## Course logistics



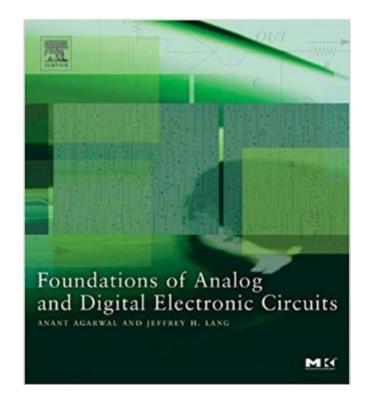
- Course website: https://wangc86.github.io/csu0007/
  - Homework submission: via NTNU Moodle (https://moodle.ntnu.edu.tw/)
- Course meetings:
  - Tuesdays 9:10-10:00 and Fridays 15:30-17:20, in room C007, Gongguan Campus
- Instructor: 王超
  - E-mail: cw@ntnu.edu.tw
  - Office hours: Wednesdays and Fridays, 8-10am
- Teaching assistant: 梅志碩
  - E-mail: 60847087s@gapps.ntnu.edu.tw

#### Course objective and organization

- Objective of this course:
  - For freshman students to learn the basics of electronic circuits, as a preparation for advance topics in computer science and engineering discipline
- I will give lectures using "PPTs + blackboard illustration + note"
  - Be ready to take note during the lecture
- Besides lectures, we will have
  - 1. Reading assignments for detailed coverage of the subject.
  - 2. Homework assignments for subject review and exercise.
  - Both of these are essential for your learning in this course!

#### Course textbook

- The required textbook:
  - Agarwal, Anant and Lang, Jeffrey H.
     Foundations of Analog and Digital
     Electronic Circuits. Morgan Kaufmann;
     1 edition (July 18, 2005). ISBN 978 1558607354
  - You may purchase a copy via https://www.elsevier.com/books/foun dations-of-analog-and-digitalelectronic-circuits/agarwal/978-0-08-050681-4



## Grading policy

- Homework 45% (submit via Moodle https://moodle.ntnu.edu.tw/)
- First exam 20% (on Nov 13, in class)
- Final exam 25% (on Jan 15, in class)
- Participation 5%
- Attendance 5%

No late homework submission and no make-up exam

## Academic integrity



本校校訓由第三任劉真校長所訂,於民國41年2月20日第27次行政會 議通過。劉校長希望同學們從內心的修養到生活的實踐,都能切切實 實地做到這四個字,以樹立良好的學風,進一步達到改造社會的目 的。

- 不虚偽、不欺妄。 凡事能做到始終如一、擇善固執。
- 不偏私、不枉曲。 凡事能做到光明正大,貞固剛毅。
- 不怠惰、不因循。 凡事能做到自強不息、鍥而不捨。
- 不奢糜、不浮華。 凡事能做到質樸無華,闇然尚絅。

- Sincerity
- Integrity
- Diligence
- Simplicity

http://archives.lib.ntnu.edu.tw/c2/c2\_1.jsp

#### CSU0007: Basic Electronics

Lecture 01: The Circuit Abstraction

Instructor: Chao Wang 王超

Department of Computer Science and Information Engineering



#### From science to engineering

• "Engineering is the purposeful use of science." - Steve Senturia

- Abstraction: a way to hide details unnecessary for applications, provided that certain constraints are met
  - Example: Newton's laws of motion F = ma
    - ✓ Applicable only when \_\_\_\_\_

# Layers of abstraction in computer engineering

... and a landscape of courses in Computer Science and Information Engineering

Computer Architecture

Circuit and Electronics (This course)

**Physics** 

Computer applications Programming language abstraction Assembly language abstraction Microprocessor abstraction Finite-state machine abstraction Memory abstraction Logic gate abstraction Digital abstraction Lumped circuit abstraction Laws of Physics Physical environment

Programming Languages,
Algorithms, etc.

Digital Logics