## COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

Course Number and Title EG290 Digital Electronics

Credit Hours 4

Course	This course includes an introduction to digital techniques, semiconductors devices for digital circuits, digital logic circuits, digital integrated circuits,
Description	Boolean Algebra, flip-flops and registers, sequential logic circuits, combinational logic circuits, semiconductor memories, data conversion, and digital
	troubleshooting

Prerequisite(s)	EG 181 Analog Electronics I
and/or	
Corequisite(s)	

## Required Textbooks/References/Course Materials:

Digital Electronics: Principles and Applications	8th	Roger Tokheim	McGraw Hill	007337377X

	General Education Outcomes
1	Utilize written and verbal language to discuss and comprehend information, incorporating a variety of technologies, such as text, data, and images (written language,
	verbal language, and information technology).
2	Identify and interpret relevant information in order to formulate an opinion or conclusion (critical thinking).
3	Demonstrate and communicate computational methods and mathematical reasoning in a variety of formats (using words, tables, graphs, mathematical equations,
	etc. as appropriate) (quantitative literacy and fluency)

etc., as appropriate) (quantitative literacy and fluency).
Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

	Program/Department Outcomes
1	Prepare students to become safe and competent electrical technicians
2	Provide opportunities to display critical thinking skills
3	Demonstrate responsible professional conduct and behavior
4	Effectively communicate
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	Course Outcomes (CO)	Bloom's Domain	Program/	Written	Verbal	Information	Critical	Quantitative	Intercultural
		for CO (C, A, P), Category, and Level	Department Outcome(s)	Language	Language	Technology	Thinking	Literacy and Fluency	Competence
1	Compare and contrast characteristics between digital and analog circuits, identify digital and analog circuits, identify decimal, binary, octal, and hexadecimal number systems	C-Analyzing (4)	1, 2, 4	1	1	1	1	1	0
2	Convert binary to decimal and decimal to binary numbers, convert octal to binary and binary to octal, octal to decimal, and decimal to octal	C-Understanding (2)	1, 2, 4	1	1	1	2	1	0
3	Compare and contrast the terms bit, nibble, byte, and word when describing data groupings; identify the name, symbol, truth table, and Boolean expression for seven basic logic gates	C-Analyzing (4)	1, 2, 4	1	1	1	1	1	0
4	Construct logic diagrams from truth tables by developing the Boolean expression; construct the AND-OR logic diagram, construct the Boolean expression in its simplest form using two, three, four, and five-variable Karnaugh maps	C-Applying (3)	2, 3, 4	1	1	1	2	1	0
5	Describe various characteristics and operating procedures for TTL and CMOS IC devices, LEDs, servo motors, LCDs, VFs, R-S flip-flops, 7474 D flip-flops, J-K flip-flops	C-Evaluating (5)	2, 4	1	1	1	2	1	0
6	Describe the characteristics and applications of several commonly used codes	C-Remembering (1)	2, 4	1	1	1	1	1	0
7	Describe the characteristics of various sensors	C-Remembering (1)	2, 4	1	1	1	1	1	0
8	Compute binary multiplication problems using repeated addition and the add-and-shift methods of calculations, add and subtract signed numbers using 2s complement addition and subtraction.	C-Applying (3)	1, 2, 4	1	1	1	1	2	0
9	Describe common memory and storage devices used in	C-Remembering (1)	1, 2, 4	1	1	1	1	1	0

	microcomputer systems, general organization of a computer, including CPU, control bus, address bus, data bus, RAM, ROM, NVRAN, and bulk storage memory devices								
10	Analyze the operation of two digital dice game circuits, the organization of a digital clock system, the operation of LSI digital clock system, the operation of a digital frequency counter system, the operation of an LCD timer system	C-Analyzing (4)	1, 2, 4	1	1	1	1	1	0
Bloom's Domain Legend       General Education Outcome Legend         C = Cognitive       2 = Included and Measurable         A = Affective       1 = Introduced and/or Minimally Addressed and Not Measurable         P = Psychomotor       0 = Not included									
Approv	Approved: May 2021								

Reviewed: November 11, 2021