# Computer Architecture Group 4 Manual

### **How to use Program:**

On the home screen of the application, there will be four main menus, namely: **About, Objectives, Foundations** and **Synchronous Counters**.

**About:** This option shows the user the manual of the application. In fact, you are currently reading this manual because you clicked on the about option.

**Objectives:** This option will show the user the goals of this application.

**Foundations:** This option will teach the user all the fundamental topics that he/she needs to know, to build synchronous counters. These topics include Logic gates, Karnaugh's map and Flip Flops (JK, D, T). Each topic has a tutorial and quiz section.

- Quizzes: All quizzes are multiple choice questions and are chosen by clicking the option A, B, C or
  D. The program keeps a score of the questions answered correctly at the top left of the screen, so
  that the user can know how well he/she is performing. There is also a hint button that can be
  clicked that will navigate the user to correct tutorial, so that the user can revise the notes for the
  questions that he/she is struggling with.
- **Tutorials:** The tutorial section has all the notes for the fundamentals topics. There is a drop-down menu that the user can use to navigate through different tutorials.

**Synchronous counters:** This option will teach the user how to develop synchronous counters and will also test the user's knowledge on developing synchronous counters.

- Quizzes: Each flip flop synchronous counter has 5 multiple choice questions and 1 structured question.
- Tutorials: The tutorials are separated based on the flip flop counter type(JK, D, T).

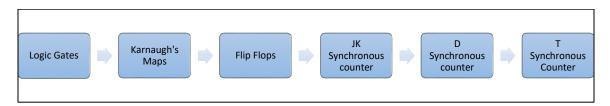


Figure 1- Suggested Learning Path

# **Software Used:**

JavaSE 1.8, JavaFX, Logism, LiceCap, Microsoft Word

## **Developers:**

Dennis Guye, Chad Thomas, Kevin Johnson, Ryvon Gittens & Kervel Marcelle

# **References:**

GIF Header: Matthew Butler on giphy.com

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http://hyperphysics.phy-astr.gsu.edu/hbase/Electronic/Tflipflop.html

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