

# BEARYS INSTITUTE OF TECHNOLOGY

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Bearys Knowledge Campus, Lands-End, Innoli, Near Mangaluru University,  
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## ASSIGNMENT BOOK

NAME OF THE STUDENT : AMRUTHA.T.S

SEM / ACADEMIC YEAR : 3<sup>rd</sup> 2024 BRANCH : C.S.F SECTION : -

UNIVERSITY SEAT NUMBER : 4BP23CS006

SUBJECT : D60 SUBJECT CODE:

|                             | DATE            | MAX.<br>MARKS | MARKS<br>OBTAINED | TEACHER'S<br>INITIAL | REMARKS  |
|-----------------------------|-----------------|---------------|-------------------|----------------------|----------|
| FIRST ASSIGNMENT            | <u>16/12/24</u> | <u>10</u>     | <u>10</u>         | <u>Amrutha S.A</u>   | <u>-</u> |
| SECOND ASSIGNMENT           |                 |               |                   |                      |          |
| THIRD ASSIGNMENT            |                 |               |                   |                      |          |
| AVERAGE<br>ASSIGNMENT MARKS |                 |               |                   |                      |          |

ASSIGNMENT MARKS IN WORDS : Ten

AR  
Student

Amrutha S.A  
Staff

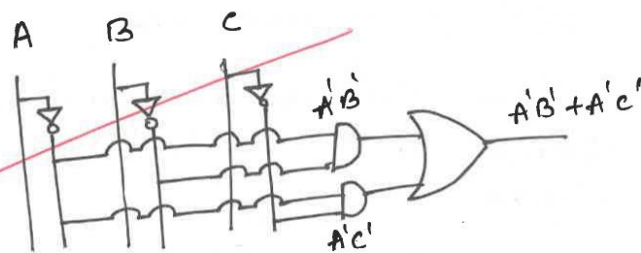
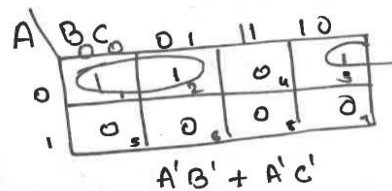
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HOD

Design a combination with three input and one output.

- The output is 1 when the binary value of the input is less than or equal to 2. The output is zero otherwise.

The output is 1 when the binary value of the input is an even no.

| A | B | C | Y |
|---|---|---|---|
| 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 0 |
| 1 | 1 | 1 | 0 |



b)

| A | B | C | Y |
|---|---|---|---|
| 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 0 |

| A \ BC | 00             | 01             | 11             | 10             |
|--------|----------------|----------------|----------------|----------------|
| 0      | 1 <sub>0</sub> | 0 <sub>2</sub> | 0 <sub>4</sub> | 1 <sub>5</sub> |
| 1      | 1 <sub>1</sub> | 0 <sub>3</sub> | 0 <sub>6</sub> | 1 <sub>7</sub> |

Logic Circuit



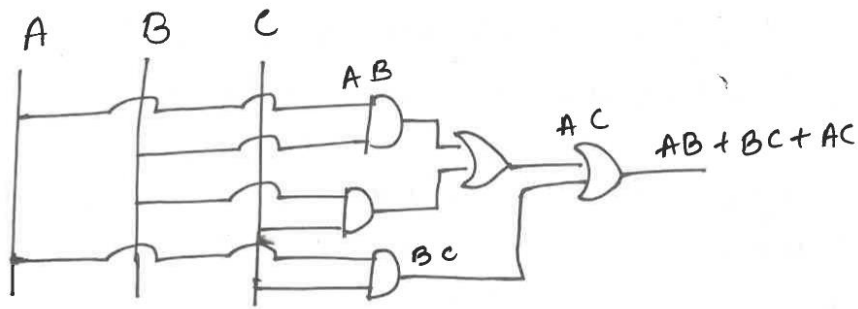
2] A certain combinational circuit use the output 1. If there input variable have more one's then 0 the output is 0 other wise.

