

**COURSE DATA****Data Subject**

Code	34804
Name	Digital Systems II
Cycle	Grade
ECTS Credits	6.0
Academic year	2018 - 2019

Study (s)

Degree	Center	Acad. year	Period
1402 - Degree in Telecommunications Electronic Engineering	School of Engineering	2	Second term

Subject-matter

Degree	Subject-matter	Character
1402 - Degree in Telecommunications Electronic Engineering	12 - Digital electronic systems	Obligatory

Coordination

Name	Department
MARTOS TORRES, JULIO	242 - Electronic Engineering

SUMMARY

The Digital Electronic Systems II course is part of the material of the same name whose overall objective is to teach the basic techniques for analysis and synthesis of digital systems, laying the foundation for subsequent courses that facilitate the study of more complex designs.

It is a compulsory subject that is taught quarterly basis in the second year of the Degree in Electronic Engineering in Telecommunications in the second quarter. The curriculum consists of a total of 6 ECTS.

This course is intended for students to learn the basics of digital electronic systems can be found on the market and learn how to make designs with them. Special emphasis is placed on systems based on microcontrollers.

The subject has a theoretical-experimental mixed, so that the theoretical contents are added at a practical level, both resolution of applications on devices such as the realization of practical laboratory work in which exercise the concepts and systems studied, familiarizing students with the material environment and human laboratory work. This is achieved through various real projects that allow acquiring the



knowledge and familiarity with different types of digital electronic systems.

PREVIOUS KNOWLEDGE

Relationship to other subjects of the same degree

There are no specified enrollment restrictions with other subjects of the curriculum.

Other requirements

Successfully addressing this subject is recommended that the student has previous knowledge, both theoretical and practical digital electronics must have acquired in the field of Electronic Circuits, scheduled in the first year of this degree as well as in the symbol systems Digital Electronics I Among such prior knowledge include:

Numbering Systems

Boolean Algebra

maxterms minterms and a logic function.

Simplification of logic functions: methods of Karnaugh and Quine-McCluskey

Logic Famili

OUTCOMES

1402 - Degree in Telecommunications Electronic Engineering

- G3 - Acquisition of the knowledge of the basic and technological subjects that allows students to learn new methods and theories and endows them with the versatility to adapt to new situations.
- G4 - Ability to solve problems with initiative, decision-making and creativity, and to communicate and transmit knowledge, abilities and skills, understanding the ethical and professional responsibility of the activity of a telecommunications technical engineer.
- Capacidad de análisis y diseño de circuitos combinacionales y secuenciales, síncronos y asíncronos, y de utilización de microprocesadores y circuitos integrados.

LEARNING OUTCOMES

This subject allows to obtain the following learning results:

1. Ability to analyse and design digital circuits using microprocessors and other integrated circuits. (CR9)
2. Ability to design digital electronic systems. (CG4, CR9)
3. Apply digital technologies to solve problems and applications in various fields of application. (CG4, CR9)



4. To plan correctly the global structure of a digital system, as well as the interrelationship between its different elements. (CR9)
5. Manage the necessary design and programming tools that allow the proper development of a digital system. (CR9)

As a complement to the previous results, this subject also allows to acquire the following social skills and abilities:

- Properly state the technical specification of a project on digital electronic systems.
- Skilfully employ microcontroller-based design and verification tools for projects
- Make designs using different platforms: programmable logic devices, microprocessors, microcontrollers or other computational alternatives.
- Develop an adequate methodology to design algorithms and implement them in real projects, ensuring reusability and facilitating group work.
- Make design decisions during professional project development

DESCRIPTION OF CONTENTS

1.

Introduction to Microprocessor: definition, architecture and RTL description.

Introduction to embedded systems: technological alternatives.

The concept of Microcontroller.

Manufacturers and ranges.

Examples and applications.

2.

Programs, algorithms and data.

Programming languages.

Synthesis.

