DIGITAL CIRCUITS

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http://http://akademi.itu.edu.tr/en/buzluca/
http://www.buzluca.info

Important Information:

Students must attend the section <u>for which they have officially registered</u>.
Please check your actual section by logging into http://www.sis.itu.edu.tr.

You can find lecture notes and all necessary information about the course (including the syllabus) in the Ninova e-learning system. http://ninova.itu.edu.tr

You must login to the Ninova system using your İTÜ ID and password.

Continuously check your İTÜ mailbox. Mails about assignments and announcements are sent to the İTÜ accounts.
If you use another mail account, forward your İTÜ mails to your valid account.

Please read the file **"Önemli Bilgiler" (Important Information)** in the "Course Resources" (*Ders Dosyaları*) directory and **the Syllabus** in the "Class Files" (*Sınıf Dosyaları*) directory carefully.

Grading:
Midterm: 40%,
Assignments (5 x Take-home exams): 20%,
Final exam: 40%

Eligibility to take the final exam:

Students must meet the following two criteria to be able to take the final exam:
1. Attendance: According to University rules, 70% attendance is mandatory.
Any student who does not fulfill this requirement cannot take the final exam and will get a grade of VF.

2. Mid-semester average grade: The mid-semester average grade must be at least 35/100.
Average mid-semester grade = (0.20 x Assignments + 0.40 x Midterm)*100/60 $\geq$ 35

Any student who does not fulfill this requirement cannot take the final exam and will get a grade of VF.

Academic honesty:
Cheating on the exams or on homework will be punished in the most severe manner, resulting in failing the course with a grade of VF, as well as disciplinary action.

Every piece of work that you turn in with your name on it must be yours and yours alone.
No group-working is allowed on any test or homework.
Specially, you are not allowed to copy someone else's homework. This is plagiarism.

Text Books:

John F. Wakerly, Digital Design: Principles and Practices, 4th or 3rd Edition

Morris Mano, Digital Design 4th or 3rd Edition