# CSC258: Computer Organization

Lab 1

## Preparing for Lab 1

- Experience is the best teacher.
  - Preparing a design.
  - Implementing your design.
  - Debugging the circuit.

> In-Lab

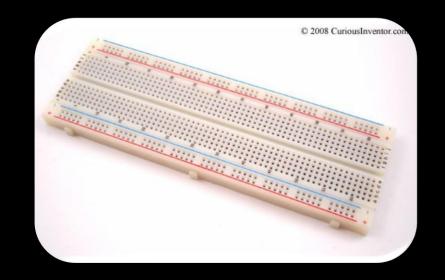
## Equipment

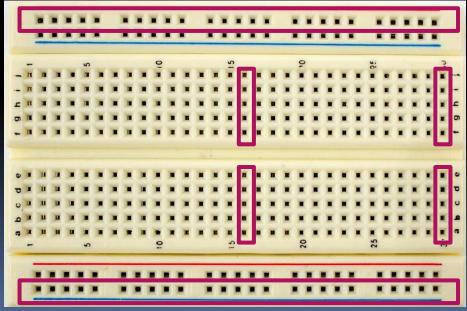
- Breadboard
- Wires
- Gates



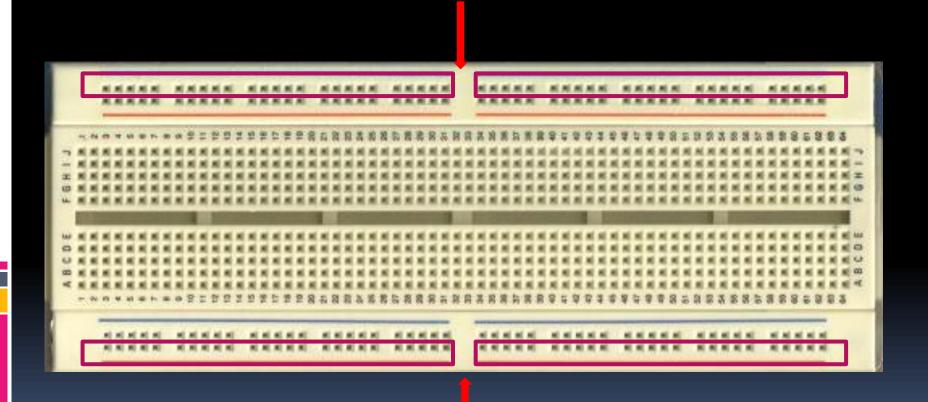
### Breadboard

- The standard working area for connecting digital components together.
- Red and blue horizontal rows at top and bottom are connected.
- Columns in middle sections are connected.





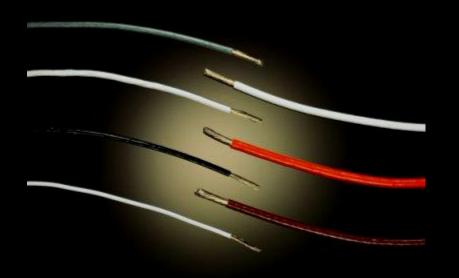
## Breadboard - Caution

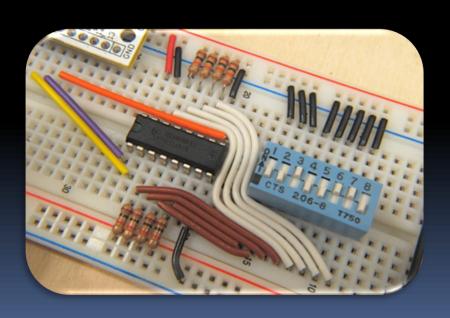


No connection here!

#### Wires

- Use this to connect different components together.
- Use the pre-cut wires whenever possible.
- Learn how to strip the coating off the end of a wire.

