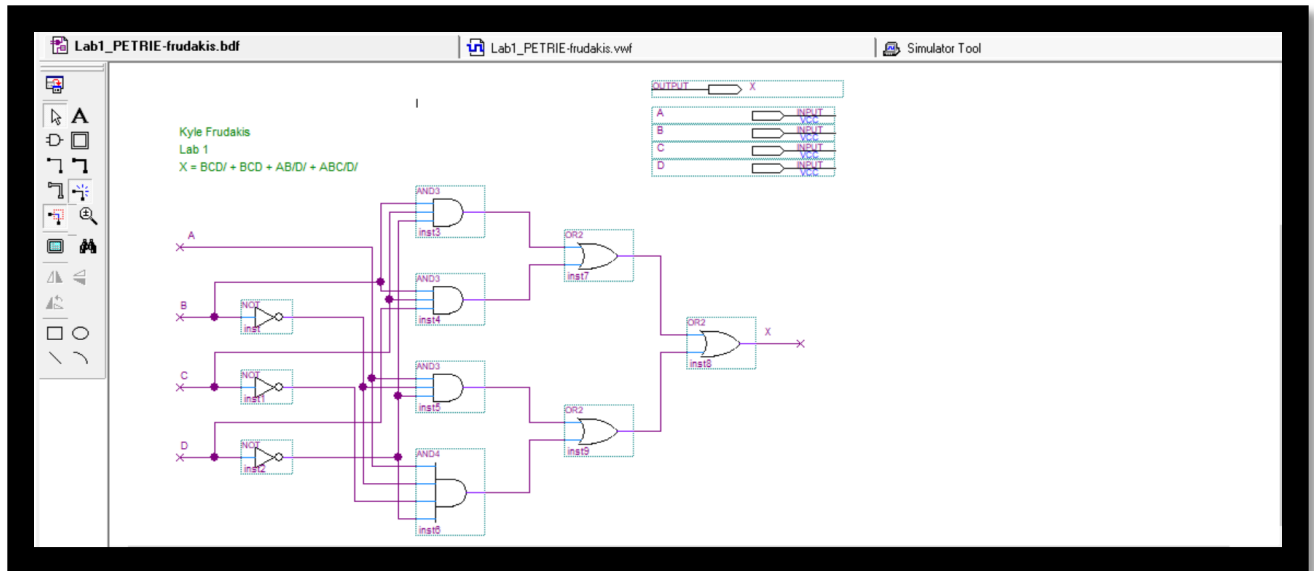


Kyle Frudakis

Logic and
Design

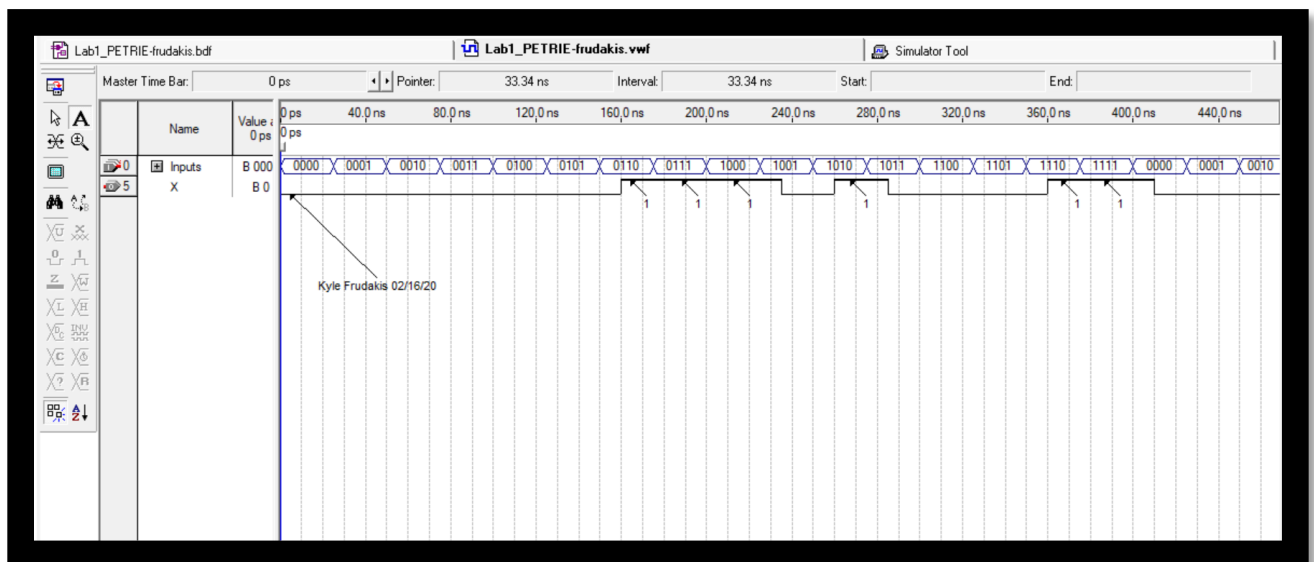
Lab 1

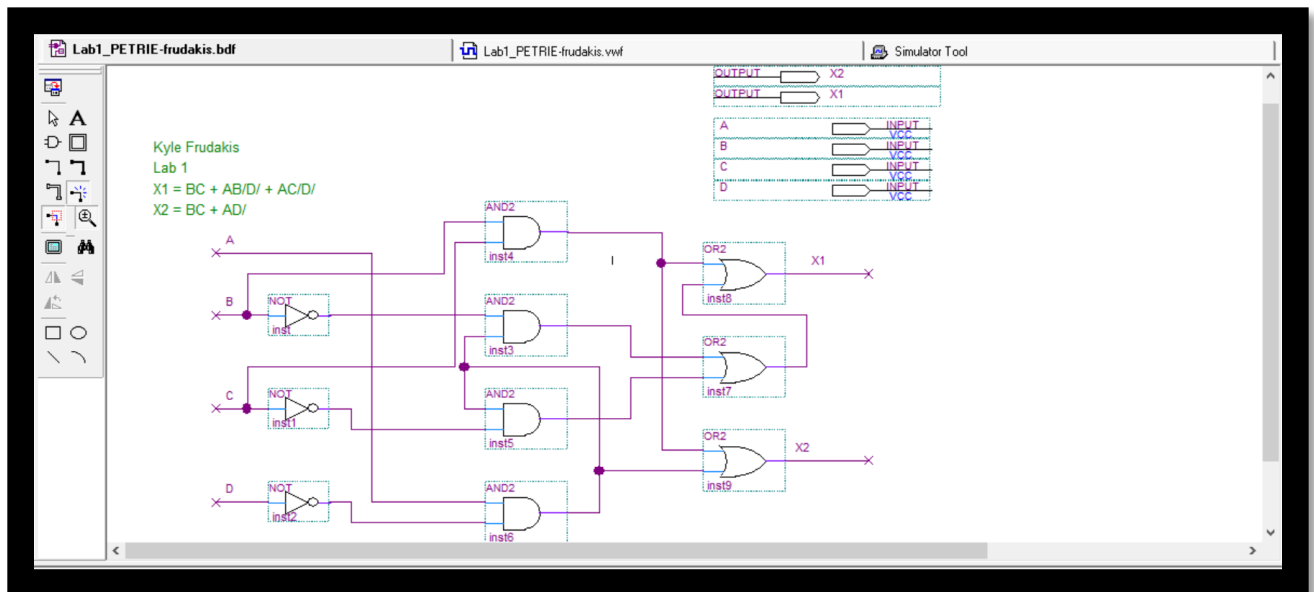
Quartus II



This circuit was the first attempt. There is a lot of cluttered wires at the beginning. I realized that the equation could be simplified.

