

Template Week 2 – Logic

Student number: 592801

Assignment 2.1: Parking lot

Which gates do you need?

Je hebt een NAND poort nodig, als alle inputs true zijn (alle parkeerplaatsen zijn bezet) dan wordt er een false signaal gedisplayt (rood), in alle andere gevallen is het signaal true (groen)

Complete this table

Parking lot 1	Parking lot 2	Parking lot 3	Result (full)
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	0

Assignment 2.2: Android or iPhone

Which gates do you need?

Een XOR gate, true signal wanneer 1 van de inputs true is, false signal als allebei true zijn of allebei false. Dus als je er geen telefoon selecteerd is het false en als je ze allebei selecteerd is het false

Complete this table

Android phone	iPhone	Result (Phone in possession)
0	0	0
0	1	1
1	0	1
1	1	0

Assignment 2.3: Four NAND gates

Complete this table

A	B	Q
0	0	0
0	1	1
1	0	1
1	1	0

How can the design be simplified?

In de table zie je dat q allene 1 is als A en B verschillend zijn. Dat hoort bij een XOR poort.

Als je dus 1 XOR poort maakt met 2 inputs kun je het versimpelen

Assignment 2.4: Getting to know Logisim evolution

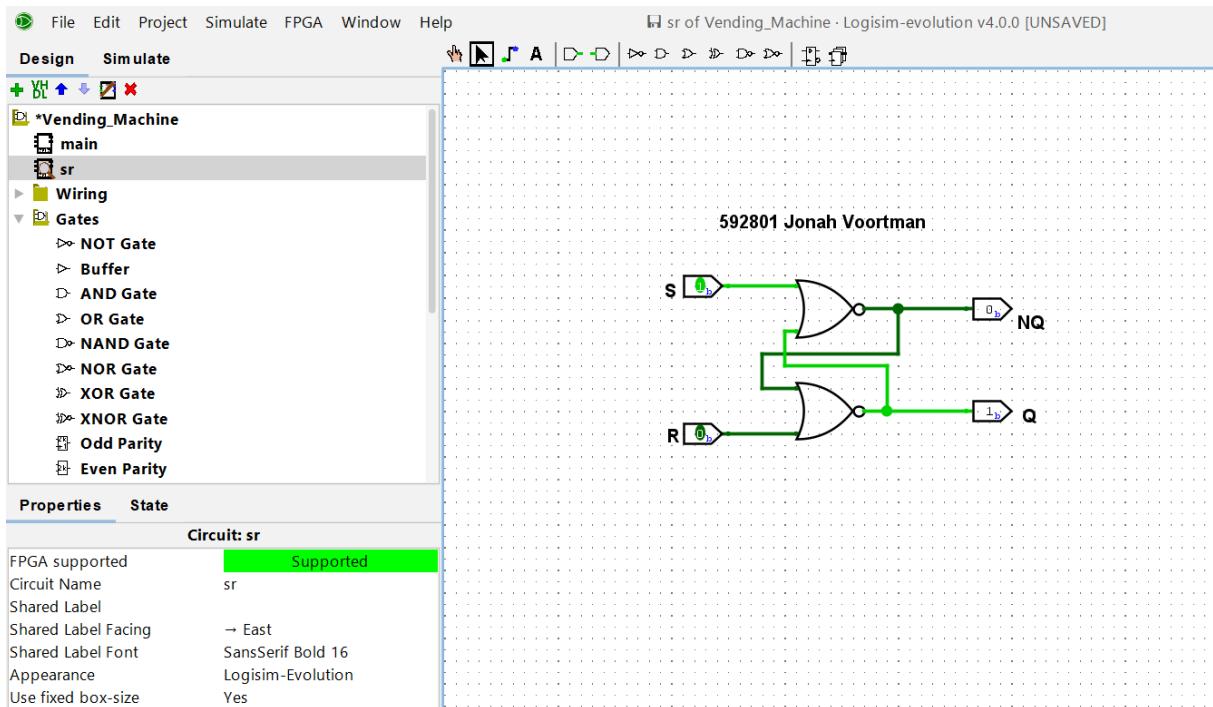
Screenshot of the design with your name and student number in it:

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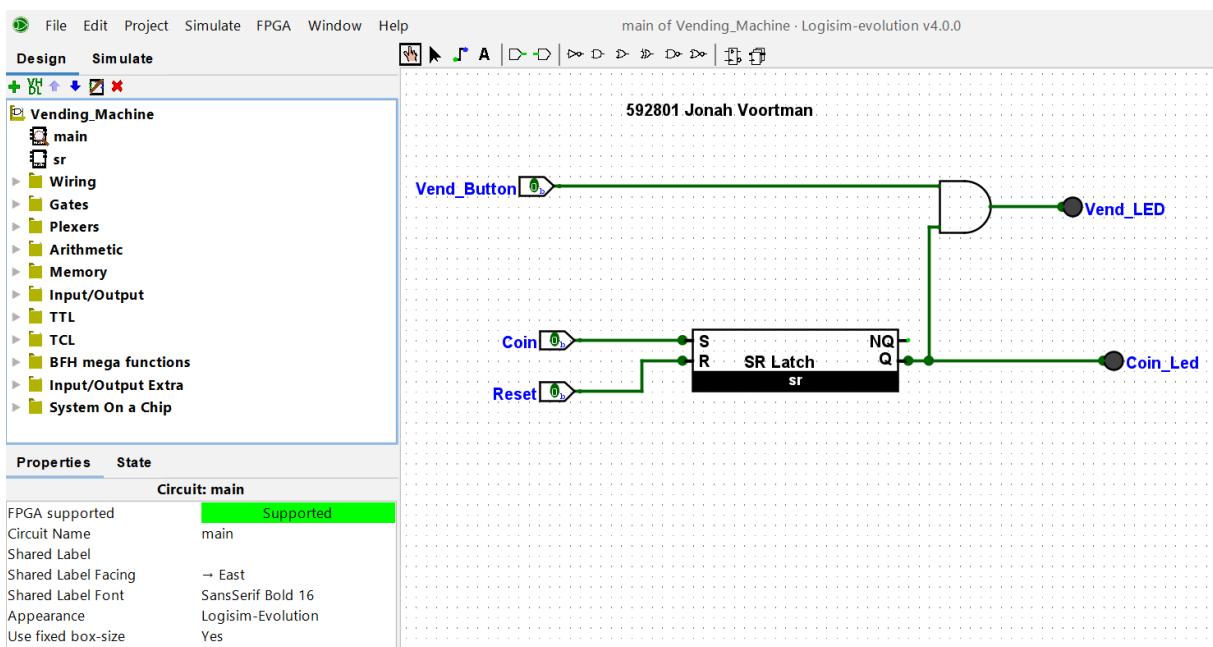
Assignment 2.5: SR Latch

Screenshot SR Latch in Logisim with your name and student number:



Assignment 2.6: Vending Machine

Screenshot Vending Machine in Logisim with your name and student number:



Assignment 2.7: Bitwise operators

Complete the java source code for bitwise operators. Put the source code here.

Even or odd:

```
public class Main {  
    public static void main(String[] args) {  
        int number = 5;  
        if ((number & 1) == 1) System.out.println("number is odd");  
        else System.out.println("number is even");  
    }  
}
```

Power of 2:

```
public class Main {  
    public static void main(String[] args) {  
        int number = 4;  
  
        if (number > 0 && (number & (number - 1)) == 0)  
            System.out.println("number is a power of 2");  
        else  
            System.out.println("number isn't a power of 2");  
    }  
}
```