Design the above combination circuit by finding the circuits truth table boolean expression and logic diagram.

| A | B | C | Y |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 |

| A \ BC | 00             | 01             | 11             | 10             |
|--------|----------------|----------------|----------------|----------------|
| 0      | 0 <sub>1</sub> | 0 <sub>2</sub> | 1 <sub>4</sub> | 0 <sub>3</sub> |
| 1      | 0 <sub>5</sub> | 1 <sub>6</sub> | 1 <sub>7</sub> | 1 <sub>7</sub> |

$$AB + BC + AC$$



3] Differentiate between latch and flip-flop.

Latches

- Latches are said to be level sensitive device.
- Changes as soon as the input changes (while enabled)
- No clock signal.
- Less stable due to patent race conditions
- SR latch, JK latch, D latch
- Simple storage elements, a synchronous circuit.

Flip-flop.

Flip-flop are edge sensitive devices

Changes only at the rising or falling edge of the clock signal

Requires a clock signal

More stable as they only change state at specific times

SR flip-flops, JK flip-flop, J flip-flop, D flip-flop

Sequential logic circuits & synchronous system.

4) Obtain a minimum products of sum with a K-map

$$F(w, x, y, z) = x'z' + wyz + w'y'z' + x'y$$

$$x'z' = wx'yz'$$

$$1010$$

$$= 10$$

$$w'x'yz'$$

$$0010$$

$$= 2$$

$$wx'y'z'$$

$$1000$$

$$= 8$$

$$w'x'y'z'$$

$$0000$$

$$= 0$$

$$wyz = wxyz$$

$$1111$$

$$= 15$$

$$wx'yz'$$

$$1010$$

$$= 11$$

| wz | 00 | 01 | 11 | 10 |
|----|----|----|----|----|
| 00 | 1  | 0  | 1  | 1  |
| 01 | 1  | 0  | 0  | 0  |
| 11 |    | 0  | 1  | 0  |
| 10 | 1  | 0  | 1  | 1  |

$$w'y'z' = w'xyz'$$

$$0100$$

$$= 4$$

$$w'x'y'z'$$

$$0000$$

$$= 0$$

$$x'y = wx'yz$$

$$1011$$

$$= 11$$

$$w'x'yz$$

$$0011$$

$$= 3$$

$$wx'yz'$$

$$1010$$

$$= 10$$

$$w'x'y'z'$$

$$0010$$

$$= 2$$

$$F(w, x, y, z) = (0, 2, 3, 4, 8, 10, 11, 15)$$

$$= 53.$$

5 Find the minimum sum of products for each function using a k-map

1)  $F_1(a, b, c) = m_0 + m_2 + m_5 + m_6$

2)  $F_2(d, e, f) = \sum m(0, 1, 2, 4)$

3)  $F_2(r, s, t) = rt' + s's' + r's$

i)  $F(a, b, c) = m_0 + m_2 + m_5 + m_6$

$F(a, b, c) = \sum m(0, 2, 5, 6)$

|   |    |    |    |    |    |
|---|----|----|----|----|----|
|   | bc | 00 | 01 | 11 | 10 |
| a |    |    |    |    |    |
| 0 |    | 1  | 0  | 0  | 1  |
| 1 |    | 0  | 1  | 0  | 1  |

$F(a, b, c) = a'c + bc' + ab'c$

ii)  $F(d, e, f) = \sum m(0, 1, 2, 4)$

|   |   |    |    |    |    |
|---|---|----|----|----|----|
|   | d | 00 | 01 | 11 | 10 |
| d |   |    |    |    |    |
| 0 | 1 | 1  | 0  | 1  |    |
| 1 | 1 | 0  | 0  | 0  |    |