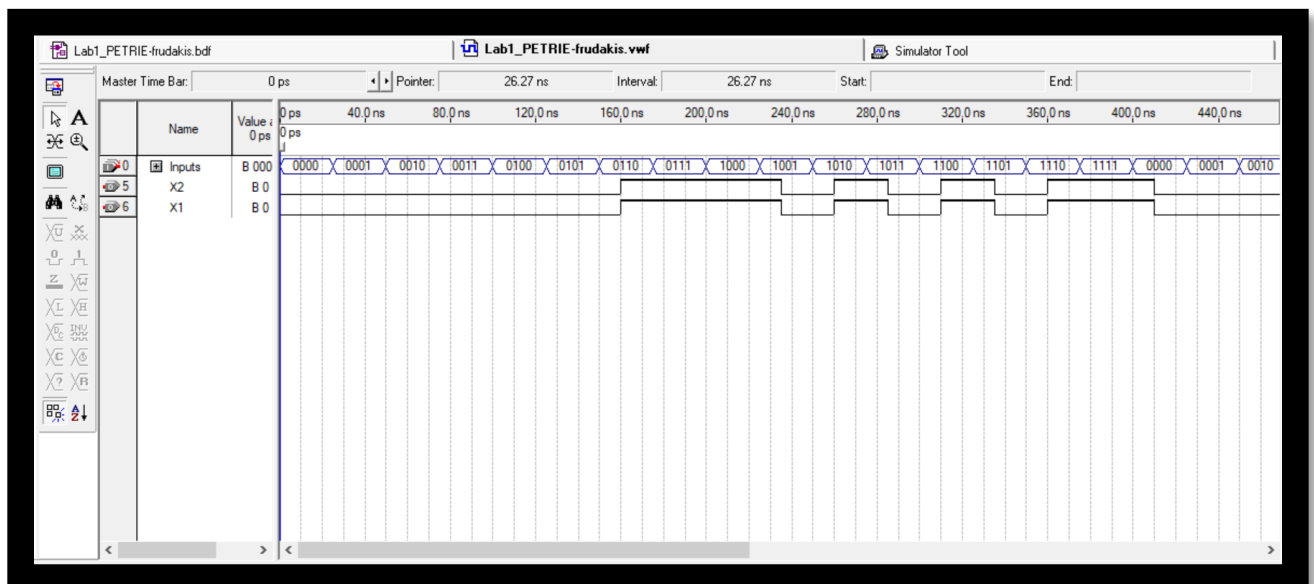
Here is the Vector Wave form of the circuit above. It shows that the circuit gave the outputs that I wanted to get.

