

## NILASAILA INSTITUTE OF SCIENCE & TECHNOLOGY SERGARH-756060, BALASORE (ODISHA) (Approved by AICTE& affiliated to SCTE&VT, Odisha)



## **LESSON PLAN**

**SUBJECT: Th-3 (DIGITAL ELECTRONICS & MICROPROCESSOR)** 

## **CHAPTER WISE DISTRIBUTION OF PERIODS**

SI.No.	Name of the chapter as per the Syllabus	No. of Periods as per the Syllabus	No. of periods actually needed
1	Basics Of Digital Electronics	15	15
2	Combinational Logic Circuits	15	15
3	Sequential Logic Circuits	15	8
4	8085 Microprocessor	20	20
5	Interfacing And Support Chips 10		
	TOTAL	75	75

Discipline: EE	Semester: 5 <sup>th</sup>	Name of the Teaching Faculty: Er. BISWAJIT PARIDA	
Week	Class Day	Theory / Practical Topics	
1 <sup>st</sup>	1 <sup>st</sup>	1. BASICS OF DIGITAL ELECTRONICS 1.1 Binary, Octal, Hexadecimal number systems and compare with Decimal system.	
	2 <sup>nd</sup>	1.1 Binary, Octal, Hexadecimal number systems and compare with Decimal system	
	3 <sup>rd</sup>	1.1 Binary, Octal, Hexadecimal number systems and compare with Decimal system	
	4 <sup>th</sup>	1.2 Binary addition, subtraction, Multiplication and Division.	
	5 <sup>th</sup>	1.3 1's complement and 2's complement numbers for a binary number	
	1 <sup>st</sup>	1.4 Subtraction of binary numbers in 2's complement method.	
	2 <sup>nd</sup>	1.5 Use of weighted and Un-weighted codes & write Binary equivalent number for a number in 8421, Excess-3 and Gray Code and vice-versa.	
2 <sup>nd</sup>	3 <sup>rd</sup>	1.6 Importance of parity Bit.	
	4 <sup>th</sup>	1.7 Logic Gates: AND, OR, NOT, NAND, NOR and EX-OR gates with truth table.	
	5 <sup>th</sup>	1.7 Logic Gates: AND, OR, NOT, NAND, NOR and EX-OR gates with truth table.	
	1 <sup>st</sup>	1.8 Realize AND, OR, NOT operations using NAND, NOR gates.	
3 <sup>rd</sup>	2 <sup>nd</sup>	1.9 Different postulates and De-Morgan's theorems in Boolean algebra.	
	3 <sup>rd</sup>	1.10 Use Of Boolean Algebra For Simplification Of Logic Expression	
	4 <sup>th</sup>	1.11 Karnaugh Map For 2,3,4 Variable, Simplification Of SOP And POS Logic Expression Using K-Map.	
	5 <sup>th</sup>	1.11 Karnaugh Map For 2,3,4 Variable, Simplification Of SOP And POS Logic Expression Using K-Map.	

	1st	2. COMBINATIONAL LOGIC CIRCUITS
4 <sup>th</sup>	130	2.1 Give the concept of combinational logic circuits.
	2nd	2.2 Half adder circuit and verify its functionality using truth table.
	3rd	2.2 Half adder circuit and verify its functionality using truth table.
	4th	2.3 Realize a Half-adder using NAND gates only and NOR gates only.
	5th	2.4 Full adder circuit and explain its operation with truth table.
5th	1st	2.4 Full adder circuit and explain its operation with truth table.
	2 <sup>nd</sup>	2.5 Realize full-adder using two Half-adders and an OR – gate and write truth table
	3 <sup>rd</sup>	2.6 Full subtractor circuit and explain its operation with truth table.
	4 <sup>th</sup>	2.6 Full subtractor circuit and explain its operation with truth table.
	5 <sup>th</sup>	2.7 Operation of 4 X 1 Multiplexers and 1 X 4 demultiplexer
	1 <sup>st</sup>	2.7 Operation of 4 X 1 Multiplexers and 1 X 4 demultiplexer
	2 <sup>nd</sup>	2.8 Working of Binary-Decimal Encoder & 3 X 8 Decoder.
6 <sup>th</sup>	3 <sup>rd</sup>	2.8 Working of Binary-Decimal Encoder & 3 X 8 Decoder.
	4 <sup>th</sup>	2.9 Working of Two bit magnitude comparator.
	5 <sup>th</sup>	2.9 Working of Two bit magnitude comparator.
	1 <sup>st</sup>	3. SEQUENTIAL LOGIC CIRCUITS
		3.1 Give the idea of Sequential logic circuits.
7 <sup>th</sup>	2 <sup>nd</sup>	3.2 State the necessity of clock and give the concept of level clocking and edge triggering,
	3 <sup>rd</sup>	3.3 Clocked SR flip flop with preset and clear inputs.
	4th	3.5 Construct level clocked JK flip flop using S-R flip-flop and explain with truth table
	5 <sup>th</sup>	3.6 Concept of race around condition and study of master slave JK flip flop.
8 <sup>th</sup>	1 <sup>st</sup>	3.7 Give the truth tables of edge triggered D and T flip flops and draw their symbols.
	2 <sup>nd</sup>	<ul><li>3.8 Applications of flip flops.</li><li>3.9 Define modulus of a counter</li></ul>
	3 <sup>rd</sup>	3.10 4-bit asynchronous counter and its timing diagram.
	4 <sup>th</sup>	3.10 4-bit asynchronous counter and its timing diagram.
	5 <sup>th</sup>	3.11 Asynchronous decade counter.

