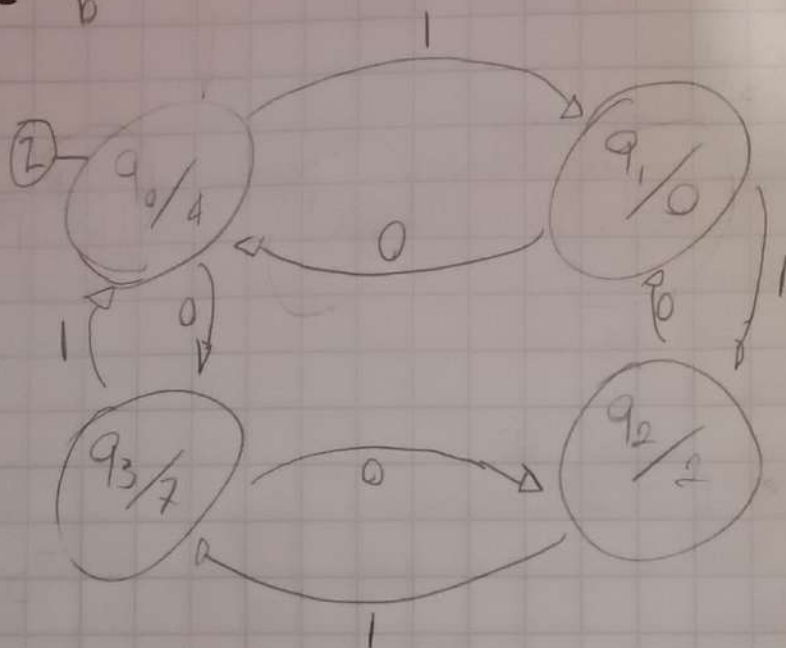


Examen DSD 2do Parcial

- 1- c, d
- 2- b
- 3- b, c, d
- 4- b
- 5- b

11)



Q	Q ₊	L	Salida	D ₁	D ₀
0 0	0 1	1	1 0 0	0	1
0 1	1 0	1	0 0 0	1	0
1 0	1 1	1	0 1 0	1	1
1 1	0 0	1	1 1 1	0	0
0 0	1 1	0	1 1 1	1	1
1 1	1 0	0	0 1 0	1	0
1 0	0 1	0	0 0 0	0	1
0 1	0 0	0	1 0 0	0	0

Q ₁ Q ₀	L	
	0	1
00	1	0
01	0	1
11	1	0
10	0	1

$$D_1 = \bar{Q}_1 \bar{Q}_0 \bar{L} + \bar{Q}_1 Q_0 L + Q_1 Q_0 L + Q_1 \bar{Q}_0 L$$

D ₀ Q ₀ Q ₁	L	
	0	1
00	1	1
01		
11		
10	1	1

$$D_0 = \bar{Q}_0$$

11)

Process (CLK, CLR)

begin

if (CLR = '1') then

Salida <= '100'

elsif (rising-edge (CLK)) then

case Salida is

when "100" =>

if (L = '1') then

Salida <= "000"

else

Salida <= "111"

end if;

when "000" =>

if (L = '1') then

Salida <= "010"

else

Salida <= "100";

end if;

when "010" =>

if (L = '1') then

Salida <= "111";

else

Salida <= "000";

end if;

when "111" =>

if (L = '1') then

Salida <= "100";

else

Salida <= "010";

when others => Salida <= "___"

end case;