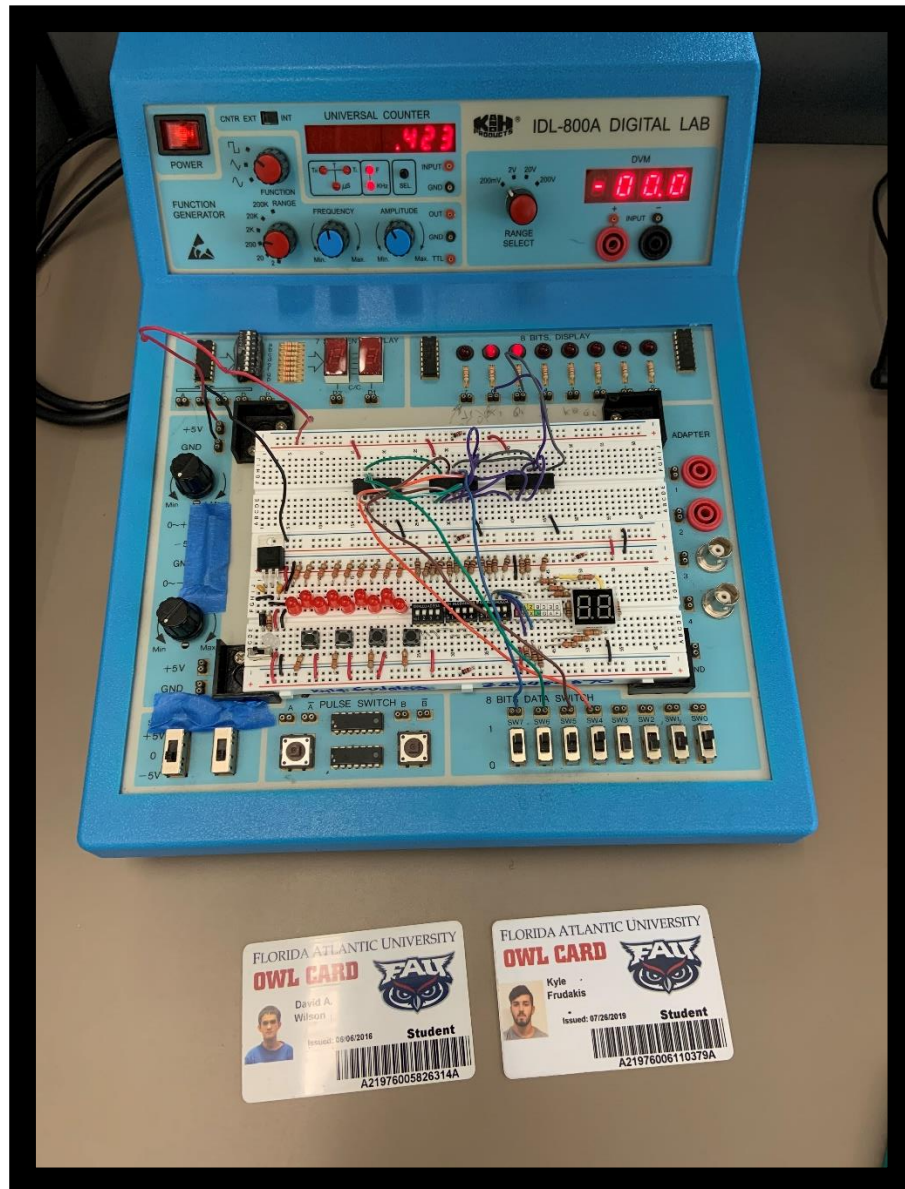




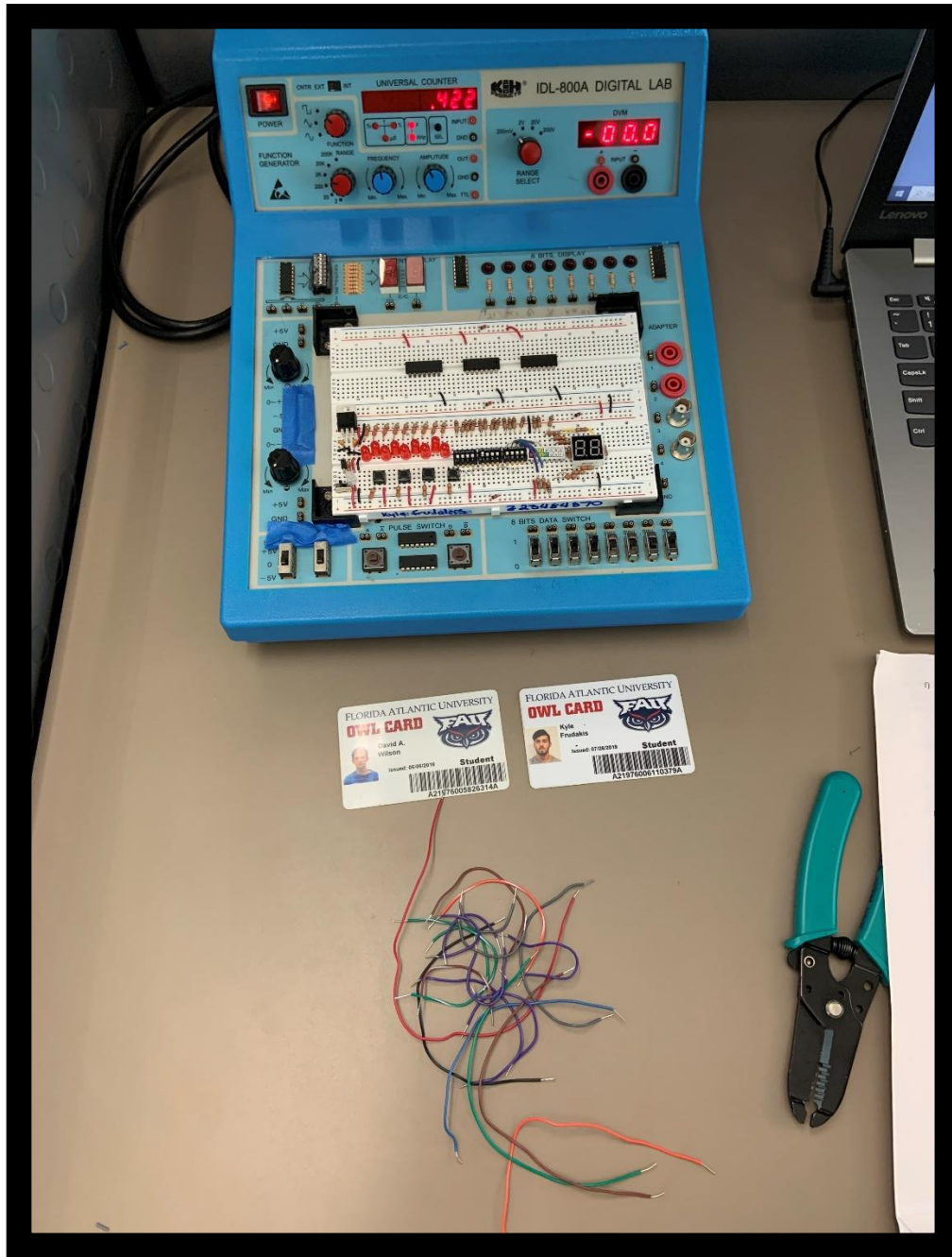
This is the simplified version of the circuit.
The wires are easier to follow.