$F(d, e, f) = \bar{e}\bar{f} + \bar{d}\bar{e} + d\bar{f}$



iii)  $F(r, s, t) = rt' + r's' + r's$

$$rt' = \begin{matrix} r & s & t' \\ 1 & 0 & 0 \end{matrix} \quad \text{or} \quad \begin{matrix} r & s' & t' \\ 1 & 0 & 0 \end{matrix}$$

$$= 6 \quad \quad \quad = 4$$

$$r's' = \begin{matrix} r' & s' & t \\ 0 & 0 & 1 \end{matrix} \quad \text{or} \quad \begin{matrix} r' & s' & t' \\ 0 & 0 & 0 \end{matrix}$$

$$= 1 \quad \quad \quad = 0$$

$$r's = \begin{matrix} r' & s & t \\ 0 & 1 & 1 \end{matrix} \quad \text{or} \quad \begin{matrix} r' & s & t' \\ 0 & 1 & 0 \end{matrix}$$

$$= 3 \quad \quad \quad = 2$$

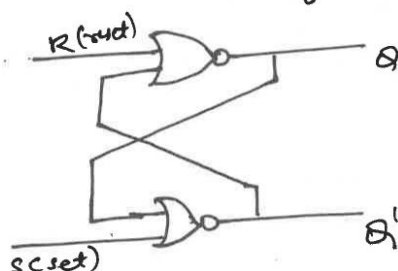
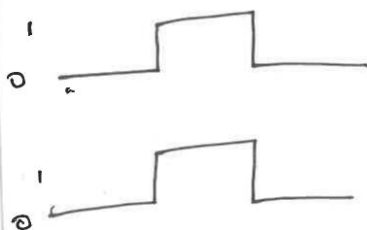
| t | 0 | 0 | 1 | 1 | 1 | 0 |
|---|---|---|---|---|---|---|
| r | 0 | 0 | 1 | 1 | 1 | 0 |
| s | 0 | 1 | 0 | 0 | 1 | 1 |

$$F(r, s, t) = r' + t'$$

$$F(r, s, t) = (0, 1, 2, 3, 4, 6)$$

Q

What is latch with a neat diagram explain SR latch using NOR gate. Derive characteristic equation. Latches are said to be level sensitive devices. Although latches are useful for storing binary information and for the design of synchronous sequential. They are not practical for use as storage elements in synchronous sequential circuits.



Logic diagram.

| S | R | Q | Q' |
|---|---|---|----|
| 1 | 0 | 1 | 0  |
| 0 | 0 | 1 | 0  |
| 0 | 1 | 0 | 1  |
| 0 | 0 | 0 | 1  |
| 1 | 1 | 0 | 0  |

- The SR latch is a circuit with two cross-coupled NOR gates or two cross-coupled NAND gates, and two inputs labelled S for set, and R for reset.
- The SR latch constructed with two cross-coupled NOR gates
- The latch has two useful states.
- Output Q and Q' are normally the complement of each other
- However the both inputs are equal to 1 at the same time, a condition in which both outputs are equal to 0 (rather than be mutually complementary) occurs.
- If both inputs are then switched to simultaneously the device will enter an unpredictable or undefined state, called a mutable state.
- Consequently in practical applications, setting both inputs to 1 is forbidden.



Characteristic equations:-

The logical properties of a flip-flop as described in the characteristic table, can be expressed algebraically with a characteristic equation for the D flip-flop we have the characteristic equation

$$Q(t+1) = 0$$

which states that the next state of the output will be equal to the value of input 0, is the reset state. The characteristic equation for the JK flip-flop can be derived from the table characteristic table we obtain  $Q(t+1) = JQ' + K'Q$

where  $Q$  is the value of the flip-flop output prior to the application of a clock edge. The characteristic equation for the flip-flop is obtained from the circuit.

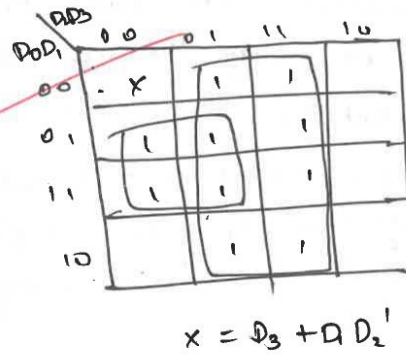
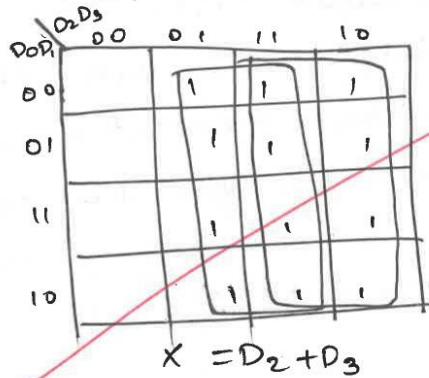
$$Q(t+1) = T \oplus Q = TQ' + T'Q$$

→ What is priority encoder design 4 to 2 line priority encoder with diagram.

