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Digital Logic and Computer Systems, EEL3701C Page 1 Bobda, Schwartz Fall 2019 . Digital Logic and Computer Systems . EEL 3701 . MWF, Period 7, 1:55 PM - 2:45 PM, WM 0100

Based on the book Computer Engineering Hardware Design (1988), which presented the same combined treatment of logic design, digital system design and computer design basics. Because of its broad coverage of both logic and computer design, this text can be used to provide an overview of logic and computer hardware for computer science, computer engineering, electrical engineering, or engineering students in general. Annotation copyright by Book News, Inc., Portland, OR.

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Fundamentals of Digital Logic and Microcomputer Design, has long been hailed for its clear and simple presentation of the principles and basic tools required to design typical digital systems such as microcomputers. In this Fifth Edition, the author focuses on computer design at three levels: the device level, the logic level, and the system level. Basic topics are covered, such as number systems and Boolean algebra, combinational and sequential logic design, as well as more advanced subjects such as assembly language programming and microprocessor-based system design. Numerous examples are provided throughout the text. Coverage includes: Digital circuits at the gate and flip-flop levels Analysis and design of combinational and sequential circuits Microcomputer organization, architecture, and programming concepts Design of computer instruction sets, CPU, memory, and I/O System design features associated with popular microprocessors from Intel and Motorola Future plans in microprocessor development An instructor's manual, available upon request Additionally, the accompanying CD-ROM, contains step-by-step procedures for installing and using Altera Quartus II software, MASM 6.11 (8086), and 68asm (68000), provides valuable simulation results via screen shots. Fundamentals of Digital Logic and Microcomputer Design is an essential reference that will provide you with the fundamental tools you need to design typical digital systems.

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Not only does almost everyone in the civilized world use a personal computer, smartphone, and/or tablet on a daily basis to communicate with others and access information, but virtually every other modern appliance, vehicle, or other device has one or more computers embedded inside it. One cannot purchase a current-model automobile, for example, without several computers on board to do everything from monitoring exhaust emissions, to operating the anti-lock brakes, to telling the transmission when to shift, and so on. Appliances such as clothes washers and dryers, microwave ovens, refrigerators, etc. are almost all digitally controlled. Gaming consoles like Xbox, PlayStation, and Wii are powerful computer systems with enhanced capabilities for user interaction. Computers are everywhere, even when we don't see them as such, and it is more important than ever for students who will soon enter the

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workforce to understand how they work. This book is completely updated and revised for a one-semester upper level undergraduate course in Computer Architecture, and suitable for use in an undergraduate CS, EE, or CE curriculum at the junior or senior level. Students should have had a course(s) covering introductory topics in digital logic and computer organization. While this is not a text for a programming course, the reader should be familiar with computer programming concepts in at least one language such as C, C++, or Java. Previous courses in operating systems, assembly language, and/or systems programming would be helpful, but are not essential.

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines. □ Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly □ Covers basic number system and coding, basic knowledge in digital design, and components of a computer □ Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

This book presents the basic concepts used in the design and analysis of digital systems and introduces the principles of digital computer organization and design.

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