NAME OF THE FACULTY : POOJA

DISCIPLINE : Computer Engineering

SEMESTER : 3^{rc}

SUBJECT : DIGITAL ELECTRONICS

LESSON PLAN DURATION : 15 weeks (from Sept 2022_Jan 2023)
WORK LOAD PER WEEK (IN HOURS) : LECTURE-03, PRACTIACL-03 PER GROUP

WEEK		THEORY	PRACTICAL			
S.N.	Lecture Hours	TOPIC (Including Assignment/Test)	Practical Hours		Experiment	
1 st	1	Introduction to Digital Electronics: Distinction between analog and digital signal.		1		
			Group-1	2	Verification and interpretation of truth tables for AND, OR, NOT NAND, NOR and Exclusive OR (EXOR) and Exclusive NOR(EXNOR) gates	
	2	Applications and advantages of digital signals.		3		
			Group-2	1	Verification and interpretation of truth tables for AND, OR, NOT NAND, NOR and Exclusive OR (EXOR) and Exclusive NOR(EXNOR) gates	
	3	Number System: Binary, octal and hexadecimal number system		2		
				3		
		Conversion from decimal and hexadecimal to binary and vice-versa.	Group-1	1	Verification and interpretation of truth tables for AND, OR, NOT NAND, NOR and Exclusive OR (EXOR) and Exclusive NOR(EXNOR) gates	
	4			2		
2 nd	5	Binary addition and subtraction including binary points. 1's and 2's complement method of addition/ subtraction		3		
		method of addition/ subtraction		1	Verification and interpretation of truth tables for AND, OR, NOT NAND, NOR and Exclusive OR (EXOR) and Exclusive NOR(EXNOR) gates	
	6	Codes and Parity: Concept of code, weighted and non-weighted codes	Group-2	2		
				3		
3 rd	7	Examples of 8421, BCD, excess-3 and Gray code Concept of parity, single and double parity and error detection	Group-1	1	Realization of logic functions with the help of NAND or NOR gates	
				2		
				3		
	9	Logic Gates and Families: Concept of negative and positive logic.	Group-2	2	Realization of logic functions with the help of NAND or NOR gates	
				3		
4th	10	Definition, symbols and truth tables of NOT, AND, OR Gates	Group-1	1	To design a half adder using XOR and NAND gates and verification of its operation	
				2		
	11	Definition, symbols and truth tables of NAND, NOR, EXOR Gates		3		
			Group-2	1	To design a half adder using XOR and NAND gates and verification of its operation	
	12	Definition, symbols and truth tables of NAND and NOR as universal gates.		2		
				3		
5 th	13	Introduction to TTL and CMOS logic families	Group-1	1	Construction of a full adder circuit using XOR and NAND gates and verify its operation	
				2		
	14	Assignment-1		3		

		1	1	1	T I
5 th			ıp-2	2	Construction of a full adder circuit using XOR and
	15	Sessional Test-1	Group-2	3	NAND gates and verify its operation
				1	
6 th	16	Logic Simplification: Postulates of Boolean algebra, De Morgan's Theorems	Group-1	2	Revision Experiment Performed
	17	Implementation of Boolean (logic) equation with gates	Group-2 Gro	3	Revision Experiment Performed
				1	
	18	K-Map (up to 4 variables)		2	
				3	
	19	Simple application in developing combinational logic circuits	Group-1	1	Verification of truth table for positive edge triggered, negative edge triggered, level triggered IC flip-flops (At least one IC each of D latch, D flip-flop, JK flip-flops Verification of truth table for positive edge triggered, negative edge triggered, level triggered IC flip-flops (At least one IC each of D latch, D flip-flop, JK flip-flops
7 th				2	
	20	Arithmetic circuits: Half adder and Full		3	
		adder circuit	7	1	
		Half adder and Full adder circuit, design and implementation	Group-2	2	
	21			3	
		Decoders, Multiplexers, Multiplexers and Encoder: Introduction	Group-1	1	
8 th	22			2	Verification of truth table for encoder and decoder ICs, Mux and DeMux
	23	Four bit decoder circuits for 7 segment display and decoder/driver ICs		3	ics, iviux and Delviux
			Group-2	1	Verification of truth table for encoder and decoder ICs, Mux and DeMux
	24	Basic functions and block diagram of MUX and DEMUX with different ICs		2	
				3	
	25	Basic functions and block diagram of Encoder	Group-1	2	To design a 4 bit SISO, SIPO, PISO, PIPO shift registers using JK/D flip flops and verification of
	26	Latches and flip flops: Concept and types of latch with their working and applications	Group-2	3	To design a 4 bit SISO, SIPO, PISO, PIPO shift registers using JK/D flip flops and verification of their operation
9 th				1	
	27	Operation using waveforms and truth tables of RS, T, D and Master/Slave JK flip flops.		2	
				3	
				1	
10 th	28	Difference between a latch and a flip flop. Assignment-2	Group-	2	Revision Experiment Performed
				3	
	30	Sessional Test-2	Group-2	1	Revision Experiment Performed
				3	
11 th	31	Counters: Introduction	Group-1	1	To design a 4 bit ring counter and verify its operation
				2	
	32	Introduction to Asynchronous counters		3	
			Group-2	1	To design a 4 bit ring counter and verify its operation
	33	Introduction to Synchronous counters		2	
				3	
	1	1	1	1	1

				4	Use of Asynchronous Counter ICs (7490 or 7493)
12 th	34	Binary counters	Group-1	1	,
				2	
	35	Divide by N ripple counters		3	
			Group-2	1	Use of Asynchronous Counter ICs (7490 or 7493)
	36	Decade counter, Ring counter		2	
				3	
	37	Shift Register: Introduction and basic concepts including shift left and shift right. Serial in parallel out, serial in serial out	Group-1		Revision Experiment Performed
				1	
				2	
13 th					
13"	38	Parallel in serial out, parallel in parallel out. Universal shift register.		3	
			0.1	1	Revision Experiment Performed
		A/D and D/A Converters: Working principle of A/D and D/A converters, Stair step Ramp A/D converter, Dual Slope A/D converter.	Group-2	2	
	39			2	
				3	
		Successive Approximation A/D Converter, detail study of Binary Weighted D/A converter, R/2R ladder D/A converter. Applications of A/D and D/A converter	Group-1	1	
	40				
				2	Revision Experiment Performed
14 th		Semiconductor Memories: Memory organization, classification of Semiconductor memories		3	
	41		Group-2		
				1	
	42	(RAM, ROM, PROM, EPROM, EEPROM), static and dynamic RAM		2	Revision Experiment Performed
			·	3	
	43	Introduction to 74181 ALU IC	Group-1	1	
15 th				2	Revision Experiment Performed
	44	Assignment- 3		3	
	45	Sessional Test- 3	Group-2	1	Revision Experiment Performed
				2	
				3	