

### COURSE DESCRIPTIONS

<b>Faculty</b>	Science and Information Technology				
<b>Department</b>	Computer Science	<b>NQF level</b>	7		
<b>Course Title</b>	Digital Logic Design	<b>Code</b>	50129 3	<b>Prerequisite</b>	501291
<b>Credit Hours</b>	3	<b>Theory</b>	2	<b>Practical</b>	1
<b>Course Leader</b>	<b>Dr. Maen Alrashdan</b>	<b>email</b>	<a href="mailto:Dr.maen@jadara.edu.jo">Dr.maen@jadara.edu.jo</a>		
<b>Lecturers</b>	<b>Dr. Firas Zawaideh</b>	<b>emails</b>	<a href="mailto:F.zawaideh@jadara.edu.jo">F.zawaideh@jadara.edu.jo</a>		
<b>Lecture time</b>	Sun/Tue 1:00 pm – 2:30 pm	<b>Classroom</b>	D004		
<b>Semester</b>	2022 - 2023	<b>Production</b>	2010	<b>Updated</b>	2021

#### Short Description

This course gives the students a good understanding of the basic tools used in digital design, Number systems, base conversion, and data representation using binary codes, Boolean algebra and its laws, theorems, and operations, Simplification of Boolean algebraic expressions, Converting a word description of a logic system behavior into an algebraic expression, Minimizing, design and analysis of combinational logic, Implementing logic functions using multiple-output networks such as Multiplexers, Decoders, Design and analysis of synchronous sequential logic and flip-flops basics..

#### Course Objectives

- To let students, acquire knowledge and understand basics of digital design.
- Promote students' skills to gather and analyze digital circuits.

#### Learning Outcomes

##### A. Knowledge - Theoretical Understanding

a1. Explain the behavior of combinational and sequential digital circuits. (K1)

##### B. Knowledge - Practical Application

a2. Demonstrate various digital circuits such as decoders, multiplexers, and flip-flops. (K2)

##### C. Skills - Generic Problem Solving and Analytical Skills

b1. Develop functionality of various digital circuits using Karnaugh map, and approaches to simplifying logic circuits. (S1)

##### D. Skills - Communication, ICT, and Numeracy

b1. Determine logic design methodologies and techniques for the solution of Computer Hardware Problems. (S2)

##### E. Competence: Autonomy, Responsibility, and Context

#### Teaching and Learning Methods

- (Lectures and problem solving)

### Assessment Methods

- Quizzes and Assignments
- Midterm exam, Final exam

### Course Contents

Week	Hours	CLOs	Topics	Teaching & Learning Methods	Assessment Methods
1, 2	6	A1	Syllabus, Course Schedule;  Chapter 1: <b>Digital Systems and Binary Numbers:</b> Digital systems, Number systems, Negative number representation, Unsigned/signed addition, Operations on Signed Binary Numbers, Binary Codes, Binary Storage and Binary Logic.	Distance  E Learning	
4-5	6	A1, B1	Chapter 2: <b>Boolean Algebra and Logic Gates:</b> Basic Theorems and Properties of Boolean Algebra, Boolean Functions, Truth table, Canonical and Standard Forms, Digital Logic Gates.	Distance  E Learning	
6-8	9	A1, A2	Chapter 3: <b>Gate Level Minimization:</b> Karnaugh map, The Map Method, Two, Three and Four Variable K-Map, Product of Sums Simplification, Don't Care Conditions, NAND and NOR Implementation.	Distance  E Learning	
<b>MIDTERM EXAM</b>					
9-11	9	B1, B2	Chapter 4: <b>Combinational Logic:</b> Analysis Procedure, Design Procedure, Binary Adder–Subtractor, Decoders and Multiplexers.	Distance  E Learning	
12-15	12	B1, B2	Chapter 5: <b>Synchronous Sequential Logic:</b> Sequential Circuits, Storage Elements: Latches, Storage Elements: Flip Flops, Analysis of Clocked Sequential Circuits, State Reduction and Assignment and Design Procedure.	Distance  E Learning	
<b>Final EXAM</b>					

### Infrastructure

<b>Textbook</b>	Digital Design: 5th (fifth) Edition by Mano, M. Morris, Ciletti, Michael D., 2012
<b>References</b>	
<b>Required reading</b>	
<b>Electronic materials</b>	

Other	
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Course Assessment Plan						
Assessment Method		Grade	CLOs			
			a1	a2	b1	b2
Midterm)		30	5	10	5	10
Final Exam		50	10	10	10	20
Coursework		20				
Coursework assessment methods	Assignments					
	Case study					
	Discussion and interaction					
	Group work activities					
	Lab tests and assignments					
	Presentations					
	Quizzes		5	5	5	5
<b>Total</b>		<b>100</b>	20	20	35	25

Plagiarism
<p>Plagiarism is claiming that someone else's work is your own. The department has a strict policy regarding plagiarism and, if plagiarism is indeed discovered, this policy will be applied. Note that punishments apply also to anyone assisting another to commit plagiarism (for example by knowingly allowing someone to copy your code).</p> <p>Plagiarism is different from group work in which a number of individuals share ideas on how to carry out the coursework. You are strongly encouraged to work in small groups, and you will certainly not be penalized for doing so. This means that you may work together on the program. What is important is that you have a full understanding of all aspects of the completed program. In order to allow proper assessment that this is indeed the case, you must adhere strictly to the course work requirements as outlined above and detailed in the coursework problem description. These requirements are in place to encourage individual understanding, facilitate individual assessment, and deter plagiarism.</p>