

GitHub Url: <https://github.com/Almo-o/Assembly-Programming/tree/main>

## Part 1: Logic Gates and Truth Tables

-3-Input AND gate.

A	B	C	A and B and C
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1

- AND gate feeds into OR gate

A	B	C	(A And B) Or C
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

2. Output would be 1

## Part 2: Boolean Algebra Simplification

$$- (A + A \cdot B)$$

$$A (1 + B)$$

$$A (1)$$

$$= A$$

$$- A \cdot (B + C) + B \cdot C$$

$$= A \cdot B + A \cdot C + B \cdot C$$

A	B	C	$A \cdot (B + C) + B \cdot C$	$A \cdot B + A \cdot C + B \cdot C$
0	0	0	0	0
0	0	1	0	0
0	1	0	0	0
0	1	1	1	1
1	0	0	0	0
1	0	1	1	1
1	1	0	1	1
1	1	1	1	1

## Part 3 - Karnaugh Maps and Minimization

	C/D				
A/B		00	01	11	10
	00	0	1	0	1
	01	0	0	0	0
	11	0	0	1	0
	10	0	0	0	0

$$= \text{inverse}(A \cdot B \cdot D) \cdot C + \text{Inverse}(A \cdot B \cdot C) \cdot D + ABCD$$

$$P0 = A0 \cdot B0$$

	B1/B0				
A1/A0		00	01	11	10
	00	0	0	0	0
	01	0	1	1	0
	11	0	1	1	0
	10	0	0	0	0

$$P1 = \text{Inverse}(A1) \cdot A0 \cdot B1 + A0 \cdot B1 \cdot \text{Inverse}(B0) + A1 \cdot \text{Inverse}(B1) \cdot B0 + A1 \cdot \text{Inverse}(B1) \cdot B0$$

	B1/B0				
A1/A0		00	01	11	10
	00	0	0	0	0
	01	0	0	1	1,1
	11	0	1	0	1
	10	0	1,1	1	0

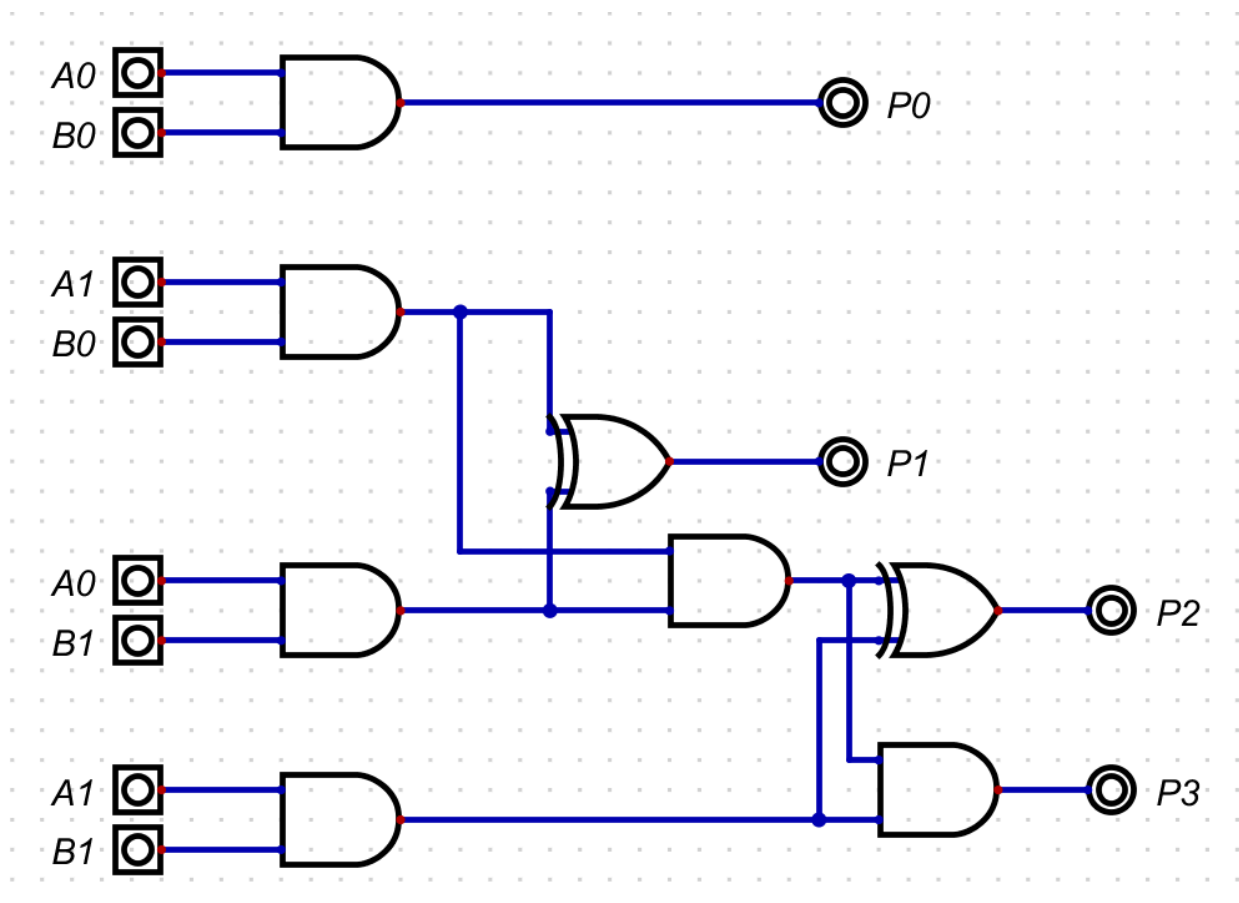
$$P2 = A1 \cdot B1 \cdot \text{Inverse}(B0) + A1 \cdot \text{Inverse}(A0) \cdot B1$$

