

# **UTKALMANI GOPABANDHU INSTITUTE OF** **ENGINEERING, ROURKELA**



LESSON PLAN

**SESSION: 2025-2026**

## **DEPARTMENT OF ELECTRONICS AND** **TELECOMMUNICATION ENGINEERING**

**SUBJECT CODE: Th.3**

**NAME OF THE SUBJECT: DIGITAL ELECTRONICS**

**BRANCH: ELECTRONICS & TELECOMMUNICATION**

**SEMESTER: DIPLOMA 3<sup>rd</sup> SEM**

**NUMBER OF CLASSES ALLOTTED PER WEEK : 3**

**TOTAL PERIODS ALLOTTED TO THE SUBJECT ACCORDING TO  
SCTEVT: 45**

**NAME OF THE FACULTY: MANASI PRIYADARSHINI**

**UTKALMANI GOPABANDHU INSTITUTE OF ENGINEERING,ROURKELA**



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**BRANCH:** ELECTRONICS & TELECOMMUNICATION  
**SEMESTER:** DIPLOMA -III  
**PERIODS PER WEEK:** 3  
**NAME OF THE FACULTY:** MANASI PRIYADARSHINI  
**NO OF CLASSES ALLOTTED PER WEEK:** 3 (14/07/2025 to 15/11/2025)

<b>Week/Date</b>	<b>Lecture</b>	<b><u>Topic to be covered</u></b>
1 <sup>st</sup> week	1 <sup>st</sup>	<b>UNIT-1</b> <b>Logic Gates</b> 1.1 Basic logic gates: OR, AND, and NOT 1.1.1 Truth tables 1.1.2 Logic symbols 1.1.3 Logic voltage levels 1.1.4 Logic circuit design examples
	2 <sup>nd</sup>	1.2 Integrated Circuits 1.3 NOR, NAND, Exclusive OR, and Exclusive NOR gates. 1.4 NOR and NAND gates used as inverters
	3 <sup>rd</sup>	1.5 Fan-in and fan-out 1.6 Termination of unused inputs
2 <sup>nd</sup> week	1 <sup>st</sup>	1.7 AND and OR gates constructed from NAND and NOR gates
	2 <sup>nd</sup>	<b>UNIT-2</b> <b>Boolean Algebra</b> 2.1 Boolean operations (OR, AND, NOT) 2.2 Representation of logic circuits by Boolean expressions.

	3 <sup>rd</sup>	<p>2.3 Laws of Boolean algebra:</p> <p>Double inversion: <math>A''=A</math></p> <p>OR identities: <math>A+0=A</math>, <math>A+1=1</math>, <math>A+A=A</math>, <math>A+A'=1</math></p> <p>AND identities: <math>A.0=0</math>, <math>A.1=A</math>, <math>A.A=A</math>, <math>A.A'=0</math></p> <p>Cumulative laws: <math>A+B=B+A</math>, <math>A.B=B.A</math></p> <p>Associative laws: <math>(A+B)+C=A+(B+C)</math>, <math>(A.B).C=A.(B.C)</math></p> <p>Distributive laws: <math>A+(B.C)=(A+B).(A+C)</math>, <math>A.(B+C)=A.B+A.C</math></p>
3 <sup>rd</sup> week	1 <sup>st</sup>	<p>DeMorgan's theorems: <math>(A+B+C+...)'=A'.B'.C'...</math>, <math>(A.B.C...)'=A'+B'+C'...</math></p> <p>Applications to logic circuit simplifications and design</p> <p>2.4 Equivalent logic gates</p> <p>2.5 NAND and NOR implementations of logic circuits.</p>
	2 <sup>nd</sup>	<p>2.6 Standard forms of Boolean expressions</p> <p>2.6.1 Sum-of-products (SOP)</p>
	3 <sup>rd</sup>	<p>2.6.2 Product-of-sums (POS)</p>

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4 <sup>th</sup> week	1 <sup>st</sup>	2.7 Karnaugh mapping(K MAP)
	2 <sup>nd</sup>	K-map CONTINUED
	3 <sup>rd</sup>	K MAP CONTINUED
5 <sup>th</sup> week	1 <sup>st</sup>	<b>UNIT-3</b> <b>Combinational Logic Circuits</b> 3.1 Half adder 3.2 Full adder
	2 <sup>nd</sup>	3.3 Half Subtractor 3.4 Full Subtractor
	3 <sup>rd</sup>	3.5 :4 bit adder. 3.6: Multiplexer (4:1)

