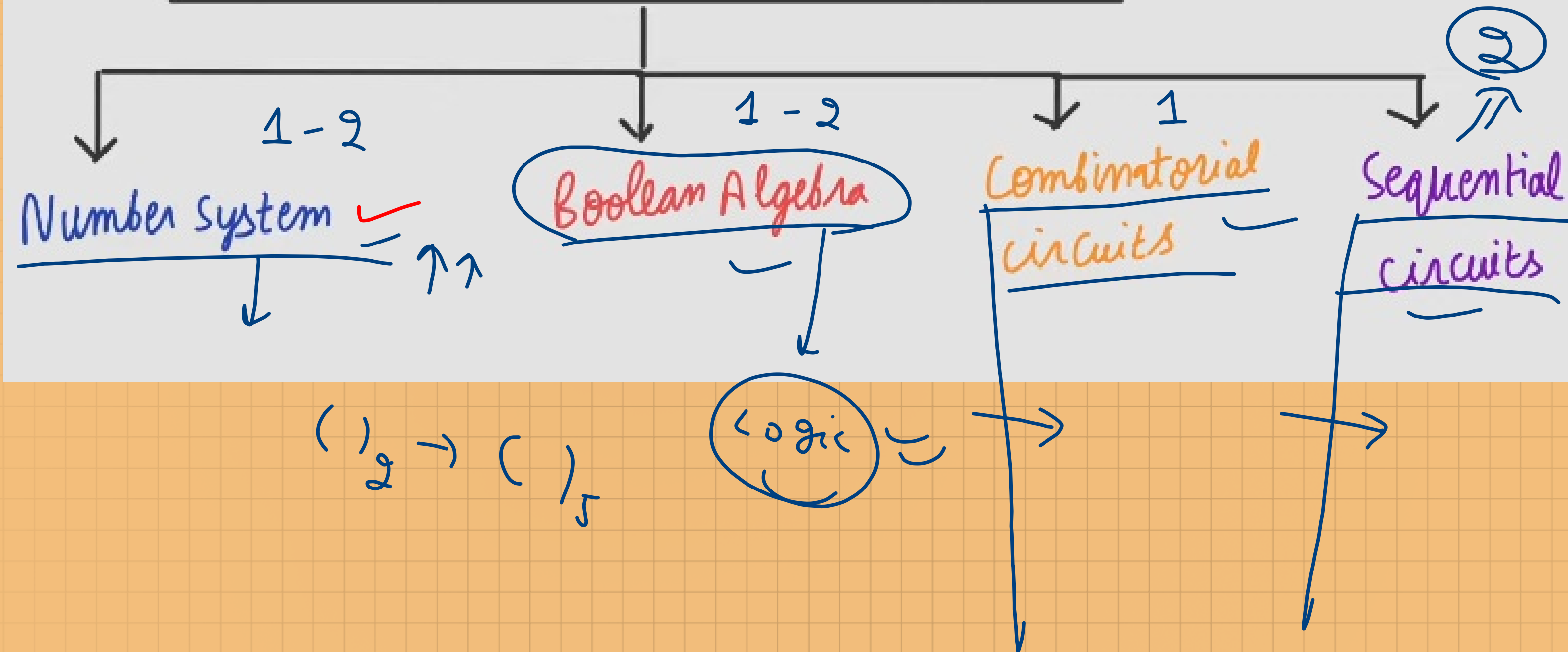


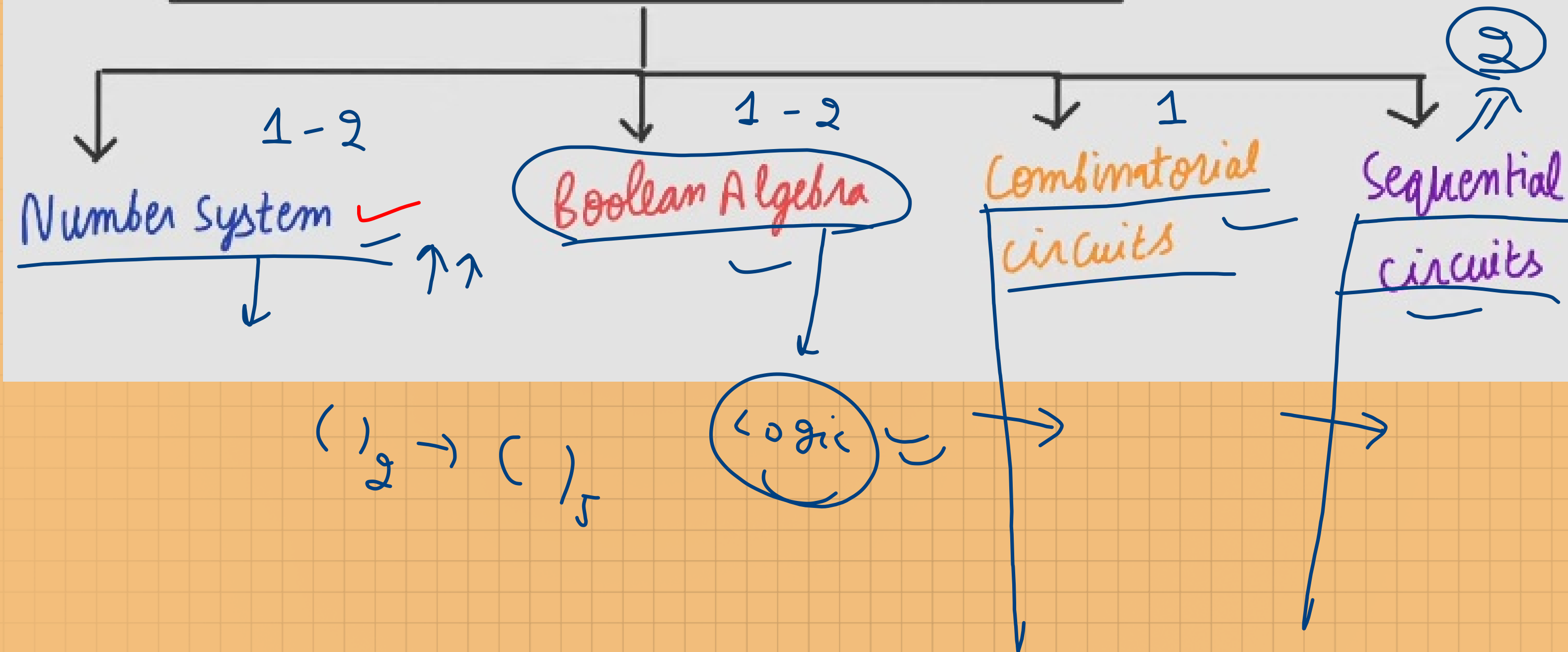


Syllabus of Digital Logic & Design //





Syllabus of Digital Logic & Design //



Recorded ~

Dear ~





Number System

→ Introduction ✓

→ Conversion ✓ $()_2 \rightarrow ()_5$ $(1011)_2 \rightarrow ()_5$

→ Arithmetic operations → +, *, -, /

→ Compliments

→ Codes →
→ BCD
→ X-3
→ Self Complementing Codes
→ Gray code
→ Alphanumeric codes

→ Representation of Numbers in Computers →
→ Integers
→ Real No.

IEEE



Boolean Algebra ✓

→ Introduction ✓

→ Boolean Laws ✓

→ Logic Gates

→ Principle of Duality