9 <sup>th</sup>	1 <sup>st</sup>	3.12 4-bit synchronous counter.
	2 <sup>nd</sup>	3.13 Distinguish between synchronous and asynchronous counters.
	3rd	3.14 State the need for a Register and list the four types of registers.
	4 <sup>th</sup>	3.15 Working of SISO, SIPO, PISO, PIPO Register with truth table using flip flop.
	5 <sup>th</sup>	3.15 Working of SISO, SIPO, PISO, PIPO Register with truth table using flip flop.
10 <sup>th</sup>	1 <sup>st</sup>	4. 8085 MICROPROCESSOR 4.1 Introduction to Microprocessors, Microcomputers
	2 <sup>nd</sup>	4.2 Architecture of Intel 8085A Microprocessor and description of each block.
	3 <sup>rd</sup>	4.2 Architecture of Intel 8085A Microprocessor and description of each block.
	4 <sup>th</sup>	4.2 Architecture of Intel 8085A Microprocessor and description of each block.
	5 <sup>th</sup>	4.3 Pin diagram and description.
	1 <sup>st</sup>	4.3 Pin diagram and description.
11 <sup>th</sup>	2 <sup>nd</sup>	4.3 Pin diagram and description.
	3 <sup>rd</sup>	4.4 Stack, Stack pointer & stack top
	4 <sup>th</sup>	4.5 Interrupts
	5 <sup>th</sup>	4.6 Opcode & Operand,
12 <sup>th</sup>	1 <sup>st</sup>	4.7 Differentiate between one byte, two byte & three byte instruction with example.
	2 <sup>nd</sup>	4.8 Instruction set of 8085 example
	3 <sup>rd</sup>	4.9 Addressing mode
	4 <sup>th</sup>	4.9 Addressing mode
	5 <sup>th</sup>	4 .10 Fetch Cycle, Machine Cycle, Instruction Cycle, T-State
	1 <sup>st</sup>	4.11 Timing Diagram for memory read, memory write, I/O read, I/O write

13 <sup>th</sup>	2 <sup>nd</sup>	4.11 Timing Diagram for memory read, memory write, I/O read, I/O write
	3 <sup>rd</sup>	4.12 Timing Diagram for 8085 instruction
	4 <sup>th</sup>	4.13 Counter and time delay.
	5 <sup>th</sup>	4. 14 Simple assembly language programming of 8085.
14 <sup>th</sup>	1 <sup>st</sup>	5. INTERFACING AND SUPPORT CHIPS
		5.1 Basic Interfacing Concepts, Memory mapping & I/O mapping
	2 <sup>nd</sup>	5.1 Basic Interfacing Concepts, Memory mapping & I/O mapping
	3 <sup>rd</sup>	5.1 Basic Interfacing Concepts, Memory mapping & I/O mapping
	4 <sup>th</sup>	5.2 Functional block diagram and description of each block of Programmable peripheral interface Intel 8255
	5 <sup>th</sup>	5.2 Functional block diagram and description of each block of Programmable peripheral interface Intel 8255
15 <sup>th</sup>	1 <sup>st</sup>	5.2 Functional block diagram and description of each block of Programmable peripheral interface Intel 8255
	2 <sup>nd</sup>	5.2 Functional block diagram and description of each block of Programmable peripheral interface Intel 8255
	3 <sup>rd</sup>	5.3 Application using 8255: Seven segment LED display, Square wave generator, Traffic light Controller
	4 <sup>th</sup>	5.3 Application using 8255: Seven segment LED display, Square wave generator, Traffic light Controller
	5 <sup>th</sup>	5.3 Application using 8255: Seven segment LED display, Square wave generator, Traffic light Controller