Debugging.

IDE tools: examples of use in microcontroller-based applications

3.

Languages vs computer models.

Sequential programming model.

State Machine Model.

Other advanced models.

Implementations, examples and exercises on microcontrollers.

**4. MICROCONTROLLER ARCHITECTURE (I): CORE**

Architecture.

Memory map.

Instruction set and addressing modes.

Instruction cycles.

Examples of use. exercises

5. MICROCONTROLLER ARCHITECTURE (II): PERIPHERALS

Common peripherals.

I / O ports

Interrupt handler.

Timers / counters. Serial interface (USART).

Consumption manager.

Examples of application. Exercises.

6. ADVANCED TOPICS IN DIGITAL SYSTEM DESIGN

Design of microprocessor based systems.

High-speed buses.

Memory map design.

Advanced peripherals.

Considerations in electronic technology and manufacturing modules.

Reconfigurable platforms and integration on-chip (SoC).

WORKLOAD

ACTIVITY	Hours	% To be attended
Theory classes	30,00	100
Laboratory practices	20,00	100
Classroom practices	10,00	100
Attendance at events and external activities	2,00	0
Development of group work	10,00	0
Development of individual work	8,00	0
Study and independent work	10,00	0
Readings supplementary material	10,00	0
Preparation of evaluation activities	2,00	0
Preparing lectures	18,00	0
Preparation of practical classes and problem	22,00	0
Resolution of case studies	8,00	0



TOTAL	150,00
--------------	---------------

TEACHING METHODOLOGY

The development of the subject is structured around five axes: the theory sessions and problems, the tutorials, the presentation of the continuous evaluation tests, the workshops and finally the laboratories.

In group learning with the teacher (theory sessions and problems), the master lesson model will be used. In the problem sessions, the teacher will explain a series of exercises, which will allow the student to learn to identify the essential elements of the approach and solve them. Participatory method will also be used, allowing students to interact in these sessions and propose solutions. (CG3, CG4, CR9)

The students have a schedule of tutorials whose purpose is to solve problems, doubts In addition, you can clarify doubts by email or discussion forums of the Virtual Classroom. On a voluntary basis, the student will be able to deliver the resolution of a series of continuous assessment tests (1 per subject) that will help you to understand the subject. (CG4, CR9)

The laboratory groups will consist of at most two people, the practices must be organized to prepare them in advance of the session and to resolve them correctly and in the time established therein. (CG3, CG4, CR9)

During the course, there will be different Seminars that will complement what was explained during the course. They aim to serve as a current and market vision in the world of Digital Electronic Systems. (CR9)

The Workshops will consist of the complete resolution, in groups of 4 or 5 people, of a real project. Various projects will be considered; Its software resolution and detailed documentation are expected. These activities are not recoverable. (CG3, CG4, CR9)

In order to successfully complete the described teaching methodology, the student has available in the Virtual Classroom the following documents:

- Teaching guide
- Transparencies of each theme
- Bulletin of problems
- Continuous assessment tests.
- Practice guide.
- Seminars
- Workshops



EVALUATION

The learning process will be assessed through examinations, continuous assessment by laboratory sessions and from performing any work. Be a precondition to pass a note to average less than 5/10 provided that each party is equal to or greater than 4/10. The final grade is obtained from the following considerations:

- The theory grade will be given as a result of the realization on the dates indicated in the official and written individual examination. Consist of a balanced set of questions of a theoretical and practical problems. All questions will be related to the contents of the agenda, and equally difficult issues and problems done in class. This rating accounts for 40% of the final grade.
- The research will evaluate those proposed by the teacher and completed by pupils individually or in groups during the quarter and a 20% weighting in the final grade. Among the possible arrangements can be cited as follows:
 - Preparation of seminar-workshops on specific teaching content that may be presented orally and discussed so colloquial.
 - Writing articles on tools, methodologies or designs of digital systems based on microcontroller.
- The laboratory note will be obtained after conducting an individual review at the end of the course, including a number of issues directly related to the practices. An evaluation of the skill demonstrated mastery in the use of laboratory equipment and solving methodology followed throughout the session. This paper contributes 20% to the final assessment.
- The correct use of each practice session is also evaluated by questionnaire or the teacher's questions. This continuous evaluation of work done by students in each lab session considers the skill, interest and quality of the results. This assessment contributes 10% of the final grade for the course.

