# Eletrônica digital

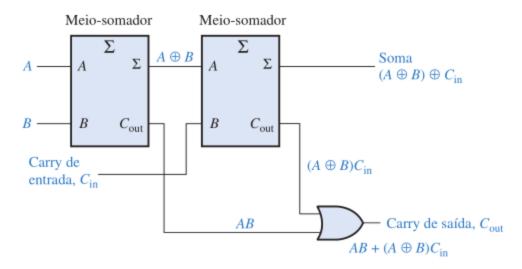
Funções de lógica digital

## Introdução

- Circuitos lógicos combinacionais podem ser projetados usando álgebra booleana
- Somadores, comparadores, decodificadores, codificadores, conversores de código, multiplexadores, demultiplexadores e geradores/verificadores de paridade
- Existem CI de função fixa que realizam as mesmas operações

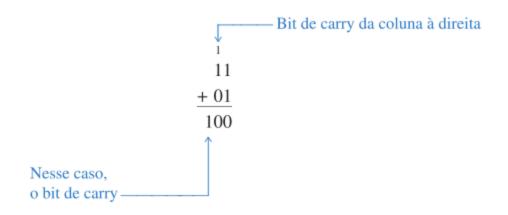
#### Somador

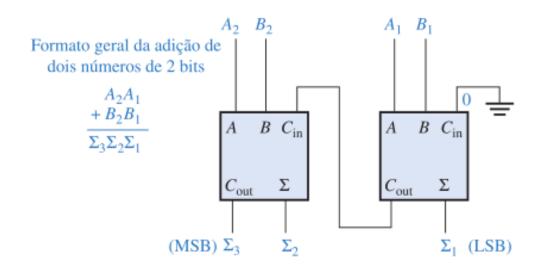
- Meio somador (half adder)
- Somador completo (full adder)



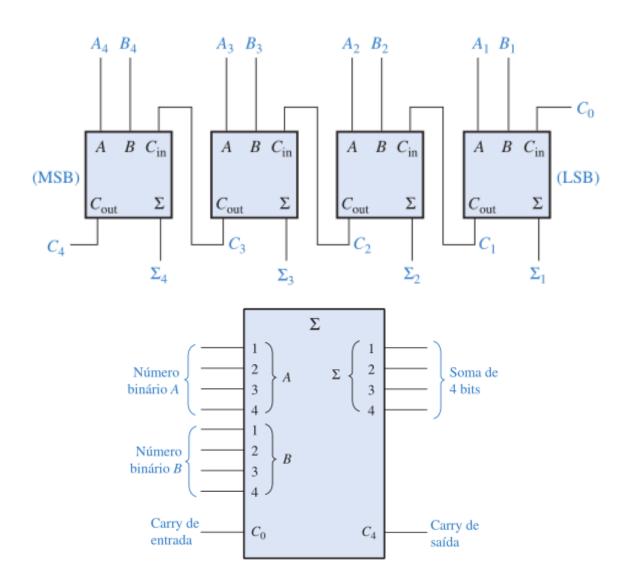
(a) Associação de dois meio-somadores para construir um somador-completo.

## Somador paralelo

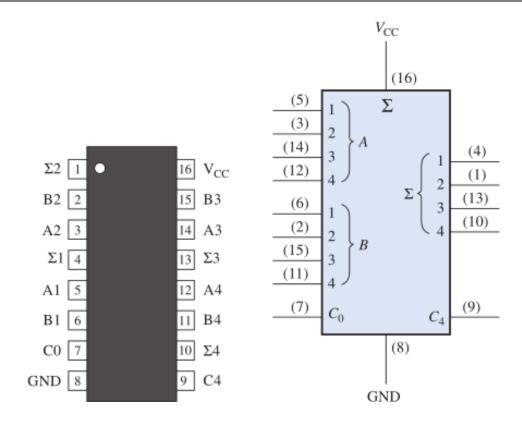




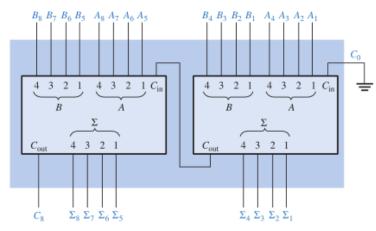
## Somador paralelo de 4 bits



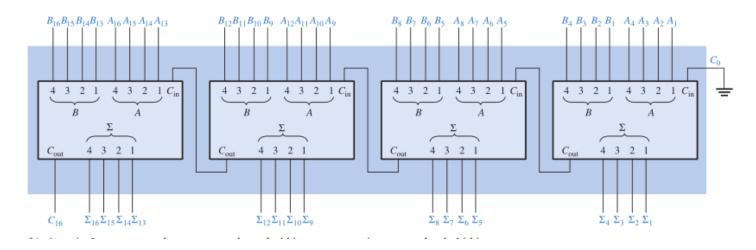
#### Somador paralelo de 4 bits (74LS283)



