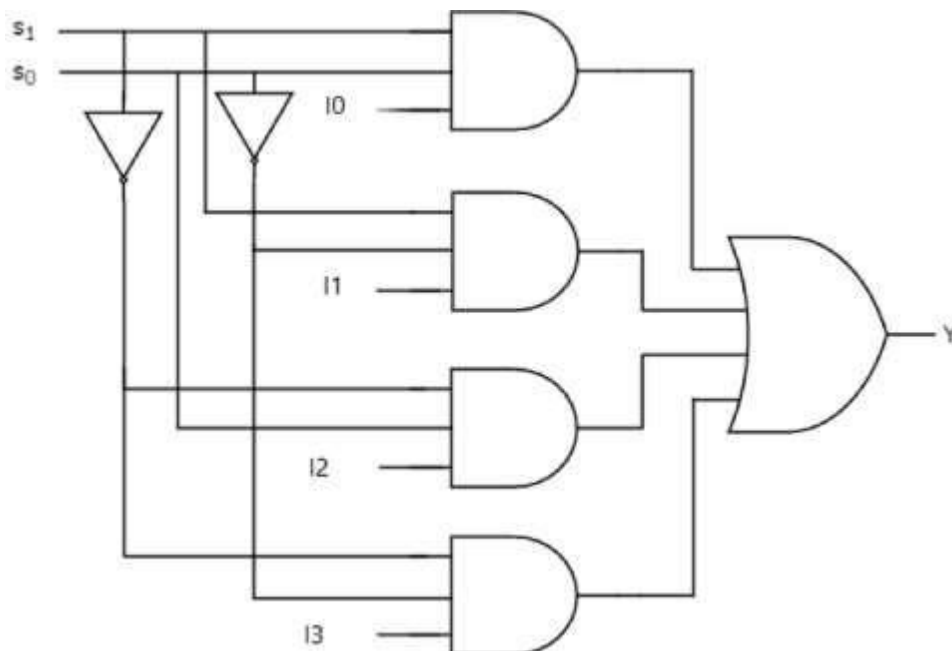


Aim: To design a half adder using 4X1 multiplexer.

Tools used: LTSpice

4x1 MULTIPLEXER

- Logic diagram

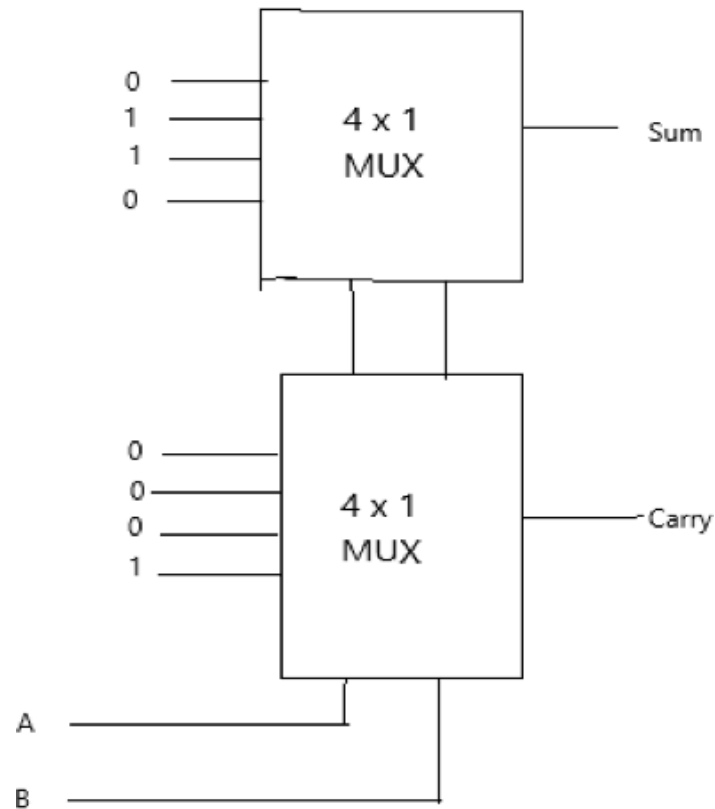


- Truth table

| S0 | S1 | A | B | C | D | Y |
|----|----|---|---|---|---|---|
| 0 | 0 | A | 0 | 0 | 0 | A |
| 0 | 1 | 0 | B | 0 | 0 | B |
| 1 | 0 | 0 | 0 | C | 0 | C |
| 1 | 1 | 0 | 0 | 0 | D | D |