The overall grade for the course, for those students who regularly attend classes during the semester, is given by the following expression:

$$\text{Final Score} = (\text{Exam_theory} \times 0,4) + (\text{Jobs} \times 0,30) + (\text{Exam_lab} \times 0,20) + (\text{Sessions_lab} \times 0,10)$$

For students who, for good reasons, are unable to attend regular lectures and laboratory, the note shall be obtained from the evaluation of the work, the review of theory and laboratory examination on the date indicated in the official calendar the tests. In this case, the overall score is given by:



Final Score = (Exam_theory x 0,4)+(Jobs x 0,30)+(Exam_lab x 0,30)

In any case, the evaluation system will be governed by what is established in the Regulations for the Evaluation and Qualification of the Universitat de València per a Graus i Màsters

(<https://webges.uv.es/uvTaeWeb/MuestraInformacionEdictoPublicoFrontAction.do?accion=inicio&idEdictoSeleccionado=5639>).

REFERENCES

Basic

- Referencia b1: Pont, M. Embedded C. ACM Press, Addison Wesley, 2001. ISBN 020179523X
- Referencia b2: F. Vahid, T. Givargis, Embedded system design: a unified hardware/software introduction. Ed. John Wiley & Sons. 2002.
- Referencia b3: H. Hassan, J.M. Martínez, C. Domínguez, A. Perlés, J. Albadalejo, J.V. Capella, Problemas de microcontroladores de la familia MSC-51 Editorial UPV, 2006
- Referencia b4: Ball, S.R. Embedded mP Systems: Real World Design, 3 Ed. Newnes Elsevier Science, Burlington (MA), 2002. ISBN 0750675349
- Referencia b5: Getting Started. Creating Applications with uVision 4 Keil (<http://www.keil.com>)
- Referencia b6: Sanchis E. (coord), Martos, J. Gonzalez, V. Torralba, G. "Sistemas electrónicos digitales. Fundamentos y diseño de aplicaciones." 1ª Ed. Servicio de Publicaciones de la Universidad de Valencia. 2002, ISBN 8437055172
- Referencia b7: Floyd T., Fundamentos de Sistemas Digitales, 9ª edición, Ed. Pearson Education, 2007, ISBN 8483220857
- Referencia b8: Wakerly, J.F. Diseño digital. Principios y prácticas. 3º Ed. Pearson Education, Mexico 2001. ISBN 9701704045
- Referencia b9: Pont, M. Patterns for Time-Triggered Embedded Systems. ACM Press, Addison Wesley, 2001. ISBN 0201331381
- Referencia b10: Atmel Microcontroller Data Book. Atmel Co, 2010. <http://www.atmel.com>
- Referencia b11: Martín, E. Angulo, J.M, Angulo, I, mC PIC. La clave del diseño. Thomson Ed. Paraninfo. 2003. ISBN 8497321995

Additional

- Referencia c1: www.8052.com
- Referencia c2: www.keil.com
- Referencia c3: <http://www.cypress.com/>
- Referencia c4: <http://www.atmel.com>
- Referencia c5: <http://www.st.com/internet/mcu/family/141.jsp>
- Referencia c6: <http://www.microchip.com/>
- Referencia c7: <http://www.renesas.eu/index.jsp>
- Referencia c8: <http://www.silabs.com/>



Referencia c9: <http://ee.cleversoul.com/8051.html>

Referencia c10: <http://micrium.com>

