

GROUP - 07 The Numbers Mason

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Introduction

In the age of data and technology, our privacy presents itself to be vulnerable to the world. Most of the high end techs and infrastructure have a security system which saves our privacy from exploitation. If we cascade down to the most basic of the security system we might get ideas from where they originated. For instance, a combinational lock has been used as a first line of firewall for years. Old locks and safes use a certain combinatorial pattern that is known to the person who wants to access it and he can lock and unlock his assets according to his will keeping in mind a simple combinational pattern. The analog combinational lock can also be evolved to a digital combinational lock with certain GATEs. Which is quite easy to make. Following the sentences before we present a project where we create a combinational lock system with the help of the most basic gates, Dubbing the name **The Numbers Mason** (Electronic Combination Lock system).

Objective:

- To create a lock system using the most basic of Gates.
- Using the concept of Magnitude equator to make the lock.
- Discuss the variations that can be made with the basic idea .

Proposed Model

We are creating a project with the most basic of the gates. We are taking the inputs in BCD because in a lock we will be taking decimals as input for unit of the machinery. Also, we know that in BCD we can conceive values from 0-9. In our lock system we have a storage unit which will have a BCD code saved. Therefore, when the user will give an input in decimal that decimal number (0-9) will be converted into BCD. Then it will match if the saved code and the input code is same or not. If it is same then a true value is returned otherwise false value is returned. And as there are 4 numbers usually taken in analog combinational lock such as NNNN, we will be assembling total 4 units of the machinery to make the combinational pattern hard. Ergo, only the owner can unlock it.

Experimental Setup

Components:

- Proteus Software
- XOR Gate
- AND Gate
- OR Gate

- NOT Gate
- Logic States
- Logic Probes

Circuit Diagram:

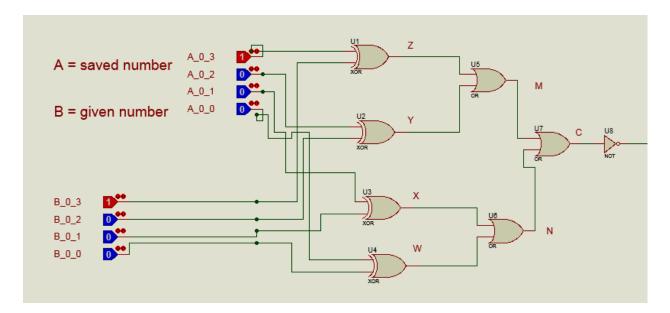


Figure 1: Basic diagram of the lock system

Results and Analysis

In this case, the stored digits(A) are 0001 and the input(B) given by a user is also 0001. So, practically, this should unlock the combinational lock. The process of figuring out whether the stored and input values match or not is determined like so:

Stored Value	Value
$A_{-}0_{-}0$	0
A_0_1	0
A_0_2	0
A_0_3	1

User Input	Value
B_0_0	0
B_0_1	0
B_0_2	0
B_0_3	1

The values for the stored and inputs are fed accordingly into **XOR Gates** where their outputs are as the following:

$A_{-}0_{-}0$	B00	\mathbf{W}
0	0	0

$\mathbf{A}_{-}0_{-}2$	\mathbf{B}_0_2	$ \mathbf{Y} $
0	0	0

$A_{-}0_{-}1$	B01	X
0	0	0

A_0_3	B_0_3	\mathbf{Z}
1	1	0

The outputs from the XOR gates are then, fed into **OR Gates** like so:

\mathbf{W}	X	N
0	0	0

Y	\mathbf{Z}	\mathbf{M}
0	0	0

Then, the two outpus are input into another **OR** Gate,

${f M}$	${f N}$	\mathbf{C}
0	0	0

Finally, the output from the last **OR Gate** is fed into a **NOT Gate** that determines whether the lock has been unlocked or not where an output of "1" indicates the combinational lock has been unlocked and "0" indicates it has not been unlocked.

C	NOT Gate
0	1

Here, the final output from the **NOT Gate** is "1" which indicates that the stored digits and the user input digits are matching. However, if there is any difference between the input and the stored values, one of the **XOR Gates** will have an output of "1" that at the end will change the output of the final **OR Gate** to "1". After this value is fed into the final **NOT Gate**, the final output will become "0" which means the lock has not been unlocked.

The system can be expanded to accommodate even more digits by feeding each output from the **NOT Gates** into several **AND Gates** where the output will remain similar. This is recreated in our Proteus Project file where we combined four individual systems into one single **Combinational Lock**.

Conclusion

In this project we have tried to illustrate a 4 digit combinational lock system and if someone wants to input more than 4 digits, it is not possible. Therefore, it can be told that this project is not feasible and also should be used only as a prototype.