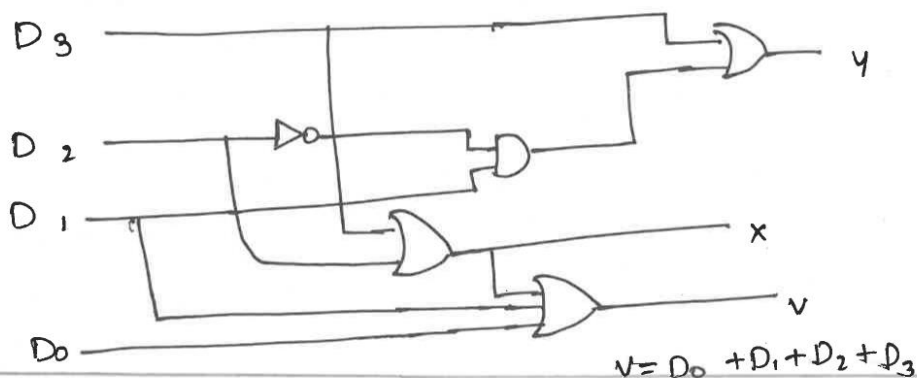
→ A priority encoder is an encode circuit that includes the priority function, and handles the possibility that inputs might be in contention.

| Inputs |       |       |       | Outputs |     |     |
|--------|-------|-------|-------|---------|-----|-----|
| $D_0$  | $D_1$ | $D_2$ | $D_3$ | $x$     | $y$ | $v$ |
| 0      | 0     | 0     | 0     | x       | x   | 0   |
| 1      | 0     | 0     | 0     | 0       | 0   | 1   |
| x      | 1     | 0     | 0     | 0       | 1   | 1   |
| x      | x     | 1     | 0     | 1       | 0   | 1   |
| x      | x     | x     | 1     | 1       | 1   | 1   |

K-MAP



Circuit diagram



8) Design and Explain 4 bit adder with carry look ahead.