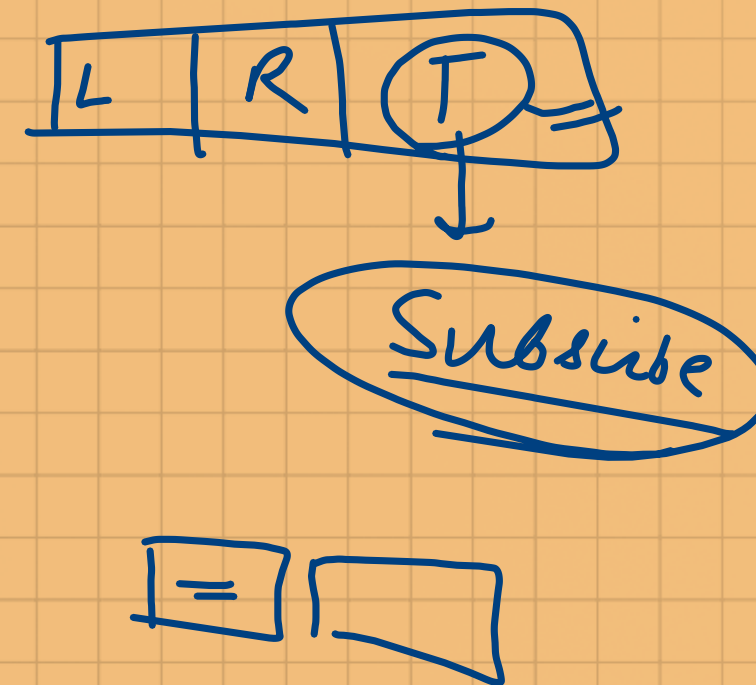
→ 2 ways to represent Boolean Functions → SOP POS

→ K maps ✖ ✖ ✖ ✖ ✖



Combinatorial Circuits

- Introduction //
- BCD to X-3 Code Converter //
- Half adder -
- Full adder -
- BCD adder -
- Look ahead carry adder - AAAAAA
- Half Subtractor -
- Full Subtractor -
- Multiplexer (mux) - 3
- Demultiplexer (dcmux) - 3
- Encoders //
- Decoders //
- ROM //





Sequential circuits ✓

- Introduction ✓
- Latch ✓
- SR Flip flop ✓
- JK Flip flop ✓
- Master slave flip flop
- Counters = ⌘ ⌘ ⌘ ⌘
- Registers =
- Booth's algorithm for multiplication

CAO