	B1/B0				
A1/A0		00	01	11	10
	00	0	0	0	0
	01	0	0	0	0
	11	0	0	0	1
	10	0	0	1	1,1

$$P3 = A1.A0.B1.B0$$

	B1/B0				
A1/A0		00	01	11	10
	00	0	0	0	0
	01	0	0	0	0
	11	0	0	1	0
	10	0	0	0	0

## 2 - BIT MULTIPLIER



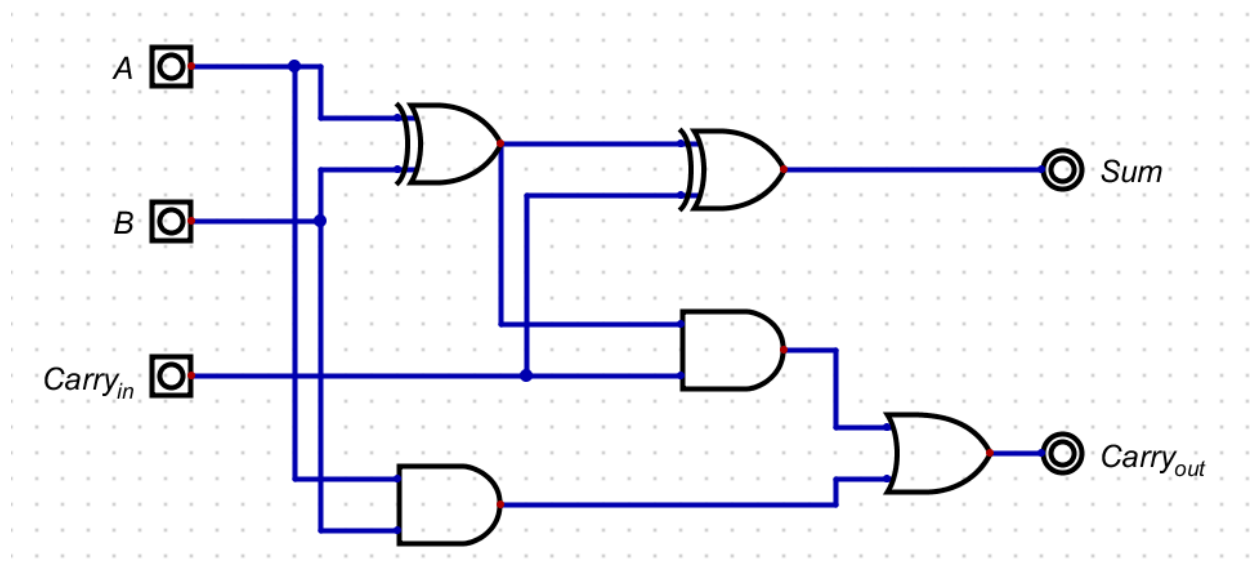
## 4-Bit Full Adder Implementation

Truth table for a full adder.