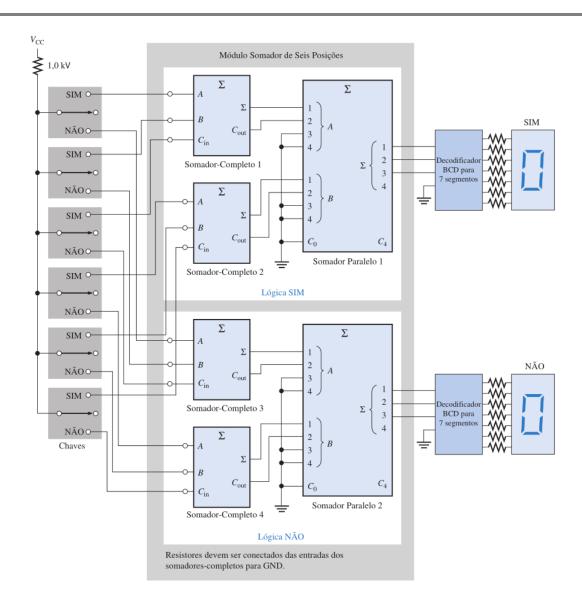
### Expansão de um somador



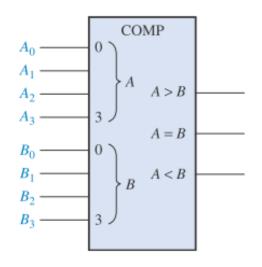
(a) Associação em cascata de dois somadores de 4 bits para construir um somador de 8 bits.