HALF ADDER USING MUX

- Logic diagram



- Truth table

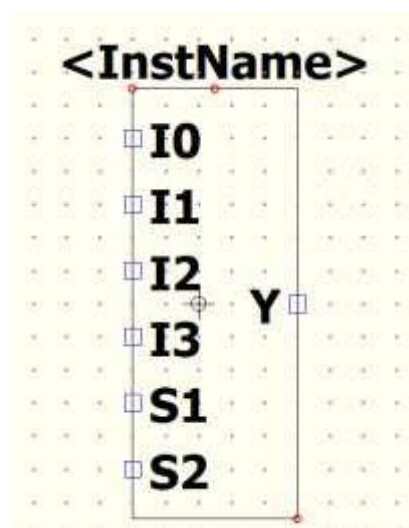
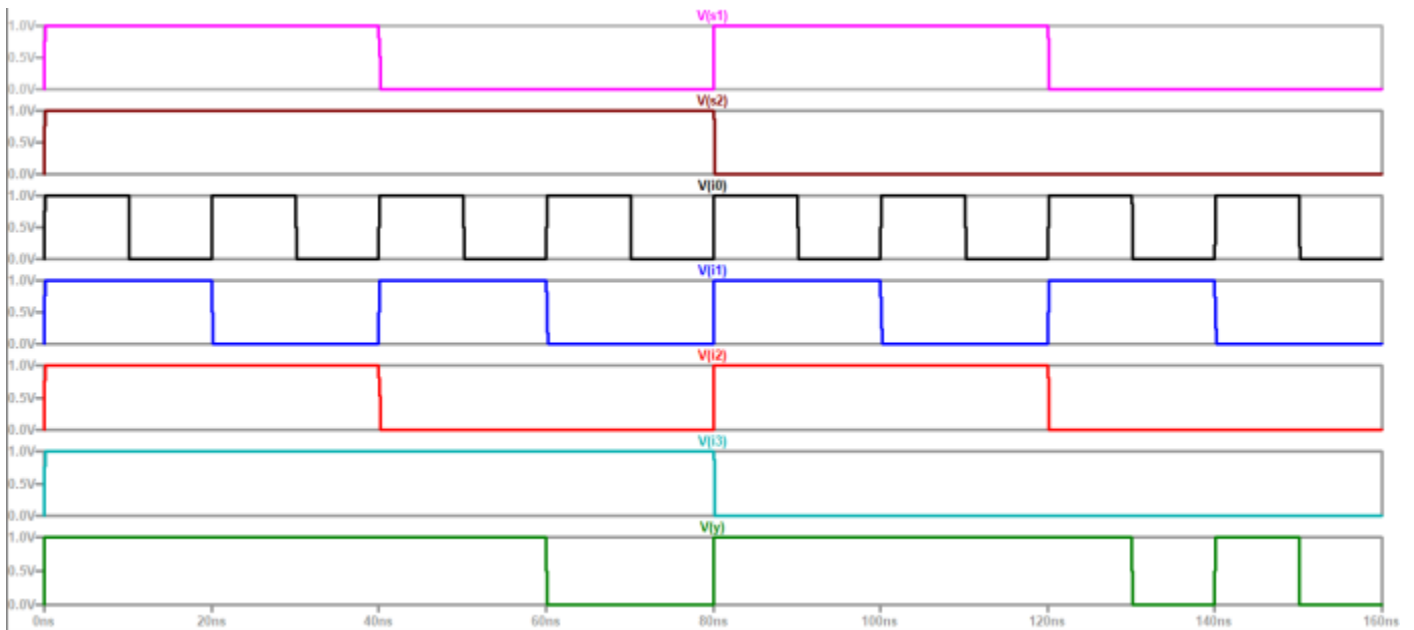
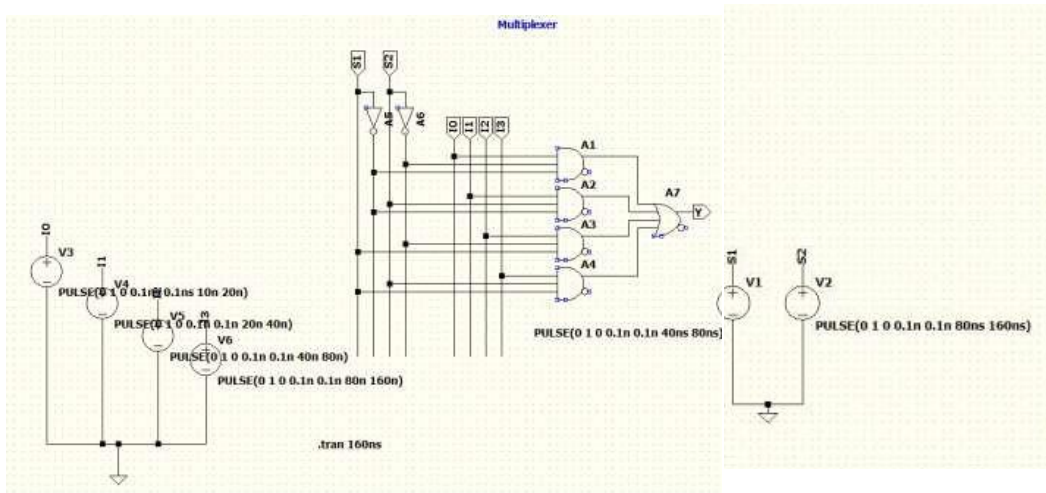
| A | B | SUM | CARRY |
|---|---|-----|-------|
| 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 |

