## Circuits and Logic

## Assignment Rubric

## Check Items

| Description | Points | Comments | Grade |
| :--- | :---: | :---: | :---: |
| A 4-bit ripple carry adder is <br> demonstrated using Logisim- <br> evolution. | 40 |  |  |
| The truth table for a 4-bit ripple <br> carry adder is demonstrated using <br> Logisim-evolution. | 10 |  |  |
| A Karnaugh Map for a 4-bit ripple <br> carry adder is demonstrated using <br> Logisim-evolution. | 10 |  |  |
| A demonstration is presented in <br> which Logisim-evolution is used to <br> simulate adding two 4-bit binary <br> numbers together by means of a <br> correctly implemented ripple carry <br> adder. | 40 |  |  |

## Don't Do These Things

| Description | Points | Comments | Grade |
| :--- | :---: | :---: | :---: |
| The demonstration is given using <br> screenshots instead of video. | -100 |  |  |
| The submitted video lacks audio <br> narration. | -100 |  |  |

## Grade

| Calculation Algorithm | Your Grade |
| :---: | :---: |
| max(sum of above grades, 0) | $\mathbf{x}$ |

## Remarks

