, Half Adder, Full Adder, 4-bit Parallel adder, 4-bit binary adder/subtractor, BCD Adder, Binary Multiplier(up to 2 bit), 2-bit Magnitude Comparator, Decoder, Encoder, priority encoder, two-to-one-line multiplexer. |  |  |  |
| CO4 | Design Sequential Circuits |  |  |
| M4.01 | Explain sequential circuits | 1 | Understanding |
| M4.02 | Illustrate operation of different latches and flip flops | 4 | Applying |
| M4.03 | Outline different type of registers | 1 | Understanding |
| M4.04 | Construct asynchronous and synchronous counters using flip flops | 6 | Applying |
|  | Series Test - II | 1 |  |

## Contents

Sequential circuit-definition, block diagram, explanation, comparison with combinational circuit; Synchronous and asynchronous sequential circuit-comparison, synchronous clocked sequential circuit-block diagram, latches and flip flops, SR latch (with NOR,NAND, with control input), D latch, characteristic tables; Edge triggered DFF using D-latches, JK FF, MS-JK FF, T-FF -characteristic tables; Registers-definition, shift registers-data transmission in shift registers-serial-in-serial out, serial-in parallel out, Parallel in Serial out, Parallel-in parallel out- logic diagrams only; Asynchronous counter- 4-bit binary counter, BCD counter; Synchronous counter- state table of a sequential circuit, design 4-bit binary counter, BCD counter, Ring Counter.

## Text/Reference:

| T/R | Book Title/Author |
| :---: | :--- |
| T1 | M. Morris Mano \& Michael D. Ciltti, Digital Design, Pearson Education, 5th <br> Ed. |
| R2 | A. Anand Kumar, Fundamentals of digital circuits, PHI Learning Pvt. Ltd., <br> 2003 |
| R3 | Malvino\&Leach ,Digital Principles and Applications, McGraw-Hill |

## Online resources

| Sl.No | Website Link |
| :---: | :--- |
| 1 | http://www.asic-world.com/digital/tutorial.html |
| 2 | https://www.geeksforgeeks.org/digital-electronics-logic-design-tutorials/ |
| 3 | https://www.digitalelectronicsdeeds.com/ |
| 4 | https://en.wikipedia.org/wiki/Digital_electronics |

