STATE UNIVERSITY OF NEW YORK COLLEGE OF TECHNOLOGY CANTON, NEW YORK



MASTER SYLLABUS

CYBR/CITA 152 – COMPUTER LOGIC

Created by: Judith Beider Updated by: Minhua Wang

> SCHOOL OF SCIENCE, HEALTH AND CRIMINAL JUSTICE CENTER FOR CRIMINAL JUSTICE, INTELLIGENCE AND CYBERSECURITY FALL 2022

A. <u>TITLE</u>: Computer Logic

B. <u>COURSE NUMBER</u>: CYBR/CITA 152

C. <u>CREDIT HOURS</u>: (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity)

Credit Hours: 3
Lecture Hours: 4 per week
Lab Hours: per week
Other: per week

Course Length: 15 Weeks

D. <u>WRITING INTENSIVE COURSE</u>: No

- E. <u>GER CATEGORY</u>: None
- F. <u>SEMESTER(S) OFFERED</u>: Fall/Spring
- G. <u>COURSE DESCRIPTION</u>: This course provides a background in number systems, logic gates & logic circuit basics, relational and logical operators, and problem solving skills used in computing. It introduces students to programming concepts and program design through the study of a programming language with a reduced set of instructions.

H. <u>PRE-REOUISITES/CO-REOUISITES</u>:

- a. Pre-requisite(s): Intermediate Algebra (MATH 106) or permission of instructor
- c. Pre- or co-requisite(s): none
- b. Co-requisite(s): none

I. <u>STUDENT LEARNING OUTCOMES</u>:

By the end of this course, the student will be able to:

| <u>Course Student Learning</u> <u>Outcome [SLO]</u> | <u>PSLO</u> | <u>ISLO</u> |
|--|---|-------------|
| a. Define number systems and apply conversion rules between different number systems | 3. Demonstrate a solid understanding of the methodologies and foundations of IT | 5 |
| b. Describe internal data representation in digital devices; examine operations with binary integers | 3. Demonstrate a solid understanding of the methodologies and foundations of IT | 5 |
| c. Describe the basic logic gates; show their applications in logic circuits using truth tables and Boolean expressions | 3. Demonstrate a solid understanding of the methodologies and foundations of IT | 5 |
| d. Examine general problem- solving methods. Apply problem solving techniques to designing simple programs | 3. Demonstrate a solid understanding of the methodologies and foundations of IT | 5 |

| e. Experiment with a reduced instruction set programming language to write simple programs. Recognize the relationship between program variables and their memory representation | 3. Demonstrate a solid understanding of the methodologies and foundations of IT | 5 | |
|--|---|-------|--|
| f. Differentiate between | 3. Demonstrate a solid understanding of the | 5 | |
| arithmetic, relational and logical | methodologies and foundations of IT | | |
| operators. Apply them in control | | | |
| expressions for loop and decision | | | |
| statements | | | |
| g. Work individually and in teams | 2. Identify issues and collaborate on | 2[CA, | |
| on the assigned problems | solutions concerning IT in an effective and | PS] | |
| | professional manner | 4[T] | |
| | 4. Apply problem solving and | 5 | |
| | troubleshooting skills | | |
| J. APPLIED LEARNING COMPONENT: Yes X No | | | |

• Classroom/Lab

K. <u>TEXTS:</u> None

L. <u>REFERENCES</u>: Various online resource such as SUNY Canton Library Books24x7 ITPro Book Database

M. **EOUIPMENT:** Computer lab classroom

N. **<u>GRADING METHOD</u>**: A-F

O. <u>SUGGESTED MEASUREMENT CRITERIA/METHODS</u>:

- Exams
- Quizzes
- Assignments

P. <u>DETAILED COURSE OUTLINE</u>:

- I. Number Systems
 - A. How number systems work
 - B. The binary number system
 - C. The hexadecimal number system
 - D. Number systems conversions
 - a. From decimal
 - b. To decimal
 - c. Binary and hexadecimal
 - E. Types of numbers
 - a. Unsigned integers
 - b. Signed integers
 - c. Representing numbers in computer memory
- II. Introduction to logic gates and logic circuits
 - A. Logic gates
 - B. Logical/Boolean expressions
 - C. Truth tables

Logic circuits and applications of logic circuits

- III. Problem solving tools
 - A. Problem solving concepts
 - B. The input/process/output (IPO) method

IV. Structured programming - Introduction

- A. Program design concepts and tools
- B. Variables and constants
- C. Language structures
 - a. I/O statements
 - b. Assignment statements
 - c. Loops
 - d. Decisions
- D. Functions and Procedures
- E. Simple programs
- F. Concepts of integrated development environment (IDE)

Q. LABORATORY OUTLINE: N/A