

Academic Year: (2020 / 2021)

Review date: 10-07-2020

Department assigned to the subject: Electronic Technology Department

Coordinating teacher: LINDOSO MUÑOZ, ALMUDENA

Type: Basic Core ECTS Credits : 6.0

Year : 1 Semester : 1

Branch of knowledge: Engineering and Architecture

OBJECTIVES

CB1 That students have demonstrated knowledge and understanding in a field of study that parts of the basis of general secondary education, and is typically at a level which, although it is supported by advanced textbooks, includes some aspects that imply knowledge of the forefront of their field of study

CB2 That students can apply their knowledge to their work or vocation in a professional manner and have competences typically demonstrated through devising and defending arguments and solving problems within their field of study

CG3 Knowledge of basic materials and technologies, enabling him to learn new methods and technologies and that will equip versatility to adapt to new situations.

CG13 Understanding and mastery of basic concepts of linear systems and related functions and transforms, theory of electrical circuits, electronic circuits, physical principles of semiconductors and logic families, electronic and photonic devices, materials technology and its application to solve own engineering problems.

ECRT9 capacity analysis and design of combinational and sequential circuits, synchronous and asynchronous, and use of microprocessors and integrated circuits.

ECRT10 Knowledge and application of the fundamentals of hardware description languages.

DESCRIPTION OF CONTENTS: PROGRAMME

1. Number systems and information representation
 - 1.1. Number Systems
 - 1.2. Number Systems Conversions
 - 1.3. Binary Codes
2. Boolean Algebra and logic functions
 - 2.1. Postulates and fundamental properties of Boolean Algebra
 - 2.2. Boolean functions and expressions
 - 2.3. Logic gates. Implementation of logic functions
 - 2.4. Minimization of logic functions
3. Introduction to design and implementation of digital circuits
 - 3.1. Technologies for implementing digital circuits
 - 3.2. Hardware description languages
 - 3.3. Design flow: simulation and automatic synthesis
 - 3.4. Basic concepts of VHDL design
4. Combinational circuits and VHDL description
 - 4.1. Basic combinational circuits
 - 4.1.1. Encoders
 - 4.1.2. Decoders
 - 4.1.3. Multiplexers
 - 4.1.4. Demultiplexers
 - 4.1.5. Comparators
 - 4.2. Association of basic combinational circuits
 - 4.3. Logic function implementation using combinational circuits
5. Arithmetic combinational circuits and VHDL description
 - 5.1. Representing signed numbers
 - 5.2. Sign and magnitude, 1s-complement and 2s-complement
 - 5.3. Binary Arithmetic
 - 5.3.1. Addition and subtraction
 - 5.3.2. Multiplication and division

- 5.4. Representing real numbers
- 5.5. Addition and Subtraction Circuits
- 5.6. Circuits for multiplication
- 5.7. Arithmetic Logic Units (ALUs)
- 6. Flip-Flops and VHDL description
 - 6.1. Asynchronous flip-flops
 - 6.2. Synchronous flip-flops
 - 6.3. Flip-flop control logic
 - 6.4. Timing characteristics
 - 6.5. Synchronous circuits
 - 6.6. Circuits with flip-flops: chronograms
- 7. Synchronous sequential circuits and VHDL description
 - 7.1. Finite State Machines
 - 7.1.1. Moore model
 - 7.1.2. Mealy model
 - 7.2. Synchronous Sequential Circuits Analysis
 - 7.3. Synchronous Sequential Circuits Synthesis
- 8. Registers and Counters and VHDL description
 - 8.1. Registers
 - 8.2. Counters
 - 8.2.1. Synchronous counters
 - 8.2.2. Counter as a Finite State Machine
 - 8.2.3. Counter applications
- 9. Memories and VHDL description
 - 9.1. Memory types
 - 9.2. Characteristics of memories
 - 9.3. Internal organization of a memory
 - 9.4. Extension of memory size
 - 9.5. Memory access chronograms
 - 9.6. Applications
- 10. Digital Systems
 - 10.1. Structure of a digital system
 - 10.1.1. Data path
 - 10.1.2. Control Unit
 - 10.2. Introduction to digital systems design
 - 10.2.1. ASICs
 - 10.2.2. Programmable logic devices
 - 10.2.3. Microprocessors

LEARNING ACTIVITIES AND METHODOLOGY

- 40% Lectures: 2,4 ECTS. Intended to reach the specific competences of the course. Students will receive class notes and reference books in order to work and get in-depth knowledge on the course contents.
- 40% Problem classes: 2,4 ECTS. Oriented to exercise resolution and Ongoing Evaluation.
- 20% Lab practices: 1,2 ECTS. Design and development of digital circuits using simulation tools with the aid of the professor

ASSESSMENT SYSTEM

Assessment: 100% on-going evaluation.

On-going evaluation is decomposed into:

- Midterm exams: Exam 1 (30%) y Exam 2 (50%)
 - Lab Practice and exercises: 20%. (First session in the lab. Rest in computer classroom or virtual classroom). Assistance to these sessions is compulsory.
- Students must attend all laboratory sessions to complete on-going evaluation

Second call grade is 100 % of the final exam mark.

% end-of-term-examination:	0
% of continuous assessment (assignments, laboratory, practicals...):	100

BASIC BIBLIOGRAPHY

- Abramovici, M. Digital system testing and testable design, Computer Science Press, 1990
- B. Mealy Free Range VHDL. The no-frills guide to writing powerful code for your digital implementations, open-source (<http://www.freerangefactory.org/>).
- FLOYD, T.L Digital Systems Fundamentals, Prentice Hall.
- HAYES, J.P. Introduction to Digital Logic Design, Addison Wesley.
- J. M. Rabaey Circuitos Integrados Digitales: Una perspectiva de diseño, Prentice Hall, 2000
- Tocci R.J., Widmer N.S., Moss, G.L. Digital Systems: Principles and Applications, Pearson Prentice Hall.

ADDITIONAL BIBLIOGRAPHY

- D. D. Gajski Principios de Diseño Digital, Prentice-Hall.
- J. F. Wakerly Digital Design Principles and Practices, Pearson Education.
- Javier García Problemas resueltos de Electrónica Digital, Paraninfo/Thomson.

BASIC ELECTRONIC RESOURCES

- Enrique San Millán Heredia, Luis Entrena Arrontes, Celia López Ongil, Mario García Valderas, Marta Portela García, Almudena Lindoso Muñoz . Digital Electronics: <http://ocw.uc3m.es/tecnologia-electronica/digital-electronics>