

Circuits and Logic

Extension Assignment Rubric

Check Items

Description	Points	Comments	Grade
Creation of a 4-bit ripple carry adder is demonstrated using Logisim-evolution. The demonstration is a live recording and not simply a collection of screenshots.	40		
Creation of a truth table for a 4-bit ripple carry adder is demonstrated using Logisim-evolution. The demonstration is a live recording and not simply a collection of screenshots.	10		
Creation of a Karnaugh Map for a 4-bit ripple carry adder is demonstrated using Logisim-evolution. The demonstration is a live recording and not simply a collection of screenshots.	10		
A demonstration is presented in which Logisim-evolution is used to simulate adding two 4-bit binary numbers together by means of a correctly implemented ripple carry adder. This demonstration is a live recording and not simply a collection of screenshots.	40		
MAXIMUM GRADE:	100	Hypothetical Grade:	

Grade

Calculation Algorithm	Your Grade
If Hypothetical Grade \geq 70 then enter Hypothetical Grade Else enter 0	x

A grade of 85 or higher is required to be able to continue onto the Challenge Assignment. As a result, you MAY [NOT] submit a Challenge Assignment in this course.

Remarks

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