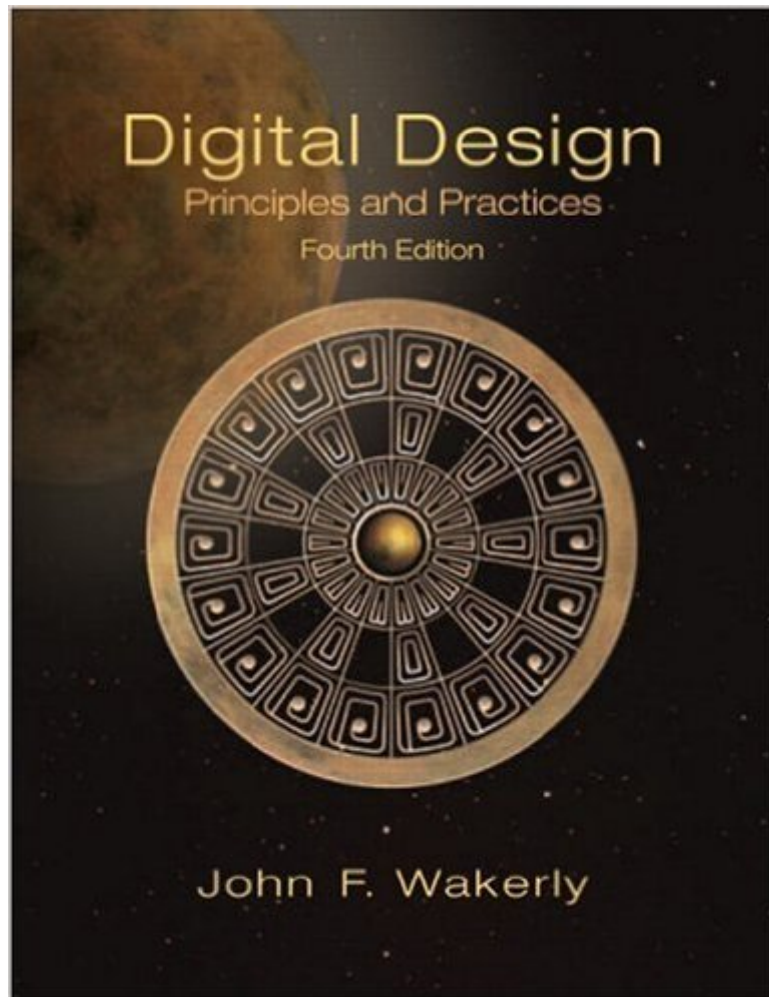


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# Digital Design: Principles And Practices (4th Edition, Book Only)



## Synopsis

With over 30 years of experience in both industrial and university settings, the author covers the most widespread logic design practices while building a solid foundation of theoretical and engineering principles for students to use as they go forward in this fast moving field.

## Book Information

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## Customer Reviews

This is about the best book on Digital Design I've had in my hands. It was strongly recommended by our professor, and the whole class totally agreed after a few weeks. It is complete since I had a class that was half a Digital Design course. I found every topics treated in a complete and detailed way. It is useful, because in my opinion the included Xilinx Software alone worths the whole price. It is a powerful tool that lets you put in practice what you've learned from the book. And it is as funny as a book on this subject can be ... one can learn it from the first pages. This helps taking the book in your hands even when studying is not exactly the funniest thing you could do. The overall quality, hence, remains 5 stars from me even if ... printing errors have been sometime very annoying. I think the Updated Edition should be a good remedy to this drawback.

This book was the reason i enjoyed my undergrad logic design class (which used another [bad] textbook): this is a strong book with strong explanations, thinking reasonings, nice examples, thorough VHDL and Verilog sections, lots of 'real-world' information. The author is precise, logical, goes deep but very straightforward, and funny (!). Where our textbook had gabs, where my

professor's lectures were vague, where all other explanations seemed cheesy to me - Wakerly just filled me up.

Some may disagree with MY statements because they are merely...just STUdents. I had this text as a student and have found it to be helpful in understanding Logic Design. I agree that the jokes were CORNY. However, the depth of material provided by Mr. Wakerly are excellent. Not many text discuss and provide timing diagrams and how such diagrams relate to the device. The concept of timing analysis and diagrams are far more important than the design methodology, besides Wakerly also does highlight the design process better than other text I have read. The only problem is that he does not state whether it is an example or not. I have used this text in class and at work, and I have found it a VALUABLE REFERENCE MATERIAL. I have used it several times as reference in CPLD and Logic Design. If you believe any negative comments, I suggest that you try borrowing the second edition and skim through it...I WAS WORTH THE DOLLAR AMOUNT. Besides, a novice/student may not even know the difference since one is fairly new to the trade!

I am a CS guy too, and this book was required for the Digital Logic class. I love this book, cause it doesn't have any pre-reqs, and so anyone with an interest can pick it up and will have a good idea as to what digital circuits are all about. I'm sure that chapter 3, which deals with the analog circuitry isn't very amazing to CS guys, but my prof. insisted on learning that chapter, and I'm happy he did. We all cursed him for teaching us transistors and CMOS logic, but it was well worth it, and I'm happy Wakerly has included it in this book. All you have to do is read every word in Chapter 3, and you'll have a great idea. The scope of this book is excellent. Taking you from Binary numbers to RAM in one book is quite an achievement and it just flows. Also a good source to pick up VHDL. The diagrams are very clear and easy to understand. After reading through 3/4ths of this book, I was able to design a few components (different design) by myself without any help. I would recommend this book highly.. And if you're CS, please don't think of Chapter 3 as a waste and skip it.. Cause if you want to get a better understanding and feel for things.. you Better read it.. I'm happy I was forced to.

This book is used for an introductory (200-level) logic circuit design class at my university. Pros: The author is funny. Examples are fine, most of the homework problems are fine. There is a companion site with old versions of the questions and answers for each chapter for free. The latest version has a pay site with homework and answers for this edition. Cons: My biggest issue is with the way the

author defines and describes terminology. Here's what it felt like: "An apple is an apple-shaped fruit that can have distinct gala, granny smith, golden delicious, etc. qualities." - Uses the term in its own definition (an apple is an apple...) - Uses specific examples of the term to define the general concept (specifics should be expanded on after the general concept is understood) "The pomaceous fruit of species *Malus domestica*, grown on deciduous trees." - Not appropriate for an introductory course where the terms pomaceous, *Malus domestica*, deciduous, etc. haven't been talked about yet. The last one happened quite often, and was extremely frustrating because I ended up spending a lot of time googling terms used in definitions. Luckily, the searches usually led to sites that explained what the book was trying to define, in simple terms that weren't difficult to understand at all. It's funny that a book that teaches you how to minimize complicated logic makes simple definitions really complicated. :P Also, the wording in some of the homework problems was confusing, and there are no answers in the back to check your work. Answers for the current edition are available on a pay site, but it's not accessible unless your teacher sets up an account.

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