

DLD Review - Max Trager

DLD was one of, if not the best class that I took in high school. This can be credited not only to the content of the course, but to the collaborative environment created in the classroom which really facilitated my learning. DLD is one of those classes that always sparked conversation whenever someone asked what classes I was taking. It's just not a class that most schools offer, so it's awesome to be diving deep into how computers process information in binary, or designing seven-segment display circuits, something that most schools don't offer.

I can say with confidence that the most fun part of the course for everyone is the projects. Having so many hands-on projects - I'd estimate over 50% of the course - really helps to reinforce and answer questions about the topics we were learning. It starts with smaller, very instructed projects (meaning there is an exact series of steps to follow), and eventually transforms into larger projects with a prompt as simple as "Design X, and write a technical report that summarizes your work." I really enjoyed getting to know the digital logic design process through the smaller projects, then applying it on the larger projects. The most rewarding thing is when you've been working on a big project, troubleshooting for what seems like years, and it finally works.

I think the biggest misconception when it comes to DLD is that the target audience for the class is insanely small. This is not true. You don't need to come into the class with any experience to be able to understand the topics or learn valuable problem-solving and design skills. I found that the people that had the least experience coming into the course enjoyed it the most, and were the best to work with on projects. That is the beauty of the class.