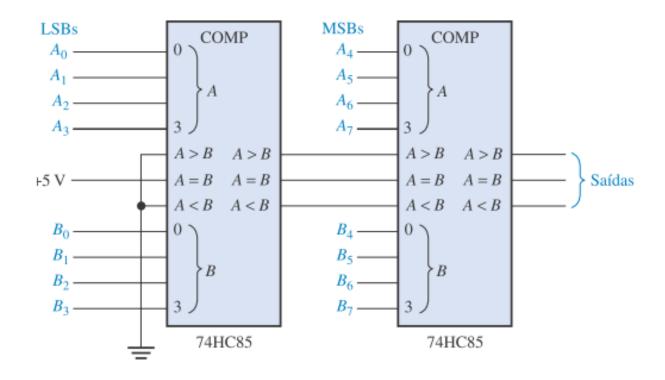


#### Expansão de um somador

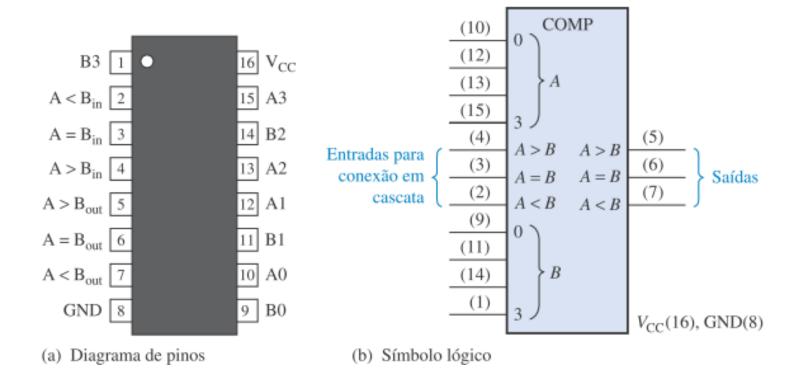


## Comparador

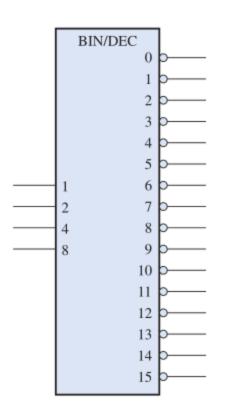




#### Comparador 74HC85

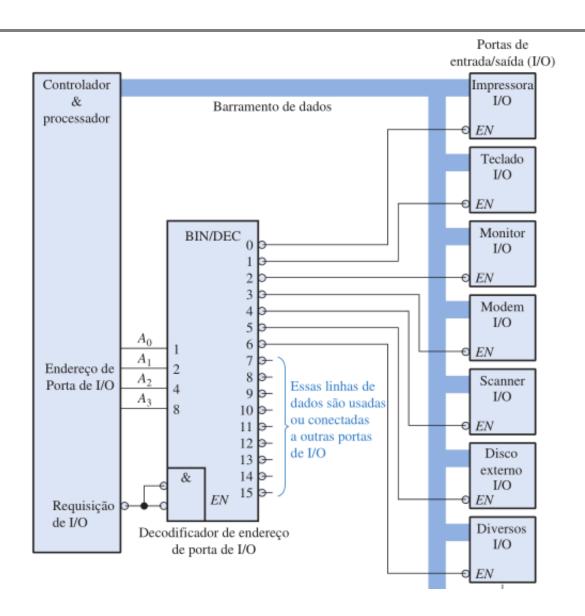


#### Decodificador

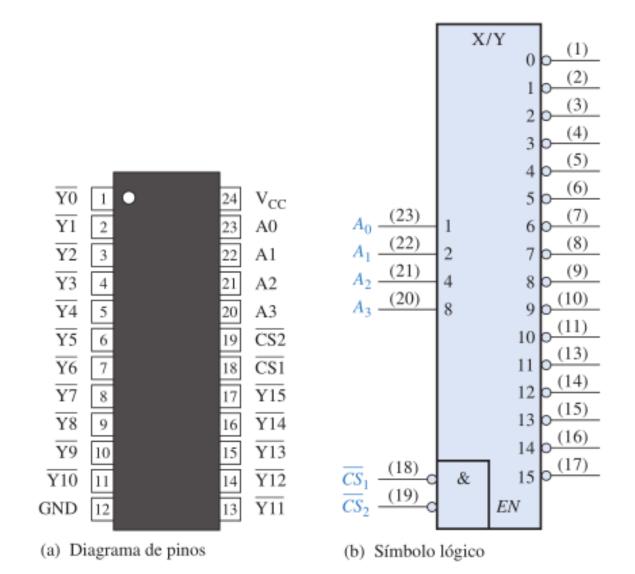


DÍGITO DECIMAL	ENTF A <sub>3</sub>	ADAS	BIN.	ÁRIAS A ₀	FUNÇÃO DE DECODIFICAÇÃO	0	1	2	3	4	5	6	7	SAÍD. 8	AS 9	10	11	12	13	14	15
0	0	0	0	0	$\overline{A}_3\overline{A}_2\overline{A}_1\overline{A}_0$	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	0	0	0	1	$\overline{A}_3\overline{A}_2\overline{A}_1A_0$	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	0	0	1	0	$\overline{A}_3\overline{A}_2A_1\overline{A}_0$	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1
3	0	0	1	1	$\overline{A}_3\overline{A}_2A_1A_0$	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1	1
4	0	1	0	0	$\overline{A}_3 A_2 \overline{A}_1 \overline{A}_0$	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1	1
5	0	1	0	1	$\overline{A}_3 A_2 \overline{A}_1 A_0$	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1	1
6	0	1	1	0	$\overline{A}_3 A_2 A_1 \overline{A}_0$	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1	1
7	0	1	1	1	$\overline{A}_3A_2A_1A_0$	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1	1
8	1	0	0	0	$A_3\overline{A}_2\overline{A}_1\overline{A}_0$	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1	1
9	1	0	0	1	$A_3\overline{A}_2\overline{A}_1A_0$	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1	1
10	1	0	1	0	$A_3\overline{A}_2A_1\overline{A}_0$	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1
11	1	0	1	1	$A_3\overline{A}_2A_1A_0$	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1
12	1	1	0	0	$A_3A_2\overline{A}_1\overline{A}_0$	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1
13	1	1	0	1	$A_3A_2\overline{A}_1A_0$	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1	1
14	1	1	1	0	$A_3A_2A_1\overline{A}_0$	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0	1
15	1	1	1	1	$A_3A_2A_1A_0$	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	0