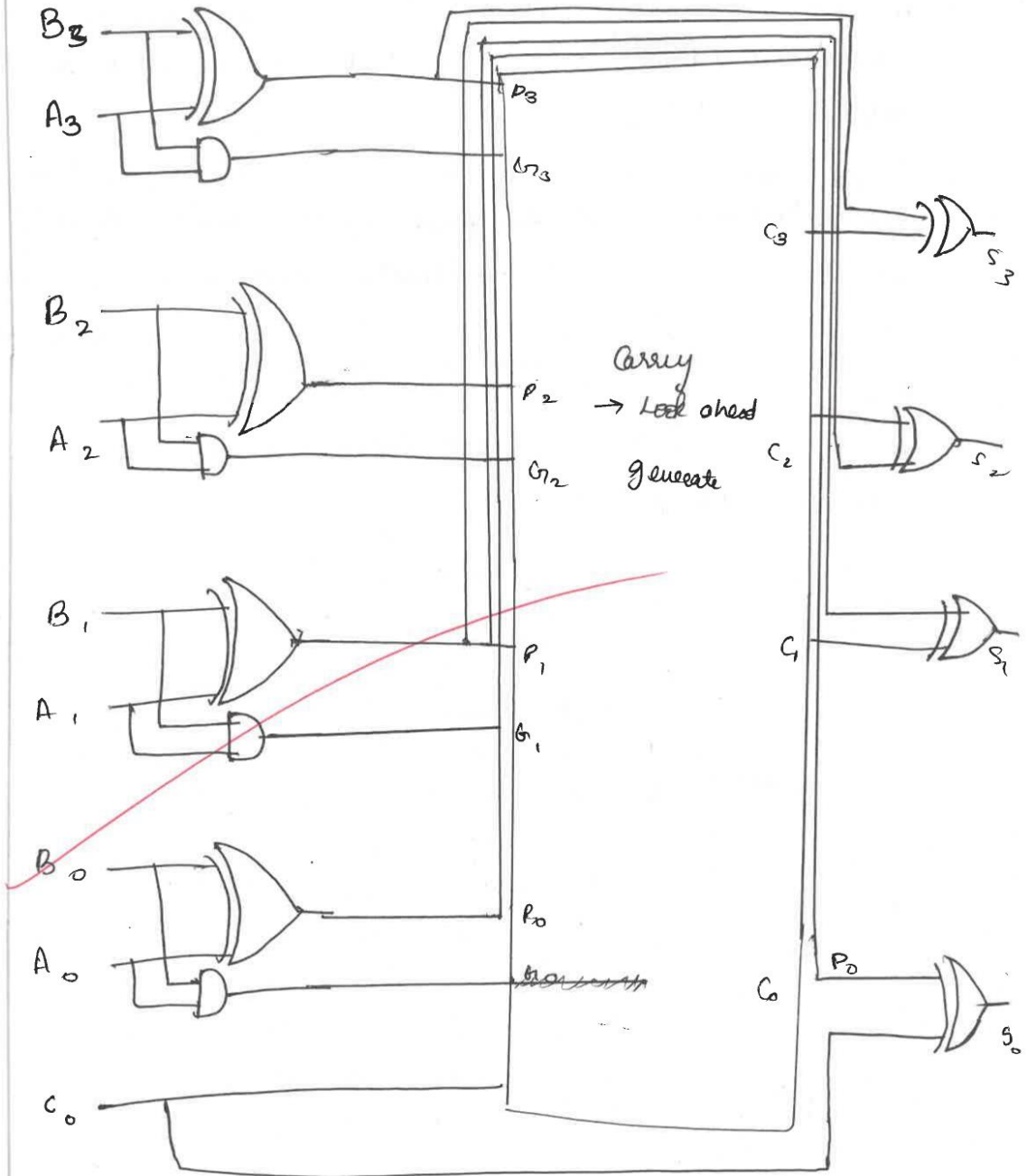
→ The construction of a four-bit adder with a carry look ahead each sum output requires two exclusion-OR gate.

The output of the first exclusion-OR gate generate  $P_i$  variable and the AND gate generate the  $C_i$  variable. The carries are propagated through the carry look ahead generator and applied as inputs to the second

exclusive OR gate. All output carries are generated after a delay through only two level of gate. Thus, output  $S_1$  through  $S_3$  have equal propagation delay times. The two-level circuitry for the output carry  $C_4$  is not shown. This circuit can equally be derived by the equation-substitution.

(Continue in next page) →

9)



9) Design BCD to excess 3 code converter.

→ A code conversion is a circuit that makes the two systems compatible even though each uses a different binary code.

• Since each code uses four bits to represent a decimal digit. Hence must be four input variables and four output variables, we designated the four input binary variables by the symbols A, B, C & D and the four output variables by w, x, y & z.

• Add 3 to BCD to get excess-3 code.

Truth Table.

| Input BCD |   |   |   | Output excess-3 code |   |   |   |
|-----------|---|---|---|----------------------|---|---|---|
| A         | B | C | D | w                    | x | y | z |
| 0         | 0 | 0 | 0 | 0                    | 0 | 1 | 1 |
| 0         | 0 | 0 | 1 | 0                    | 1 | 0 | 0 |
| 0         | 0 | 1 | 0 | 0                    | 1 | 0 | 1 |
| 0         | 0 | 1 | 1 | 0                    | 1 | 1 | 0 |
| 0         | 1 | 0 | 0 | 0                    | 1 | 1 | 1 |
| 0         | 1 | 0 | 1 | 1                    | 0 | 0 | 0 |
| 0         | 1 | 1 | 0 | 1                    | 0 | 0 | 1 |
| 0         | 1 | 1 | 1 | 1                    | 0 | 1 | 0 |
| 1         | 0 | 0 | 0 | 1                    | 0 | 0 | 1 |
| 1         | 0 | 0 | 1 | 1                    | 1 | 0 | 0 |

