DIGITAL CIRCUITS

Assoc.Prof. Feza BUZLUCA
Istanbul Technical University
Computer Engineering Department

http://akademi.itu.edu.tr/en/buzluca/
http://www.buzluca.info

Important Information:

Students must attend the section for which they have officially registered.
Please check your actual section by logging into http://www.sis.itu.edu.tr.

You can find lecture notes and all necessary information about the course (including the syllabus) in the Ninova e-learning system. http://ninova.itu.edu.tr

You must log in to the Ninova system using your İTÜ ID and password.

Check your İTÜ e-mail regularly. E-mails about assignments and announcements are sent to İTÜ accounts.
If you use another e-mail account, forward your İTÜ e-mails to your other account.

Please read the file **"Önemli Bilgiler" (Important Information)** in the "Course Resources" (*Ders Kaynakları*) directory and **the Syllabus** in the "Class Files" (*Sınıf Dosyaları*) directory carefully.

Grading:
Midterm: 35%,
Assignments (5 x Take-home exams): 25%,
Final exam: 40%

Eligibility to take the final exam:

Students must meet the following two criteria to be able to take the final exam:
1. Attendance: According to University rules, 70% attendance is mandatory.
Any student who does not fulfill this requirement cannot take the final exam and will get a grade of VF.

2. Mid-semester average grade: The mid-semester average grade must be at least **35/100**.
Average mid-semester grade = (0.25 x Assignments + 0.35 x Midterm) x 100/60 ≥ 35

Any student who does not fulfill this requirement cannot take the final exam and will get a grade of VF.

Academic honesty:

Cheating on the exams or on homework will be punished in the most severe manner, resulting in failing the course with a grade of VF, as well as disciplinary action.

Every piece of work that you turn in with your name on it must be yours and yours alone.

No collaboration is allowed on any test or homework.

Specially, you are not allowed to copy someone else's homework. This is plagiarism. You must not enable someone else to turn in work that is not his or hers. Do not share your work with anyone else.

Text Books:

John F. Wakerly, Digital Design: Principles and Practices, 5/e, Pearson, 2018
(You may also use 3rd or 4th edition)

M. Mano, M. Ciletti, Digital Design, 6/e, Pearson, 2018
(You may also use 4th or 5th edition)