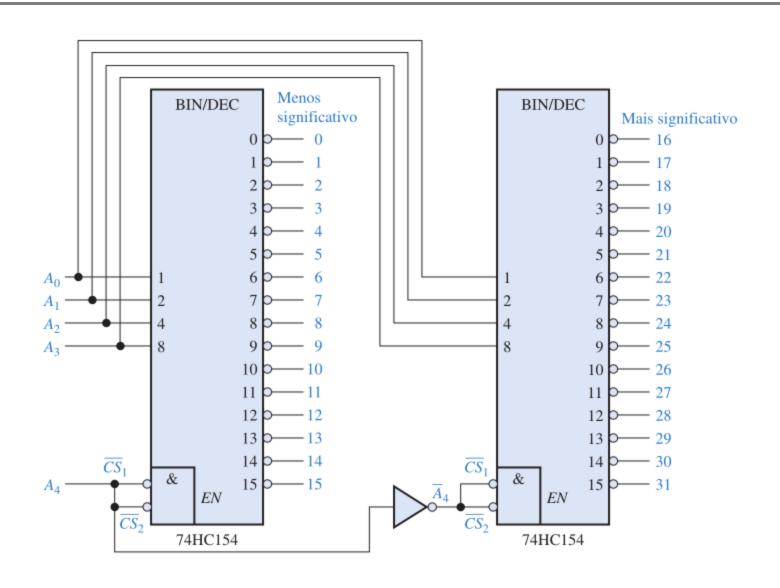
#### Decodificador



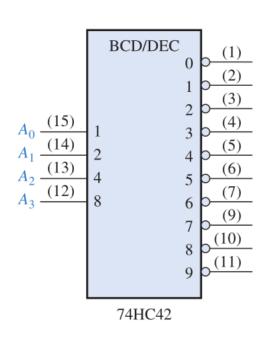
#### Decodificador 74HC154



#### Decodificador 74HC154

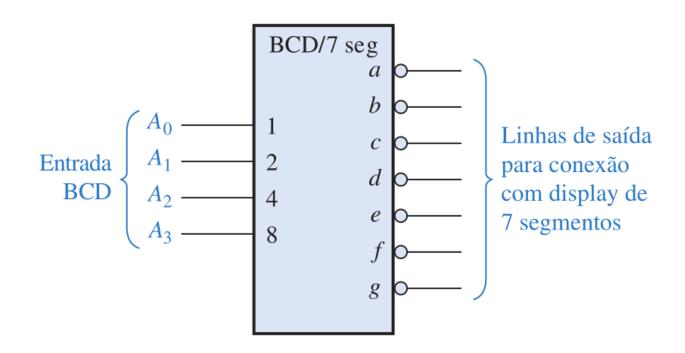


### Decodificador BCD para Decimal

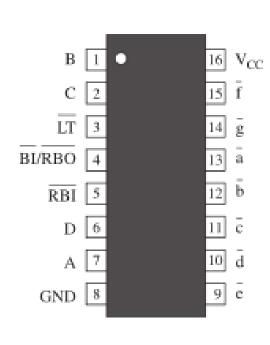


DÍGITO DECIMAL	A <sub>3</sub>	CÕDIG A <sub>2</sub>	O BCD A <sub>I</sub>	A <sub>o</sub>	FUNÇÃO DE DECODIFICAÇÃO
0	0	0	0	0	$\overline{A}_3\overline{A}_2\overline{A}_1\overline{A}_0$
1	0	0	0	1	$\overline{A}_3\overline{A}_2\overline{A}_1A_0$
2	0	0	1	0	$\overline{A}_3\overline{A}_2A_1\overline{A}_0$
3	0	0	1	1	$\overline{A}_3\overline{A}_2A_1A_0$
4	0	1	0	0	$\overline{A}_3 A_2 \overline{A}_1 \overline{A}_0$
5	0	1	0	1	$\overline{A}_3 A_2 \overline{A}_1 A_0$
6	0	1	1	0	$\overline{A}_3 A_2 A_1 \overline{A}_0$
7	0	1	1	1	$\overline{A}_3 A_2 A_1 A_0$
8	1	0	0	0	$A_3\overline{A}_2\overline{A}_1\overline{A}_0$
9	1	0	0	1	$A_3\overline{A}_2\overline{A}_1A_0$

