

Introduction to Digital Systems

Student Group

First Name	Surname	Matrikel Nr.

Table of Contents

Introduction to Digital Systems 2

Tips for the exam 2

continuing Links 2

Introduction to Digital Systems

No matter, whether you have to deal with a programmable logic controller (PLC) of a robot in the future, or if you just want to know how a mobile phone controls a display (or a microcontroller controls a light emitting diode) - the following chapters are indispensable. The knowledge gained can also be transferred to pure application programming in languages like Java or C.

Introduction

Or: How to deal with the course?

0 Tools

1 Boolean Algebra

Or: $2B + /2B$?

2 Number Systems

Or: When is $1 + 1 = 1$?

3 Combinatorial Logic

Or: A different kind of logic puzzles

4 Realization of comb. Logic

Or: The logic behind the mensa card

5 Storage Elements

Or: The short-term memory of a controller

6 Sequential Logic

Or: Inside a vending machine

Tips for the exam

1. [Tips for the exam](#)

continuing Links

1. [Digital](#): this tool is used for simulating digital circuits. From Github only the zipfile: Digital.zip is needed.
2. [From NAND to Tetris](#): A course starting at the same point like this course, but developing a full microcontroller, operating system and game onto it.
3. [Digital technology on elektroniktutor.de](#) and [INF-Schule](#):
Here you can find further explanations of our chapters on vocational school/gymnasium level in German.

From:

<https://wiki.mexle.te.hs-heilbronn.de/> - MEXLE Wiki

Permanent link:

https://wiki.mexle.te.hs-heilbronn.de/introduction_to_digital_systems/start

Last update: 2023/09/19 23:43