Check permissions:

```
public class Main {  
    public static void main(String[] args) {  
        final int READ = 4;  
        final int WRITE = 2;  
        final int EXECUTE = 1;  
  
        int userPermissions = 7;  
  
        if ((userPermissions & READ) != 0)  
            System.out.println("User has read permissions");  
        else  
            System.out.println("User can't read. No permissions.");  
    }  
}
```

Assign permissions:

```
public class Main {  
    public static void main(String[] args) {  
        final int READ = 4;  
        final int WRITE = 2;  
        final int EXECUTE = 1;  
  
        int userPermissions = 0;  
        userPermissions = READ | EXECUTE;  
  
        System.out.println("User permissions: " + userPermissions);  
    }  
}
```

Update permissions:

```
public class Main {  
    public static void main(String[] args) {  
        final int READ = 4;  
        final int WRITE = 2;  
        final int EXECUTE = 1;  
  
        int userPermissions = 6;  
  
        userPermissions = userPermissions ^ WRITE;  
  
        System.out.println("User permissions: " + userPermissions);  
    }  
}
```

Two's complement:

```
public class Main {  
    public static void main(String[] args) {  
        int number = 5;  
        number = ~number;  
        System.out.println("Number: "+number);  
  
    }  
}
```

Assignment 2.8: Java Application Bit Calculations

Create a java program that accepts user input and presents a menu with options.

1. Is number odd?
2. Is number a power of 2?
3. Two's complement of number?

Implement the methods by using the bitwise operators you have just learned.

Organize your source code in a readable manner with the use of control flow and methods.

Keep this application because you need to expand it in week 6 for calculating network segments.

Paste source code here, with a screenshot of a working application.

```
package part1;

import java.util.Scanner;

public class test {

    public static boolean isOdd(int number) {
        return (number & 1) == 1;
    }

    public static boolean isPowerOfTwo(int number) {
        if (number <= 0) {
            return false;
        }
        return (number & (number - 1)) == 0;
    }

    public static int twosComplement(int number) {
        return ~number + 1;
    }

    public static void main(String[] args) {

        Scanner input = new Scanner(System.in);
        boolean running = true;

        while (running) {

            System.out.println("==== Bit Calculations ====");
            System.out.println("1. Is number odd?");
            System.out.println("2. Is number a power of 2?");
            System.out.println("3. Two's complement of number");
        }
    }
}
```

```

System.out.println("0. Exit");
System.out.print("Choose an option: ");

int choice = input.nextInt();

if (choice == 0) {
    running = false;
    System.out.println("Exiting program...");
} else if (choice >= 1 && choice <= 3) {

    System.out.print("Enter an integer number: ");
    int number = input.nextInt();

    if (choice == 1) {
        if (isOdd(number)) {
            System.out.println(number + " is odd");
        } else {
            System.out.println(number + " is even");
        }
    } else if (choice == 2) {
        if (isPowerOfTwo(number)) {
            System.out.println(number + " is a power of 2");
        } else {
            System.out.println(number + " is NOT a power of 2");
        }
    } else if (choice == 3) {
        int result = twosComplement(number);
        System.out.println("Two's complement of " + number + " = " + result);
    }
    System.out.println();
}

} else {
    System.out.println("Unknown option, please try again.\n");
}
}

input.close();
}
}

```

The screenshot shows a terminal window titled "test". The menu bar includes "Run", "test", and a close button. Below the menu are several icons: a green arrow (Run), a red square (Stop), a camera (Screenshot), a red arrow (Reset), a refresh (Reload), and a three-dot ellipsis (More). The main text area displays the following output:

```
0. Exit
Choose an option: 3
Enter an integer number: 2
Two's complement of 2 = -2
===== Bit Calculations =====
1. Is number odd?
2. Is number a power of 2?
```

The path at the bottom of the terminal window is "practiceExamSolution > src > part1 > test > isPowerOfTwo".

Ready? Then save this file and export it as a pdf file with the name: [week2.pdf](#)