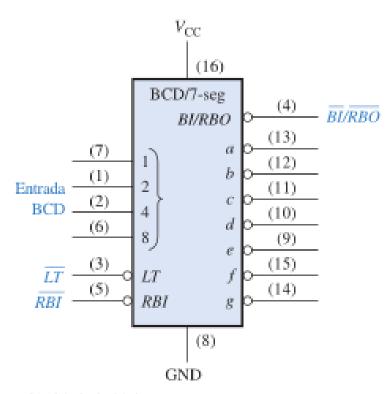
#### Decodificador BCD para 7-segmentos



#### Decodificador 74HC47

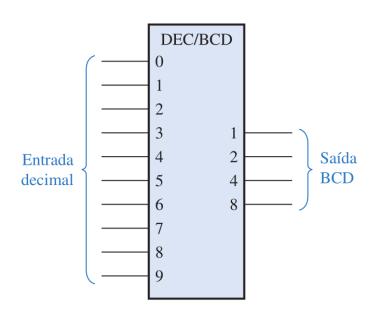


(a) Diagrama de pinos



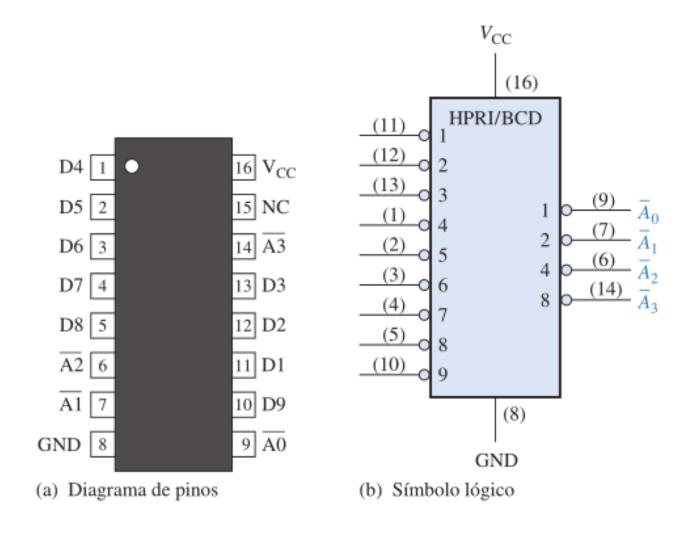
(b) Símbolo lógico

#### Codificador

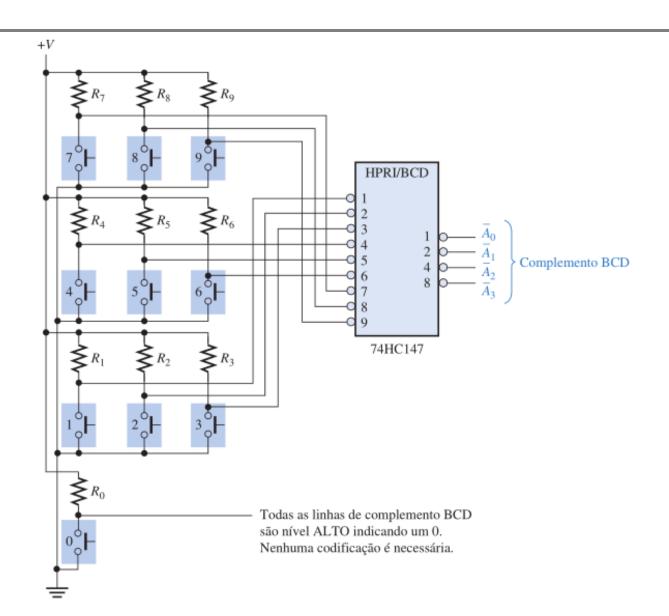


		CÓDIG	O BCD	
DÍGITO DECIMAL	$A_3$	A <sub>2</sub>	A <sub>I</sub>	A <sub>0</sub>
0	0	0	0	0
1	0	0	0	1
2	0	0	1	0
3	0	0	1	1
4	0	1	0	0
5	0	1	0	1
6	0	1	1	0
7	0	1	1	1
8	1	0	0	0
9	1	0	0	1