A	B	C in	Sum	Carry out
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

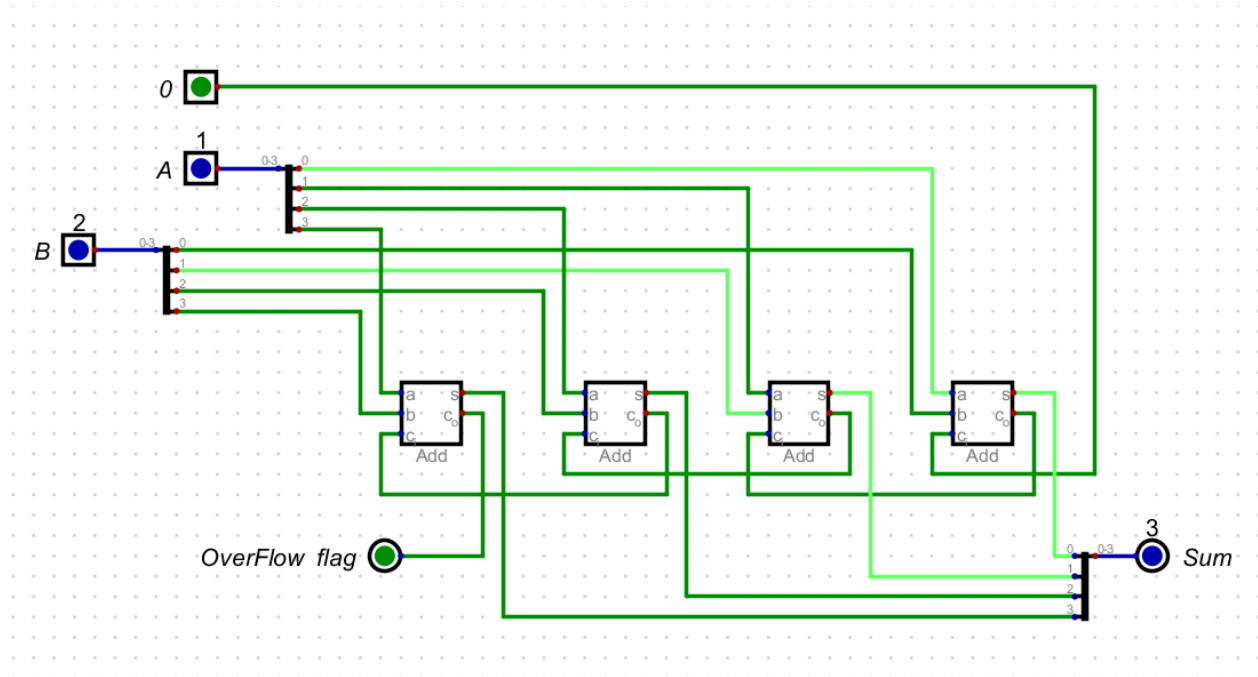
Boolean Expressions =>  $\text{Sum} = (A \text{ xor } B) \text{ xor } C_{\text{in}}$   
 $\text{Carry} = A.B + C_{\text{in}} . (A \text{ xor } B)$

### Single Bit Adder

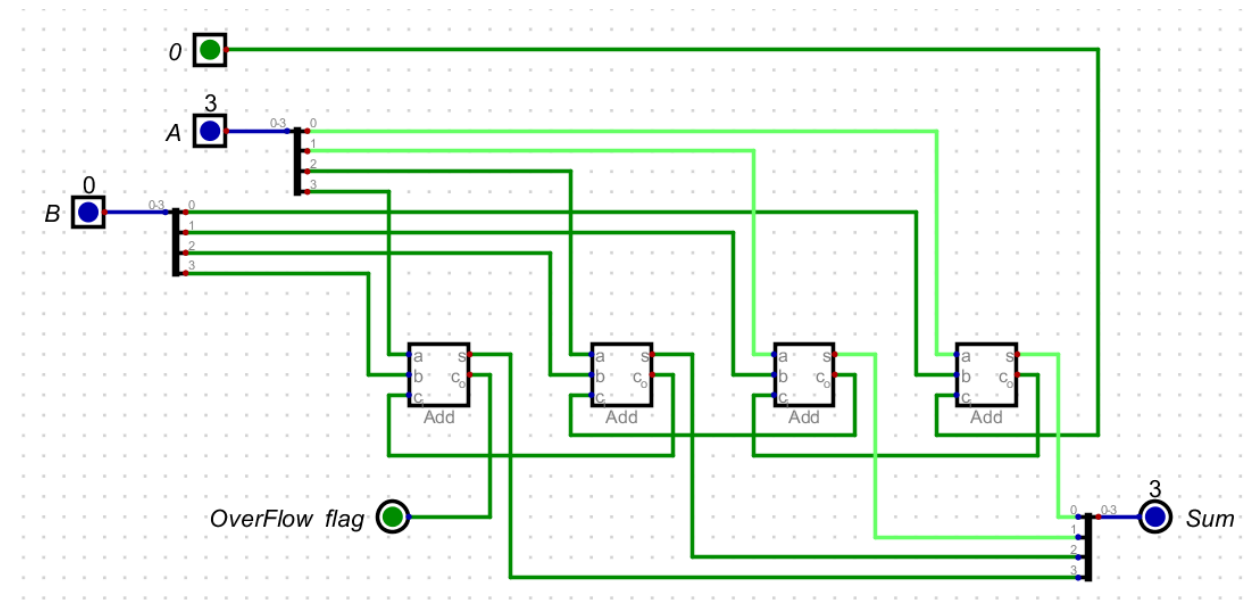


## 4-Bit Adder

Example 1)  $1 + 2 = 3$



Example 2)  $3 + 0 = 3$



Example 3)  $4 + 4 = 8$