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6 <sup>th</sup> week	1 <sup>st</sup>	3.7:De- multiplexer (1:4) 3.8:Decoder
	2 <sup>nd</sup>	3.9: Encoder 3.10: Digital comparator (3 Bit)
	3 <sup>rd</sup>	Digital comparator (3 Bit) continued
7 <sup>th</sup> week	1 <sup>st</sup>	3.11:Seven segment Decoder
	2 <sup>nd</sup>	<b>UNIT-4:</b> <b>Latches &amp; Flip-Flops</b> 4.1. Basic latches 4.1.1 NOR latch 4.1.2 NAND latch 4.1.3 Example uses of latches
	3 <sup>rd</sup>	4.1. Gated latches 4.1.1 Gated S-R latch 4.1.2 Gated D-latch

8 <sup>th</sup> week	1 <sup>st</sup>	4.1. Flip-flops: 4.1.1 Master-slave and edge-triggered principles 4.1.2 S-R flip-flop
	2 <sup>nd</sup>	4.1.1 D-type flip-flop
	3 <sup>rd</sup>	4.1.1 J-K flip-flop 4.1.2 T-type flip-flop Flip-flop timing diagrams

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10 <sup>th</sup> week	1 <sup>st</sup>	<b>UNIT-5: COUNTERS</b> Circuit diagram and working principle of Binary counters
	2 <sup>nd</sup>	up-down counter (circuits, truth tables, and timing diagrams) Asynchronous counters and ripple counter
	3 <sup>rd</sup>	Synchronous counters Decade counter
11 <sup>th</sup> week	1 <sup>st</sup>	Module-n counter and its combinations Divide-by-n counters obtained from truncated binary sequences
	2 <sup>nd</sup>	Synchronous counter design using D-type flip-flops
	3 <sup>rd</sup>	Synchronous counter design using J-K flip- flops

12 <sup>th</sup> week	1 <sup>st</sup>	<b>UNIT-6: SHIFT REGISTERS</b> Circuit diagram, truth tables, and timing diagrams of Shift Registers Serial input shift register
	2 <sup>nd</sup>	Serial/parallel load shift register
	3 <sup>rd</sup>	6.1 Shift register counters Ring counter



13 <sup>th</sup> week	1 <sup>st</sup>	Self-starting ring counter
	2 <sup>nd</sup>	Johnson counter 7.1 Define the terms ROM, RAM, PROM, EPROM. 7.2 Draw a typical memory cell 7.3 Design a small diode matrix ROM to serve as a code converter. 7.4 Design and draw the logic diagram of a specified size memory system 7.5 Operating principle of dynamic memory 7.6 Advantages and disadvantages of dynamic memory vs. static memory Difference between dynamic memory vs. static memory
	3 <sup>rd</sup>	<b>UNIT-7: SEMICONDUCTOR MEMORIES</b> Define the terms ROM, RAM, PROM, EPROM
14 <sup>th</sup> week	1 <sup>st</sup>	Draw a typical memory cell Design a small diode matrix ROM to serve as a code converter
	2 <sup>nd</sup>	Design and draw the logic diagram of a specified size memory system
	3 <sup>rd</sup>	Operating principle of dynamic memory
15 <sup>th</sup> Week	1 <sup>st</sup>	Advantages and disadvantages of dynamic memory vs. static memory Difference between dynamic memory vs. static memory
	2 <sup>nd</sup>	<b>UNIT-8: SEQUENTIAL CIRCUIT DESIGN</b> Combinational vs. Sequential circuits
	3 <sup>rd</sup>	Adder
16 <sup>th</sup> Week	1 <sup>st</sup>	Subtractor
	2 <sup>nd</sup>	decoder
	3 <sup>rd</sup>	multiplexer
17 <sup>th</sup> Week	1 <sup>st</sup>	de-multiplexer
	2 <sup>nd</sup>	comparator
	3 <sup>rd</sup>	Finite state machines- Concept only
18 <sup>th</sup> Week	1 <sup>st</sup>	Short question discussion
	2 <sup>nd</sup>	Long question discussion
	3 <sup>rd</sup>	VST(ALL CHAPTER)