#### Codificador DEC-to-BCD 74HC147



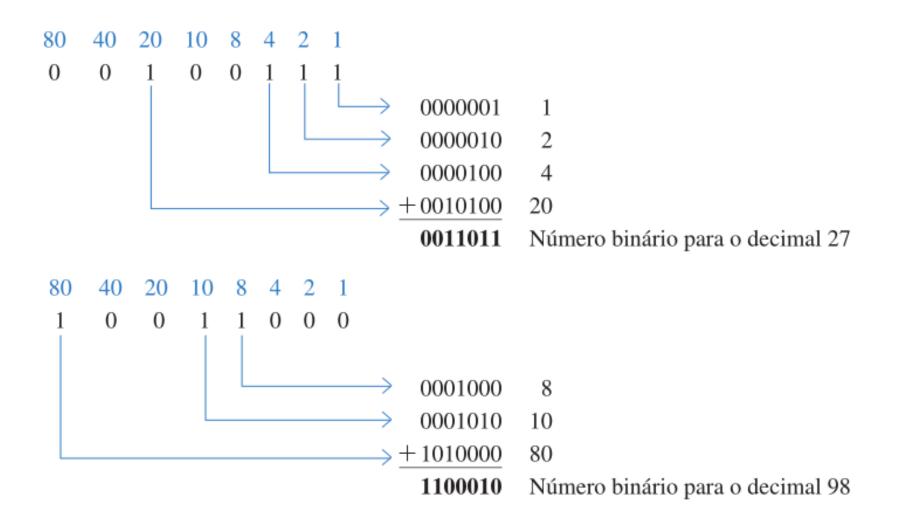
#### Codificador DEC-to-BCD 74HC147



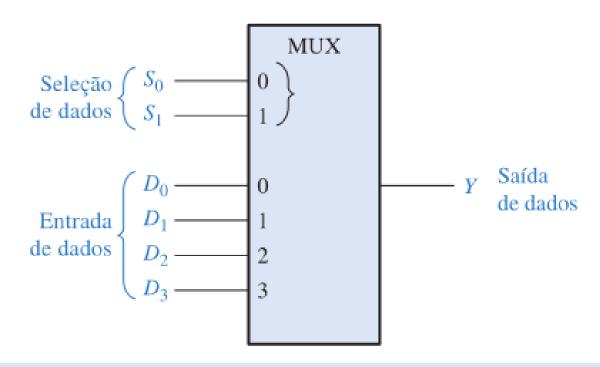
### Conversor de código

		(MSB)		RESENT				(LSB)
BIT BCD	PESO EM BCD	64	32	16	8	4	2	
$A_0$	1	0	0	0	0	0	0	1
$A_1$	2	0	0	0	0	0	1	0
$A_2$	4	0	0	0	0	1	0	0
$A_3$	8	0	0	0	1	0	0	0
$B_0$	10	0	0	0	1	0	1	0
$B_1$	20	0	0	1	0	1	0	0
$B_2$	40	0	1	0	1	0	0	0
$B_3$	80	1	0	1	0	0	0	0

### Conversor de código

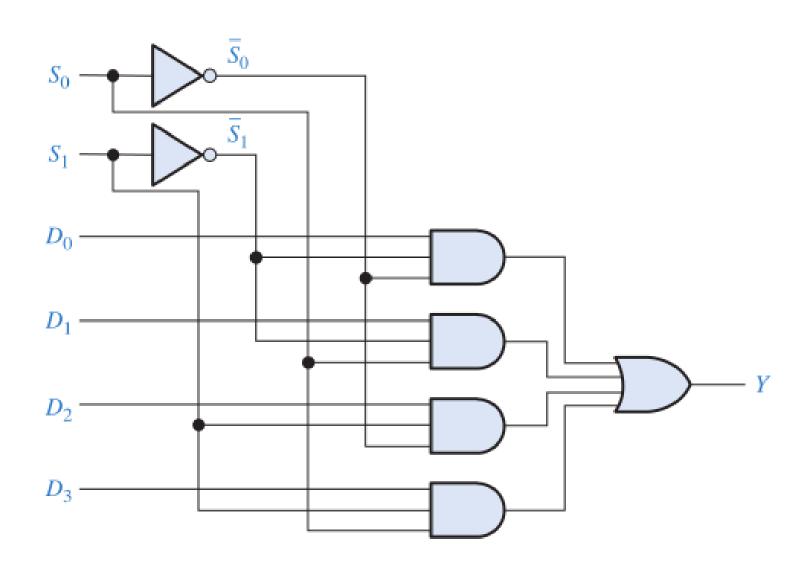


#### Multiplexador (seletor de dados)

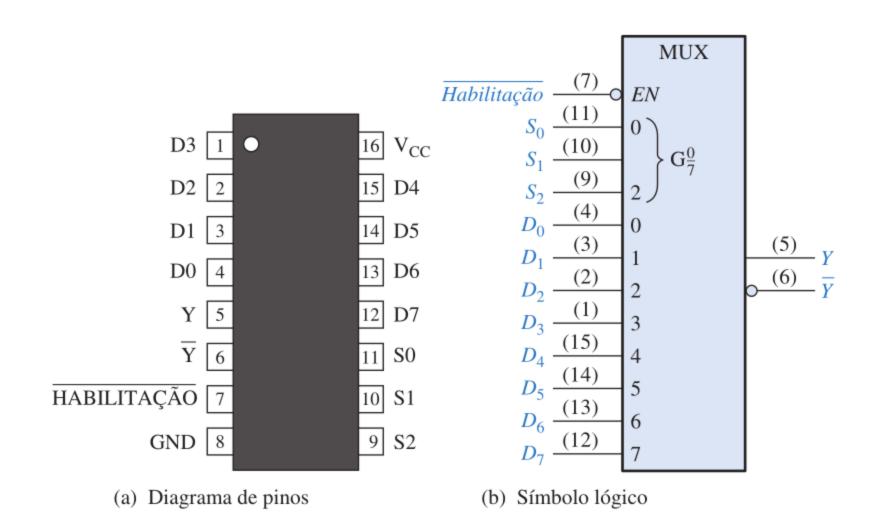


ENTRADAS DE SELEÇÃO DE DADOS S <sub>1</sub> S <sub>0</sub>	ENTRADA SELECIONADA				
0 0	$D_0$				
0 1	$D_1$				
1 0	$D_2$				
1 1	$D_3$				