It is clear to see that the same results appear even
after some simplification.

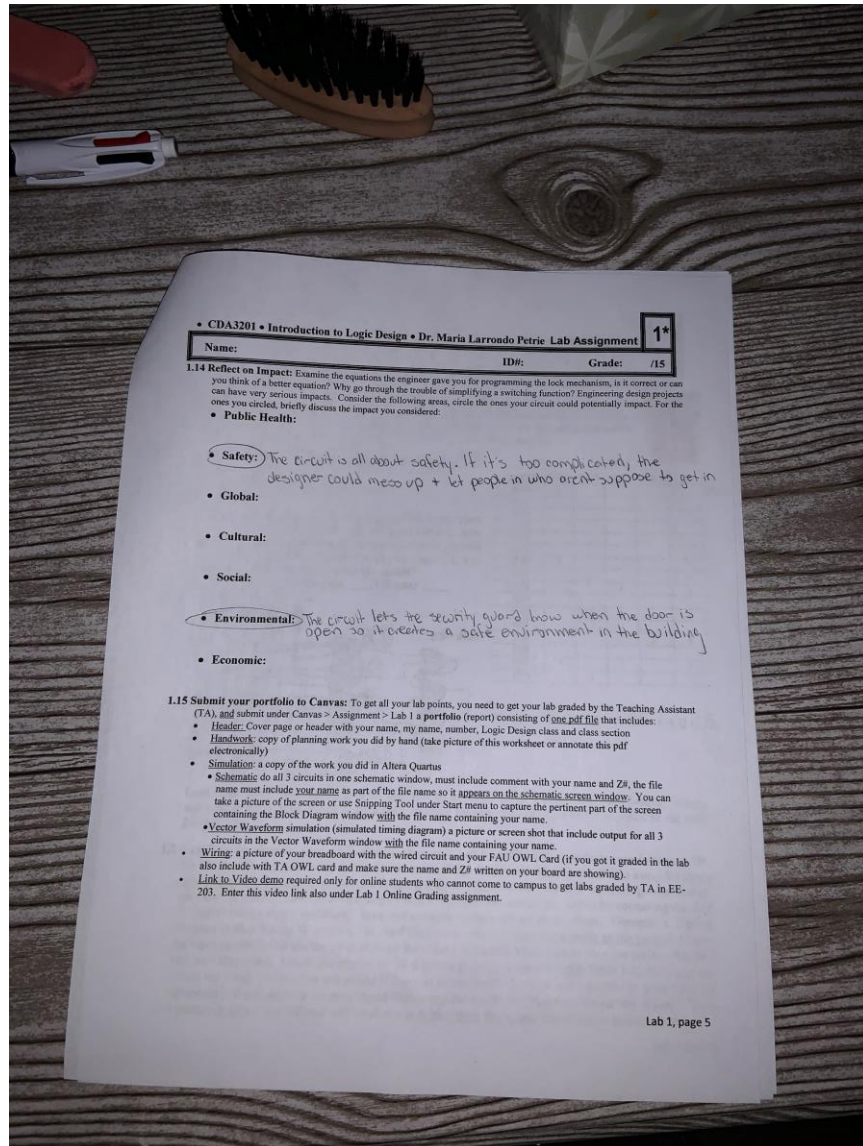




Here is a picture of the breadboard with the wires still in place. Note that this version is the simplified version in order to save wire and chips. The inputs are in the bottom right side of the board and the outputs are located at the top right. Two lights are on to give an example of a working situation.



A picture of the breadboard is located above. I utilized only three chips as the bear minimum I needed. If I were to design the board with the original equation, I would need an “AND” chip with four inputs. Chips like that are more expensive and a waste of money for a project like this.



These last five pictures are of my handwritten work. They provide the circuit designing of both version of my circuit as well as their truth tables. A layout of how the wires are to be put around the chips for both examples are within my handwritten work.