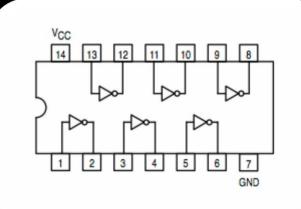




#### Gates

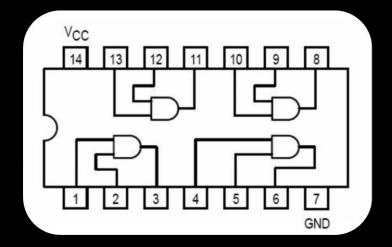
- IC chips will be supplied, which contain individual gates that you will use to create circuits.
- Example: 74LS04 (NOT)
  - Notch at one end helps determine alignment.
  - Sometimes a dot at pin #1.
  - V<sub>cc</sub> and GND always have to be connected to the power source and the ground, respectively.



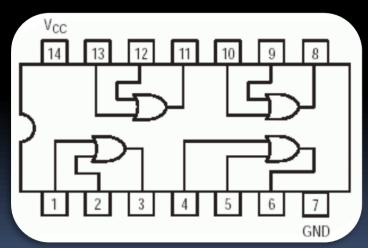


## Other Gates

■ 74LS08 (AND)



■ 74LS32 (OR)



## Pre-lab report

- Should include the following:
  - Lab number and title
  - Student info (last name, first name, student #)
  - Exercise parts
    - Each in its own clearly-labeled section.
    - Provide the calculations (if applicable).
    - Illustrate the solution (including pin labels).
  - Be neat.
- Both students in a team must fully understand and be able to explain everything in the pre-lab report.

## Teaching Labs accounts

- Part III of the lab requires you to have active ECF account
- Activate your ECF account ASAP
  - https://ssl.ecf.utoronto.ca/ecf/weblogin/service s/agree
  - Need to agree to the terms and conditions of use, then set an initial password
  - If you encounter issues, see
     <a href="http://www.undergrad.engineering.utoronto.ca/">http://www.undergrad.engineering.utoronto.ca/</a>
     <a href="https://www.undergrad.engineering.utoronto.ca/">Student Life/Engineering Computing Facility/ECFHelp.htm</a>

## Boolean expression notation

- AND operations are denoted in these expressions by the multiplication symbol.
  - e.g.  $A \cdot B \cdot C = A * B * C = ABC = A \wedge B \wedge C = A \& B \& C$
- OR operations are denoted by the addition symbol.
  - e.g.  $A+B+C = A \lor B \lor C = A \mid B \mid C$
- NOT is denoted by multiple symbols.
  - e.g.  $\neg A = A' = \overline{A} = !A = \sim A$
- XOR
  - e.g.  $A \oplus B = A \wedge B$  (CAUTION! This is XOR in Verilog, different from the  $\land$  symbol above)

#### Exercise #1

- Given inputs A, B and C:
  - Draw the diagram for AB:

Draw the diagram for AC:

• Draw the diagram for AB +  $\overline{AC}$ :

## Exercise #2

- Design a circuit that has two inputs (x and y) and one output (f) that functions in the following way:
  - the function f is false (0) when x and y are the same.
  - the function f is true (1) when they are different.

#### Exercise #3

- Design a circuit with three inputs (a, b, and c) and three outputs (f1, f2, and f3).
  - The first output (f1) should be true (1) whenever all three of the inputs are low.
  - The second output (£2) should be true (1) whenever exactly two of the inputs are high.
  - The third output (f3) should be true (1) whenever the number of high inputs is odd.
  - In all other cases, the outputs should be false (0).

## Things to note

- This will be the shortest lab you do in the course. ©
- Whenever possible, use the tools and bring in a printed pre-lab report.
- Try to come up with the smallest circuits possible.
  - How do you reduce a complex circuit?
  - Think back to Boolean algebra axioms!
  - Simple reasoning helps as well ©

#### In lab

- Respect the rules!
  - Positively no food or drinks!
    - If you need to drink, step out of the lab
      - There are water fountains by the south side washrooms
  - Clean up your workstation once you're done
- Time management is important
  - If you find yourself spending too much time on one part, you may be doing something wrong
    - Use TAs help
    - TAs are there to <u>help</u> you solve the problems, NOT to solve them for you