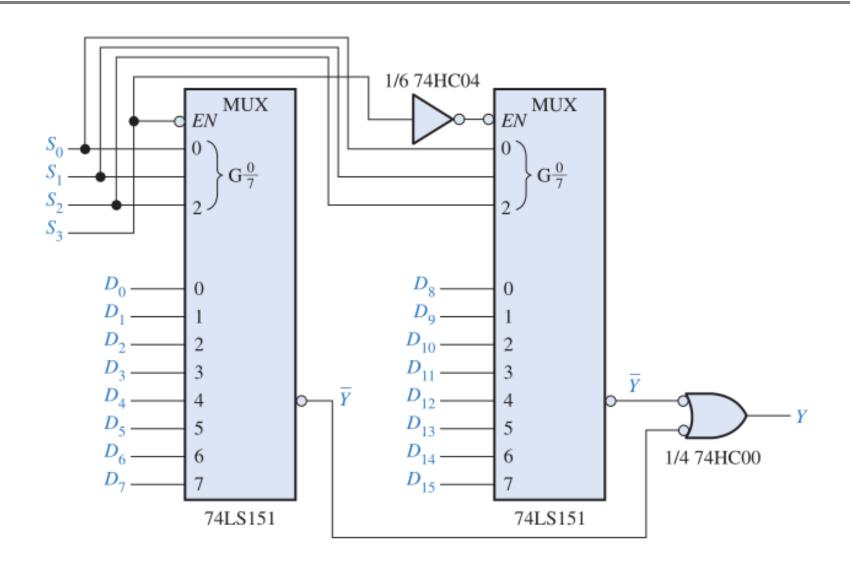
### Multiplexador (seletor de dados)



