

EE 311 Introduction to VLSI:

1. Design of inverter & Extraction – Magic
2. Design of NAND & Extraction – Magic
3. Design of NOR – Magic
4. Design of T & D FF – Magic
5. Design of T & D FF – Magic
6. Design of MUX – Magic
7. Design of 2 Bit Full ADDER – Magic
8. Design of 4Bit Multiplier – Magic
9. Modeling, Simulation & Extraction run ELDO
10. Design of cells for UWB base band processor
11. Design of SRAM Cell & Simulation