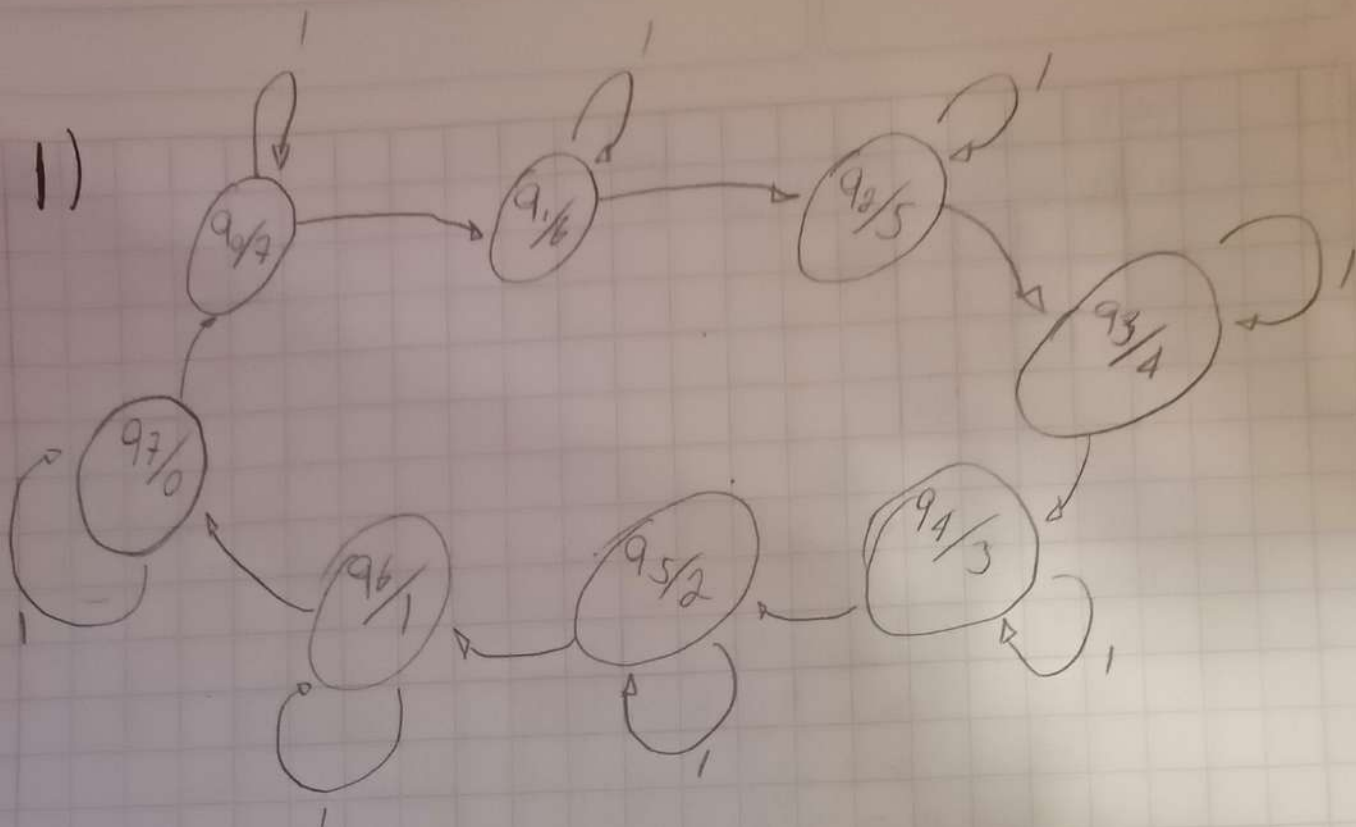
end if;

end Process

* También se
podieron haber
utilizado las
ecuaciones obtenidas
previamente para Q

Scribe

1)



Q	Q ₊	E	T ₂	T ₁	T ₀
0 0 0	0 0 1	0			
0 0 1	0 1 0	0			
0 1 0	0 1 1	0			
0 1 1	1 0 0	0			
1 0 0	1 0 1	0			
1 0 1	1 1 0	0			
1 1 0	1 1 1	0			
1 1 1	0 0 0	0			
0 0 0	0 0 0	1			
0 0 1	0 0 1	1			
0 1 0	0 1 0	1			
0 1 1	0 1 1	1			
1 0 0	1 0 0	1			
1 0 1	1 0 1	1			
1 1 0	1 1 0	1			
1 1 1	1 1 1	1			

T ₂ \ Q ₂ Q ₁	00	01	11	10
00				
01			1	
11			1	
10				

$$T_2 = Q_1 Q_0 \bar{E}$$

T ₁ \ Q ₂ Q ₁	00	01	11	10
00				1
01				1
11				1
10				1

$$T_1 = Q_0 \bar{E}$$

1) T_0

Q ₃	Q ₂	Q ₁ E			
		00	01	11	10
00		1			1
01		1			1
11		1			1
10		1			1

$T_0 = \bar{E}$

Process (clk, clr)

begin

if (clr = '1') then

q ≤ "111";

elsif (rising_edge(clk)) then

if (e = '1') then

q ≤ q;

else

q ≤ q - 1;

end if;

end if;

end Process;

* Necesita libreria de operaciones aritmeticas

1111

2

$q_0 / 1110$

$q_1 / 1101$

$q_3 / 0111$

$q_2 / 1011$

$$D_3 = Q_2$$

$$D_2 = Q_1$$

$$D_1 = Q_0$$

$$D_0 = Q_3$$

Q				Q+				D ₃	D ₂	D ₁	D ₀
1	1	1	0	1	1	0	1	1	1	0	1
1	1	0	1	1	0	1	1	1	0	1	1
1	0	1	1	0	1	1	1	0	1	1	1
0	1	1	1	1	1	1	0	1	1	1	0

D₃

Q ₃ Q ₂		Q ₁ Q ₀			
		00	01	11	10
Q ₃ Q ₂	00				
	01			1	
	11		1		1
	10			0	

D₂

Q ₃ Q ₂		Q ₁ Q ₀			
		00	01	11	10
Q ₃ Q ₂	00				
	01			1	
	11		0		1
	10			1	

D₁

Q ₃ Q ₂		Q ₁ Q ₀			
		00	01	11	10
Q ₃ Q ₂	00				
	01			1	
	11		1		0
	10			1	

D₀

Q ₃ Q ₂		Q ₁ Q ₀			
		00	01	11	10
Q ₃ Q ₂	00				
	01			0	
	11		1		1
	10			1	

111)

Process (clk, clr)

begin

if (clr = '1') then

Salida <= "1110",

else, (rising_edge(clk)) then

Salida <= to_stdlog2vector(to_integer

vector(Salida) rol 1;

end if;

end Process;

* Es necesario el casteo
antes de poder utilizar rol