Note that four variables may have 16 bit combination but only 10 are listed in the truth table the six bit combination not listed for the input variables all don't call combination.

| AB \ CD | 00 | 01 | 11 | 10 |
|---------|----|----|----|----|
| 00      | 0  | 0  | 0  | 0  |
| 01      | 0  | 1  | 1  | 1  |
| 11      | x  | x  | x  | x  |
| 10      | 1  | 1  | x  | x  |

$$W = A + BD + BC$$

| AB \ CD | 00 | 01 | 11 | 10 |
|---------|----|----|----|----|
| 00      | 0  | 1  | 1  | 1  |
| 01      | 1  | 0  | 0  | 0  |
| 11      | x  | x  | x  | x  |
| 10      | 0  | 1  | x  | x  |

$$X = B'D + B'C + BC'D'$$

| AB \ CD | 00 | 01 | 11 | 10 |
|---------|----|----|----|----|
| 00      | 1  | 0  | 0  | 1  |
| 01      | 1  | 0  | 0  | 1  |
| 11      | x  | x  | x  | x  |
| 10      | 1  | 0  | x  | x  |

$$Z = D'$$

| AB \ CD | 00 | 01 | 11 | 10 |
|---------|----|----|----|----|
| 00      | 1  | 0  | 1  | 0  |
| 01      | 1  | 0  | 1  | 0  |
| 11      | x  | x  | x  | x  |
| 10      | 1  | 0  | x  | x  |

$$Y = C'D' + CD$$

Implemented with these or more level of gate

$$Z = D'$$

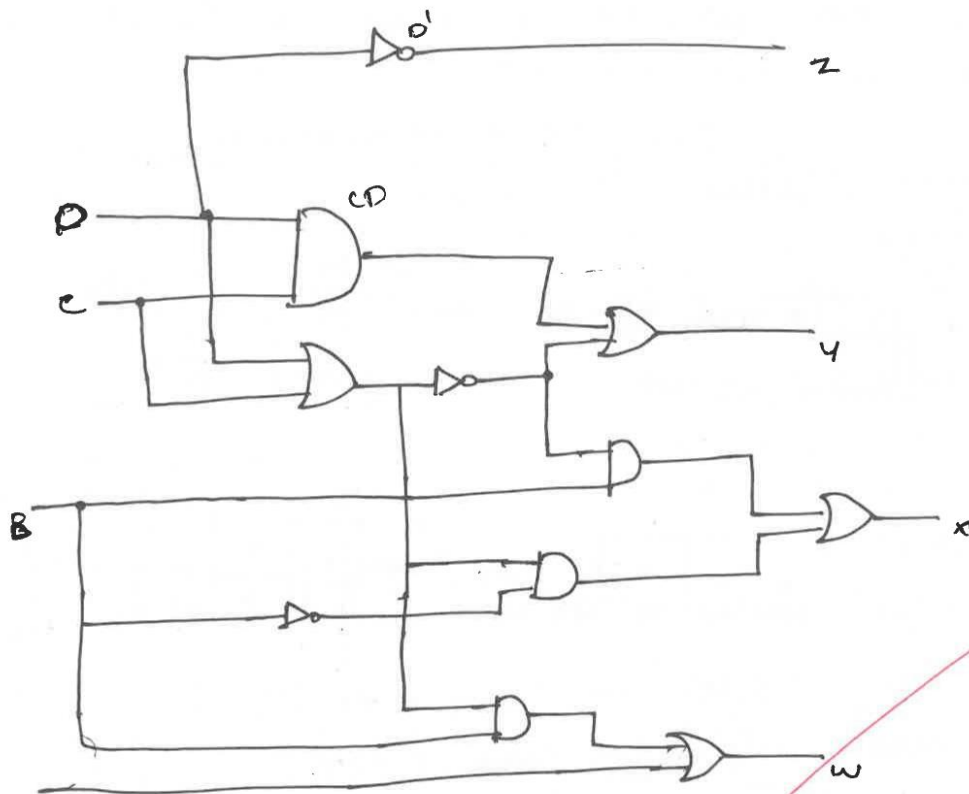
$$Y = CD + C'D' = (C+D)'$$

$$X = B'C + B'D + DC'D = B'(C+D) + BC'D'$$

$$= B'(C+D) + B(C+D')$$



$$w = A + BC + BD = A + B(C + D)$$



- 10) what is demultiplexer? design 9:1 mux using 2:1 mux
- It is the process of separating a single input signal into multiple output signals. It is the opposite of multiplexing which combines multiple input signals into a single output signal.

