Bloom's Knowled ge Level (KL)
(IXL)
K_6
K ₃
K ₃
K_2

- 1. Implementing HALF ADDER, FULL ADDER using basic logic gates.
- 2. Implementing Binary -to -Gray, Gray -to -Binary code conversions.
- 3. Implementing 3-8 line DECODER. Implementing 4x1 and 8x1 MULTIPLEXERS.
- 4. Verify the excitation tables of various FLIP-FLOPS.
- 5. Design of an 8-bit Input/ Output system with four 8-bit Internal Registers.
- 6. Design of an 8-bit ARITHMETIC LOGIC UNIT.
- 7. Design the data path of a computer from its register transfer language description.
- 8. Design the control unit of a computer using either hardwiring or microprogramming based on its register transfer language description.
- 9. Implement a simple instruction set computer with a control unit and a data path.