

## DIGITAL LOGIC SYLLABUS

S.No	CONTENT	HOURS	REMARKS
1.	<b>BINARY SYSTEMS</b> <ul style="list-style-type: none"> <li>· Digital Systems</li> <li>· Analog and Digital Signal</li> <li>· Binary Numbers</li> <li>· Number-base Conversions</li> <li>· Octal and Hexadecimal Numbers</li> <li>· Complements</li> <li>· Signed Binary Numbers</li> <li>· Binary Codes</li> <li>· Binary Storage and Registers</li> <li>· Binary Logic</li> <li>· Integrated Circuits</li> </ul>	7	
2.	<b>BOOLEAN ALGEBRA AND LOGIC GATES</b> <ul style="list-style-type: none"> <li>· Binary Logic</li> <li>· Switching Circuits and Binary Signals</li> <li>· Basic Logic Gates</li> <li>· Graphic Symbols</li> <li>· Timing Diagram</li> <li>· Boolean Algebra</li> <li>· Rules in Boolean Algebra <ul style="list-style-type: none"> <li>Commutative Laws</li> <li>Associative Laws</li> <li>Distributive Law</li> </ul> </li> <li>· Basic Theorems and Properties of Boolean Algebra</li> <li>· Operator Precedence</li> <li>· Universal Gates</li> <li>· IC Digital Logic Families</li> <li>· Propagation Delay</li> </ul>	9	Presentation
3.	<b>SIMPLIFICATION OF BOOLEAN FUNCTIONS</b> <ul style="list-style-type: none"> <li>· SOP and POS</li> <li>· K-Map <ul style="list-style-type: none"> <li>Two Variable Map</li> <li>Three Variable Map</li> <li>Four Variable Map</li> </ul> </li> <li>· NAND and NOR Implementation</li> <li>· Canonical and Standard Forms</li> <li>· Truth Tables</li> </ul>	9	

4.	<b>COMBINATIONAL LOGIC</b> <ul style="list-style-type: none"> <li>· Introduction to combinational Circuit</li> <li>· Design Procedure</li> <li>· Code Conversion</li> <li>· Analysis Procedure</li> <li>· Obtaining Truth-Table from Logic Diagram</li> <li>· NAND, NOR and Ex-OR Circuits</li> </ul>	6	
5.	<b>COMBINATIONAL LOGIC WITH MSI and LSI</b> <ul style="list-style-type: none"> <li>· Introduction to MSI and LSI</li> <li>· Adder <ul style="list-style-type: none"> <li>Binary Adder</li> <li>Decimal Adder</li> <li>BCD Adder</li> </ul> </li> <li>· Magnitude Comparator</li> <li>· Encoder and Decoders</li> <li>· Multiplexers</li> <li>· Types of ROM</li> <li>· Programmable Logic Array (PLA)</li> </ul>	8	Presentation
6.	<b>SEQUENTIAL LOGIC</b> <ul style="list-style-type: none"> <li>· Introduction to Sequence</li> <li>· Flip-Flops</li> <li>· Point</li> <li>· Edge-Triggered Flip-Flop</li> <li>· Analysis of Clocked Sequential Circuits</li> </ul>	9	
7.	<b>REGISTERS, COUNTERS and MEMORY UNITS</b> <ul style="list-style-type: none"> <li>· Registers</li> <li>· Ripple Counters</li> <li>· Binary Ripple Counters</li> <li>· Synchronous Counters</li> <li>· Timing Sequences</li> <li>· Johnson Counter</li> <li>· Memory Unit (RAM)</li> </ul>	8	Presentation

## LAB PREPARATION

S.No	Content
1.	To verify Truth table of basic logic gates and their realization using Universal Gates
2.	To verify De-Morgan's Theorem using two input variables.
3.	To verify Truth tables and construct Adder circuits using logic gates.
4.	To verify Truth tables and construct Encoder & Decoder circuits using logic gates.
5.	To verify Truth tables and Multiplexer and Demultiplexer circuits using logic gates.
6.	Counters(4-bit ripple counter)
7.	Flip-Flops (D and J-K)