

COMPUTER ENGINEERING DEPARTMENT

**COE 200 Fundamentals of Computer Engineering
Syllabus - Term 041**

Catalog Description

Introduction to Computer Engineering. Digital Circuits. Boolean algebra and switching theory. Manipulation and minimization of Boolean functions. Combinational circuits analysis and design, multiplexers, decoders and adders. Sequential circuit analysis and design, basic flip-flops, clocking and edge-triggering, registers, counters, timing sequences, state assignment and reduction techniques. Register transfer level operations. *(Prerequisite: PHYS 102)*

Instructor

Aiman El-Maleh **Room 22-318** **Phone: 2811** **e-mail:aimane@ccse**

Class

Time 9:00 - 9:50 **SMW** **Location** **Room 24-120**

Course Delivery:

This course will be delivered in a semi-online manner. A CD containing all course lectures with animations and sound will be given to each student. Students are expected to study, on their own, these lessons/lectures. The course instructor will deliver a lecture each Saturday to guide students and respond to their questions. In addition, a problem-solving tutorial session will be held every Wednesday. Quizzes will be conducted on Mondays every 2 weeks.

Course Material:

1. Online Lessons CD

The CD contains all course lectures with animations and sound. The material is divided into 6 units with several lessons in each unit.

2. Text Book: Morris Mano and Charles Kime, *Logic and Computer Design Fundamentals*, Second Edition, Prentice Hall International, 2000.

Grading Policy:

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| Laboratory | 20% |
| Quizzes | 15% |
| Exam I | 15% (5:30pm Monday, October 11) |
| Exam II | 20% (5:15pm Monday, December 6) |
| Final | 30% |

Course Road Map & Weekly Breakdown

| Week | CD Self-Study Material | | Saturday Lecture | Wednesday Tutorial | Mon day | Book Ref. |
|----------|------------------------|------------------------|---|---|---------|-----------------------|
| | Unit | Lessons | | | | |
| 1 | 1 | 1,2 and 3 | General introduction & course guidelines | Lecture (Num Sys Arith) | | 1.1-1.3 |
| 2 | 1 | 4, 5 and 6 | Base conversion | Numb Sys & Conversion | | 3.9-3.10 |
| 3 | 1 2 | Lesson 7. Lesson 1. | Signed Numbers Arithmetic | Signed Number Arith | | 1.4 -1.5 & 2.1-2.2 |
| 4 | 2 | 2 & 3 | Boolean Algebraic, Manipulation | Boolean Algebra | Quiz 1 | 2.3&2.8 |
| 5 | 2 | 4 & 5 | Standard & Canonical forms & introduce K-Maps | U2L 2&3 | | 2.4-2.5 |
| 6 | 2 | 6 & 7 | <i>K-Map examples</i> | K-Maps | Quiz 2 | 2.6-2.7 |

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| 7 | 3 | 1 & 2 | <i>CL Design Procedure</i> | 2-Level SOP, POS, AOI, OAI, XOR | | 3.1-3.4 & 3.8 |
| 8 | 3 | 3 & 4 | Ripple Carry Adder & Delay | U3 L 1 & 2 | Quiz 3 | 3.9-3.11 & 3.5-3.6 |
| 9 | 3 | 5, 6, 7 | MSI parts | RCA & CLA | | 3.7 |
| 10 | 4 | 1 & 2 | Introd. Seq Systems | MSI | Quiz 4 | 4.1-4.3 |
| 11 | 4 | 3 & 4 | Edge Trig. FFs & Excit Tables | Latches & FFs | | 4.4 -4.7 |
| 12 | 4 | 5 | Seq Design (overall) | Seq. Design & Analysis | Quiz 5 | 4.4-4.7 |
| 13 | 5 | 1-4 | Registers & Counters | Moore & Mealy | | 5.1-5.6 |
| 14 | 6 | 1 & 2 | Memories & PLDs | Registers & Counters | Quiz 6 | 6.1-6.2 & 6.5-6.9 |
| 15 | | | Wrap-up | Memories & PLDs | | |