Designing a 9:1 Mux using 2:1 Mux.

- A multiplexer is a circuit that selects one of several input signals and routes it to a single output signal.

- To design a 9:1 mux using 2:1 mux - we can use hierarchical approach first design a 8:1 Mux using 2:1 Mux and then use the 8:1 mux to create a 9:1 Mux.

Step 1:- Design a 3:1 Muxing using 2:1 Mux.

Mux 1:- Select b/w input A & B

Mux 2:- Select b/w the output of Mux 1 & input C  
The control input for the 8:1 Mux are  $S_1, S_2$

$S_1$   $S_0$  Output

|   |   |   |
|---|---|---|
| 0 | 0 | A |
| 0 | 1 | B |
| 1 | 0 | C |

Step 2:- Design a 9:1 Mux using three 3:1 Mux.

Mux 1:- Selects b/w inputs A, B & C

Mux 2:- Selects b/w inputs D, E & F

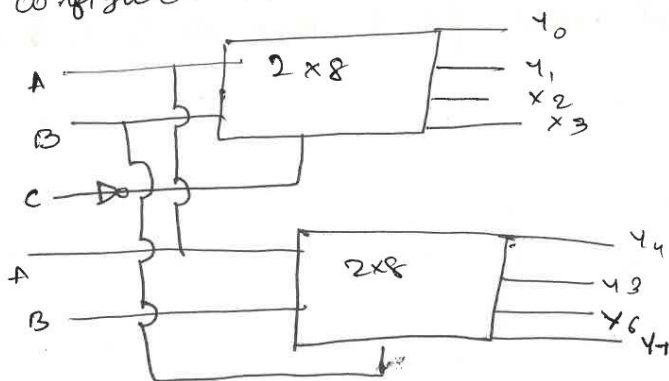
Mux 3:- Selects b/w inputs G, H, I

The control input for 9:1 Mux are  $S_2, S_1$  &  $S_0$ .

| $S_2$ | $S_1$ | $S_0$ | Output |
|-------|-------|-------|--------|
| 0     | 0     | 0     | A      |
| 0     | 0     | 1     | B      |
| 0     | 1     | 0     | C      |
| 0     | 1     | 1     | D      |
| 1     | 0     | 0     | E      |
| 1     | 0     | 1     | F      |
| 1     | 1     | 0     | G      |
| 1     | 1     | 1     | H      |
| -     | -     | -     | I      |

Note that the output I is not used in this design.

Draw a logic diagram constructing 3 to 8 line decoder with active low enable using a Pair of 2-4 line decoder a truth table for the configuration.



| A | B | C | table<br>E | $y_0$ | $y_1$ | $y_2$ | $y_3$ | $y_4$ | $y_5$ | $y_6$ | $y_7$ |
|---|---|---|------------|-------|-------|-------|-------|-------|-------|-------|-------|
| 0 | 0 | 0 | 0          | 1     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |
| 0 | 0 | 1 | 0          | 0     | 0     | 0     | 0     | 1     | 0     | 0     | 0     |
| 0 | 1 | 0 | 0          | 0     | 1     | 0     | 0     | 0     | 0     | 0     | 0     |
| 0 | 1 | 1 | 0          | 0     | 0     | 0     | 0     | 0     | 1     | 0     | 0     |
| 1 | 0 | 0 | 0          | 0     | 0     | 1     | 1     | 0     | 0     | 0     | 0     |
| 1 | 0 | 1 | 0          | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |
| 1 | 1 | 0 | 0          | 0     | 0     | 0     | 0     | 0     | 0     | 0     | 0     |
| 1 | 1 | 1 | 0          | 0     | 0     | 0     | 0     | 0     | 0     | 1     | 0     |

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