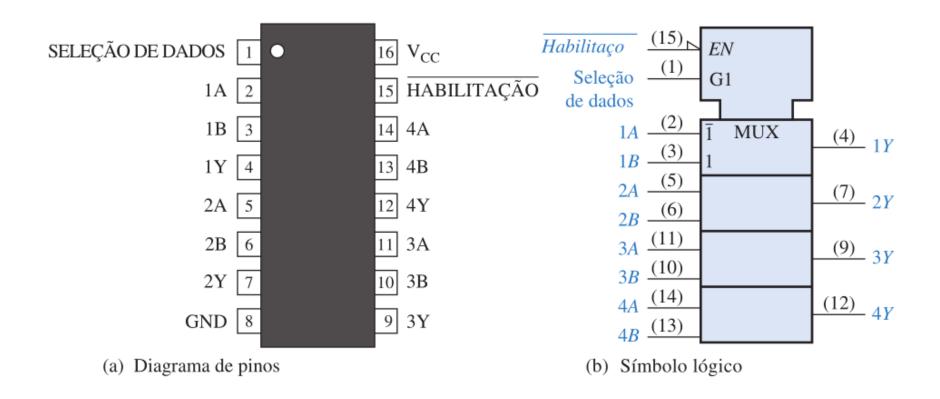
#### Multiplexador 74LS151

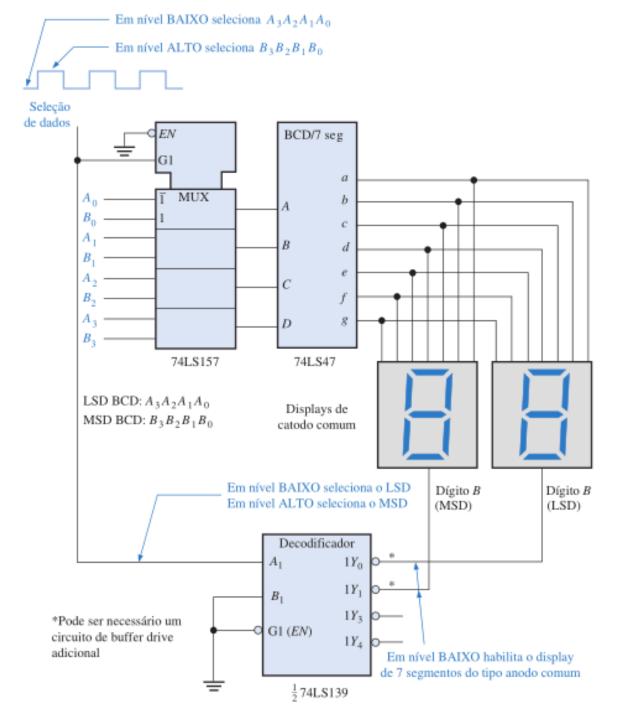


#### Multiplexador 74LS151

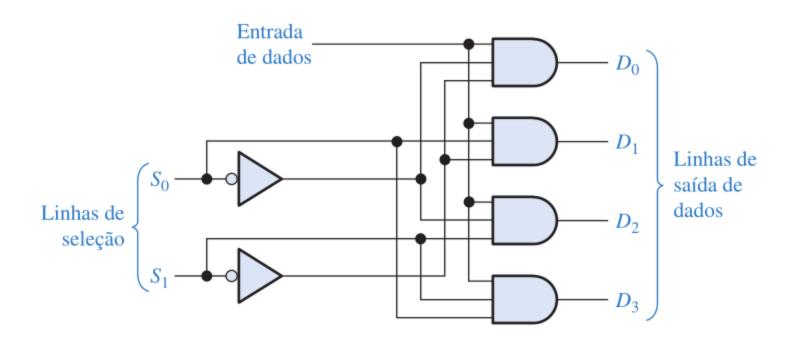


### Multiplexador 74LS157

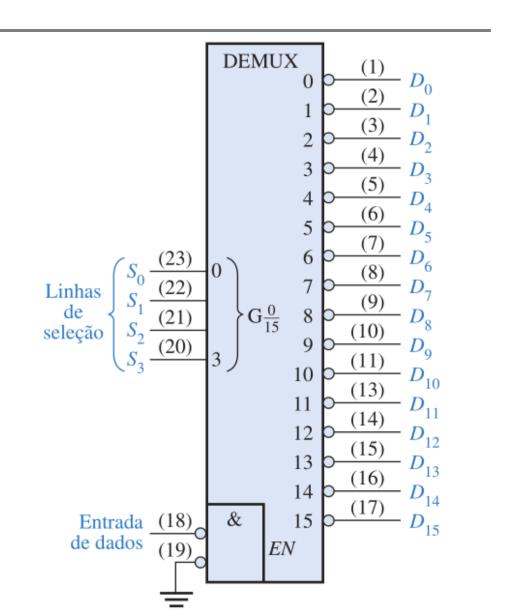




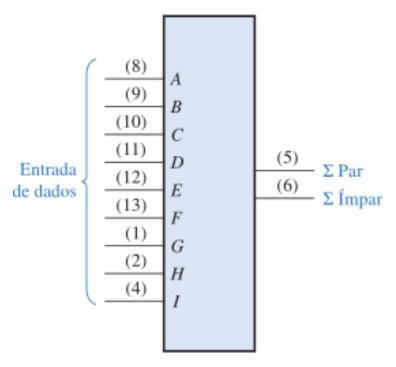
## De-multiplexador



### De-multiplexador 74HC154



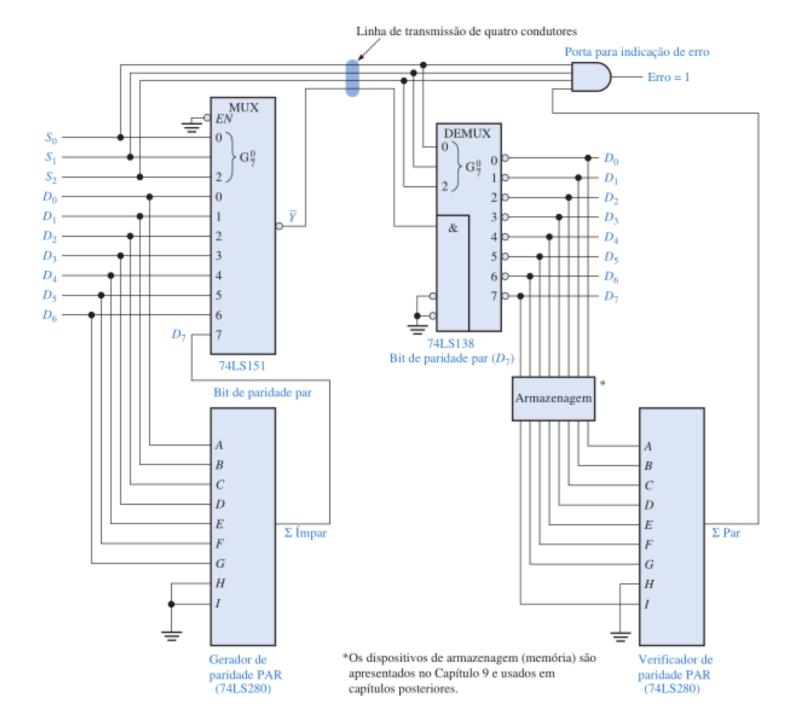
#### Gerador de paridade 74LS280



(a) Símbolo lógico tradicional

Número de entradas de	Saídas				
A a I que são nível ALTO	Σ Par	Σĺmpar			
0, 2, 4, 6, 8	Н	L			
1, 3, 5, 7, 9	L	Н			

(b) Tabela de funções



#### Desafio

- Projete e implemente em Logisim, o circuito completo de uma balança de serviço de autoatendimento
- Assuma como entrada a saída de um ADC com o valor do peso mensurado por um sensor
- Inclua botões e displays de 7 segmentos
- Siga os exemplos dos videoclipes disponibilizados
- Se for o caso, pode usar as funções de multiplicação e divisão disponíveis em Logisim