Online Lessons included on the course CD

| <i>Unit I</i> | |
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| Number System and Codes | |
| 1 | Introduction. Information Processing, and representation. Digital vs Analog quantities. |
| 2 | Number Systems. Binary, Octal and Hexadecimal #'s |
| 3 | Number System Arithmetic. Binary arith (Addition, Subtraction & Multiplication). Arith in other systems. |
| 4 | Number base conversion (Dec to Bin, Oct, and Hex, General). Conv (Bin, OCT, Hex) |
| 5 | Binary Storage & Registers. Signed Binary Number representation, Signed Mag, R's & (R-1)'s Complement |
| 6 | Signed Binary Addition and Subtraction. R's Complement. Signed Binary Addition and Subtraction. (R-1)'s Complement |
| 7 | Codes. BCD, Excess-3, Parity Bits, ASCII & Uni-Codes |
| <i>Unit II</i> | |
| Binary Logic & Gates | |
| 1 | Binary logic and gates, Boolean Algebra, Basic identities of Boolean algebra. Algebraic manipulation, Complement of a function. |
| 2 | Canonical and Standard forms, Minterms and Maxterms, Sum of products and Products of Sums. |
| 3 | Physical properties of gates: fan-in, fan-out, propagation delay. Timing diagrams. Tri-state drivers. |
| 4 | Map method of simplification: Two-, Three-, and Four-variable K-Map. |
| 5 | Map manipulation: Essential prime implicants, Non-essential prime implicants, Simplification procedure, POS simplification, Don't care conditions and simplification, Five, and Six-variable K-Map. |
| 6 | Universal gates; NAND, NOR gates: 2-level implementation. Multilevel Circuits. |
| 7 | Exclusive-OR (XOR) and Equivalence (XNOR) gates, Odd and Even Functions, Parity generation and checking. |
| <i>Unit III</i> | |
| Combinational Logic | |
| 1 | Combinational Logic, Design Procedure & Examples. |
| 2 | Half and Full Adders, Half and Full Subtractor Ripple Carry Adder design and <i>delay</i> analysis Binary Adders: 4-Bit Ripple Carry Adder, |
| 3 | Carry Look-Ahead Adder, Binary Adder-Subtractor. BCD Adder, Binary Multiplier |
| 4 | MSI parts. Decoders, Decoder expansion, combinational logic implementation using decoders, Encoders & Priority Encoders |
| 5 | Multiplexers, Function Implementation using multiplexers, Demultiplexers |
| 6 | Magnitude Comparator. |
| 7 | Examples of MSI designs |
| <i>Unit IV</i> | |
| Sequential Circuits | |
| 1 | Sequential Circuits: Latches, Clocked latches: SR, D, T and JK. Race problem in clocked JK-Latch. Function & Excitation Tables of clocked latches: SR, D, and JK. |
| 2 | Flip-Flops: Master-Slave, T-FF. Function & Excitation Tables of T-FF. Asynchronous/Direct Clear and Set Inputs. Setup, Hold |
| 3 | Sequential Circuit Design: Excitation Tables. Design procedure, State diagrams and state tables. |
| 4 | Sequential Circuit Analysis: Input equations, State table. |

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| 5 | Mealy vs. Moore models of FSMs. Examples. |
| <i>Unit V</i> | |
| Registers & Counters | |
| 1 | Registers, Registers with parallel load, Shift Registers. Bi-directional shift register. |
| 2 | Synchronous Binary Counters: Up-Down Counters. |
| 3 | Counters with Parallel load, enable, synchronous clear and asynchronous clear. Use of available counters to build counters of different count. |
| 4 | Other counters: <i>Ripple Counter</i> , Arbitrary Count Sequence. |
| <i>Unit VI</i> | |
| Memory & PLDs | |
| 1 | Memory devices: RAMs & ROMs . Combinational Circuit Implementation with ROM |
| 2 | Programmable Logic Devices: PLAs, PALs, FPGA's |