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From the Publisher

This best selling book is well known for effectively combining a clear, highly-accurate explanation of theory--supported by superior exercises, examples, and illustrations--and an emphasis on troubleshooting and applications using actual devices. The Sixth Edition features stronger coverage of key areas (including two new chapters on Programmable Logic Devices), new exercises throughout the text, and an improved pedagogical framework. It includes two specially designed sections which link principles to real world practices--a Digital System Application section in every chapter, and practical Workbench activities throughout the text. Plus, Digital Fundamentals, Sixth Edition features an exciting full color format which uses color to enhance the instructional value of photographs, illustrations, tables, charts, and graphs. Throughout the text's coverage, the use of mathematics is limited to only those concepts that are needed for understanding. Floyd's acclaimed troubleshooting emphasis, as always, provides students with the problem solving experience they need to step out of the classroom and into a job!

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- Error detection and correction codes are covered in Appendix B.
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Reflecting lengthy experience in the engineering industry, this bestseller provides thorough, up-to-date coverage of digital fundamentals—from basic concepts to microprocessors, programmable logic, and digital signal processing. Floyd's acclaimed emphasis on applications using real devices and on troubleshooting gives users the problem-solving experience they'll need in their professional careers. Known for its clear, accurate explanations of theory supported by superior exercises and examples, this book's full-color format is packed with the visual aids today's learners need to grasp often complex concepts. KEY TOPICS: The book features a comprehensive review of fundamental topics and a unique introduction to two popular programmable logic software packages (Altera and Xilinx) and boundary scan software. For electronic technicians, system designers, engineers.

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Features

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The best book among many others I have

By Zino

This review is for version 9.

Let me mention first: This book barely scratch the surface of the topic it discusses, but it's enough for the VERY beginner.

If you are a student studying this subject for the 1st time, or your class title is "Fundamental of Computer Engineering" or teach about logic design, Boolean algebra or such, you might want to read below:

This book is the ultimate book I've read (for beginner at least).

Let me tell you what book I have and how they compare in my opinion:

- Logic and Computer Design Fundamentals (Morris Mano) (No example or illustration or)

- Fundamentals of Logic Design (Charles Roth, Larry Kinney) (Very good. but I did not like how the book is structured)

- Digital Logic Design (brian Holdsworth) (I did not like it)

- Digital Design and Computer Architecture (David Harris) (extremely bad. That's actually a joke a more than a book)

- Digital Fundamental (Floyd) (Excellent "for beginner")

But why I did not like "Digital Design and Computer Architecture" even though it has good review on Amazon. For that, I invite you (just as example) to read the topic on KARNAUGH map in both books and compare... ...

Floyd book is well presented, structured and organized in a way you feel that the author is feeding you the material with a spoon, and he made his best to really teach you the book content. You always see "Pay attention to this,, notice this ...,don't get confused," accompanied with plenty of illustrations, pictures, charts, lists, examples or whatever it takes, to make it easy for student to get visual on the subject. I guess he worked this book out deep from his heart and not just for profit.

When I was taking this class, I was forced by school to have "Logic and Computer Design Fundamentals (Morris Mano)". This book is great and awful at the same time. It talk about more in depth topics you don't find in Floyd book, but has no example whatsoever, no emphasize on important term and the book layout is extremely bad, that I got frustrated and started looking for an alternative. Once I got this book, I did not even need to follow my instructor notes anymore, since everything is in this book, and much more.

And for people who complain "..... Only the fundamental is covered in this book", then, if you take a

look at the book title, it's clearly titled "Digital Fundamentals". If you already studied the material and you feel comfortable in it, then there is definitely more advanced books in the market, that don't bother to teach you the "FUNDAMENTALS".

I should mention that "Fundamentals of Logic Design (Charles Roth, Larry Kinney)" is an excellent book too with more in depth examples than Floyd book. The examples in Floyd book are very easy, but the way he explain things, makes student ready to tackle complex problems. I started with Floyd book, and then I was able to grasp most of Charles Roth book content.

Anyway, the subject by itself is extremely easy to grasp once you understand the basic.

I got so impressed with the way the author presented this book, that I started looking for whatever available books he wrote for my other classes.

Thank you Mr. Floyd

0 of 0 people found the following review helpful. Enjoyable By luke Great book and simplicity; another great book by Floyd.

0 of 8 people found the following review helpful.

Digital Fundamentals (10th Edition)

By Atticus Fox

The product was in better condition than advertised----especially compared with other used texts I have ordered online. It was in superior condition, with no marks or flaws whatsoever and it arrived before the expected date.

The text is also an excellent introduction for anyone interested in college level digital theory and applications.

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