Procedure

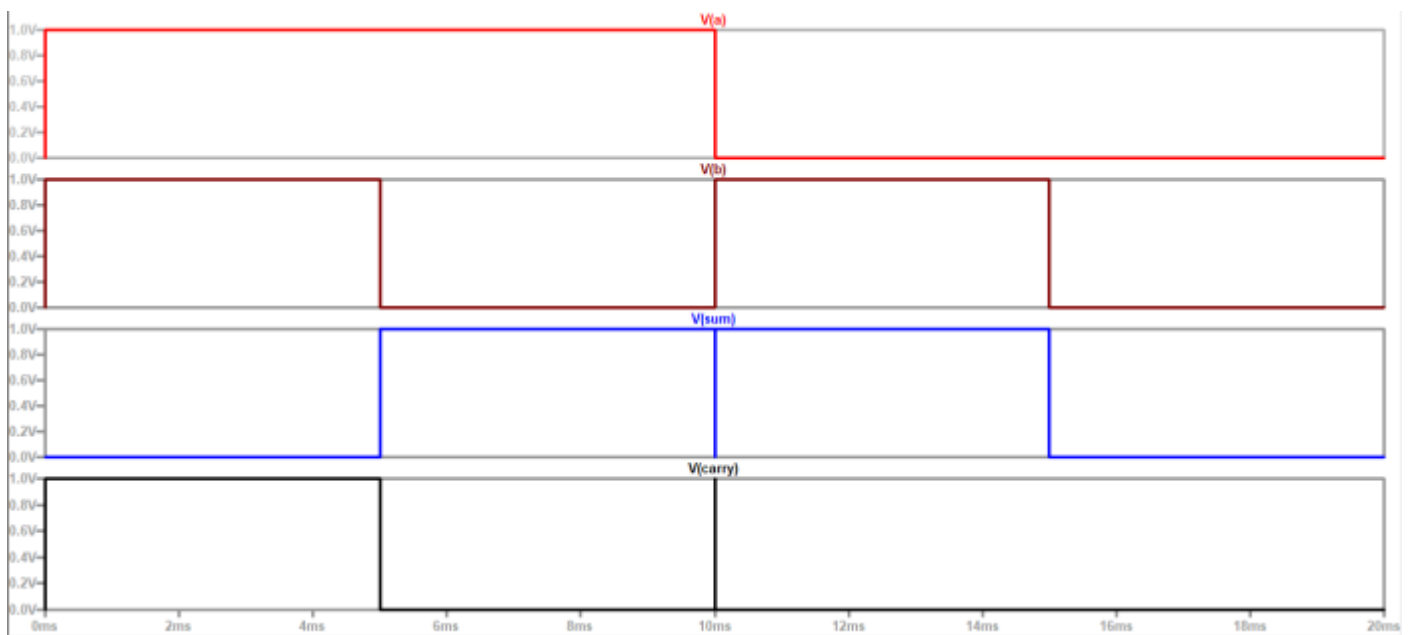
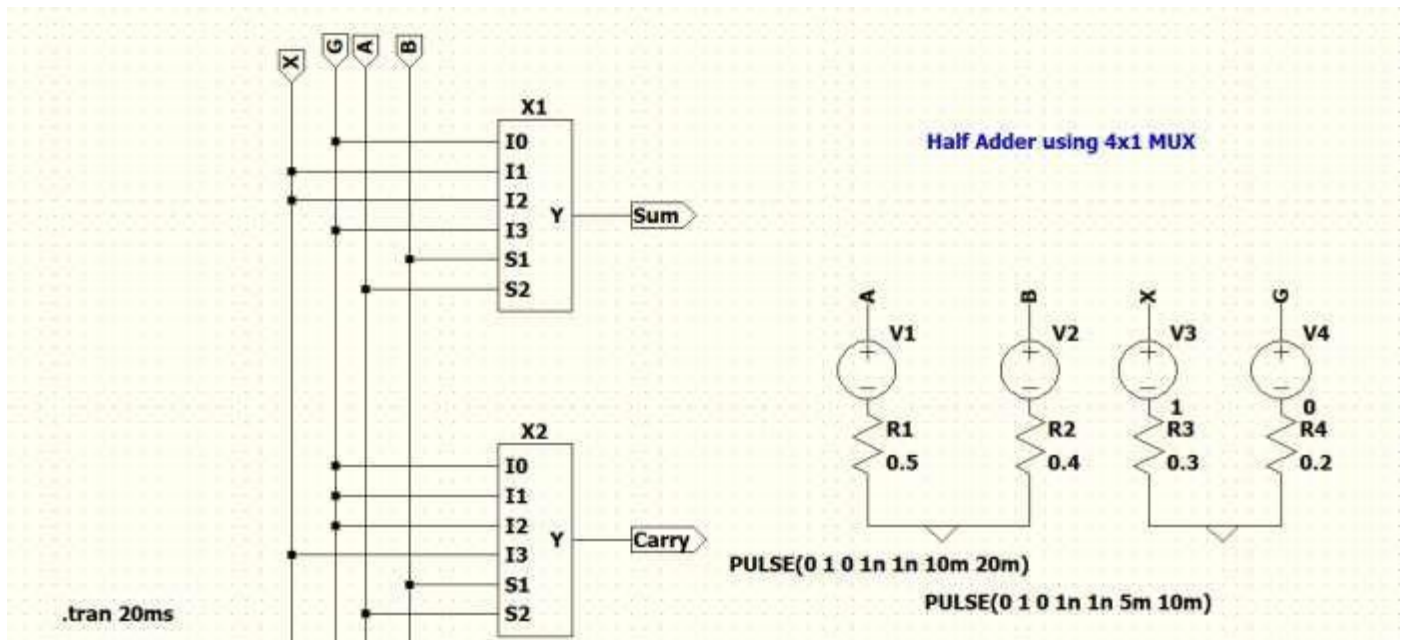
1. Open LTSpice.
2. Implement the circuit for 4x1 multiplexer and verify the output with its truth table.
3. Create a symbol for 4x1 mux.
4. Using the 4x1 mux, design a circuit for half adder.
5. Simulate and verify the output with its truth table.

LTSpice simulations and symbols

- Creating 4x1 mux symbol



- Designing half adder



Conclusions

Thus, a 4x1 multiplexer was designed on LTSpice using which a half adder is designed and implemented.