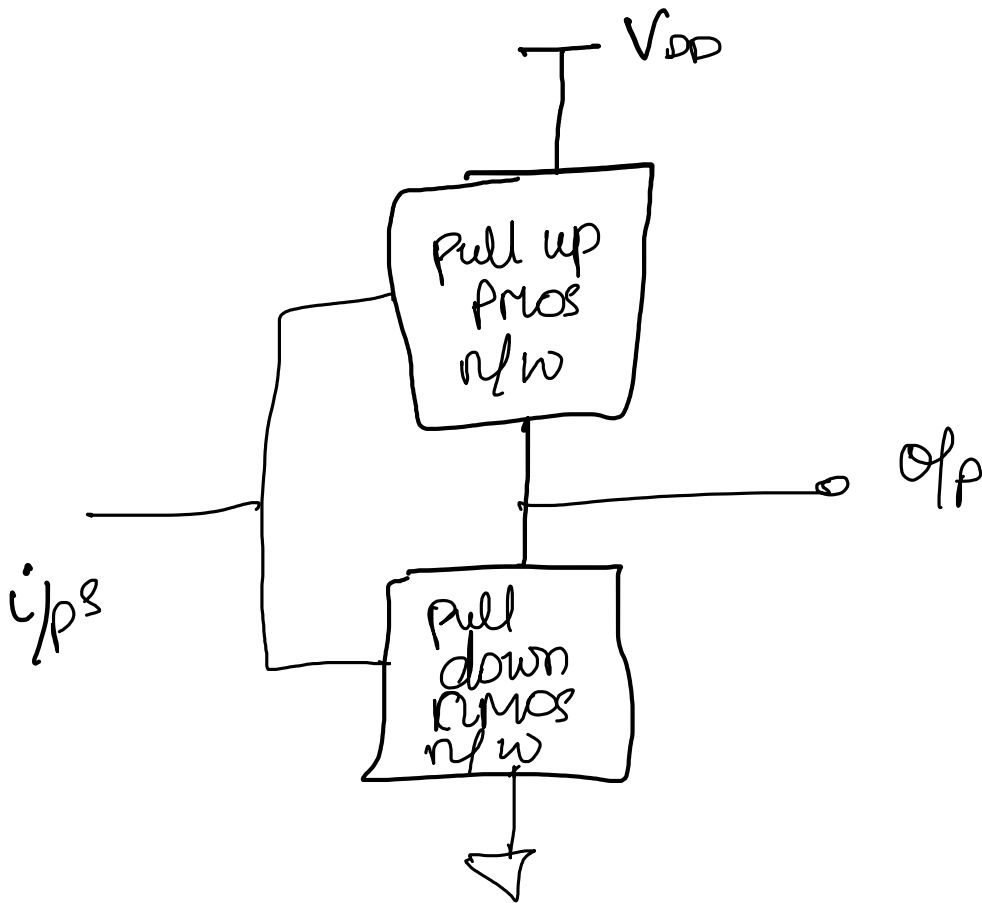
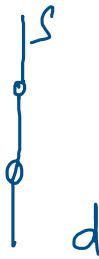
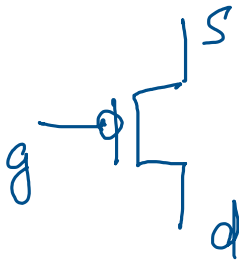
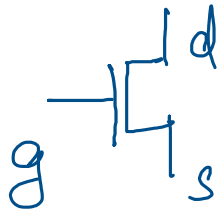


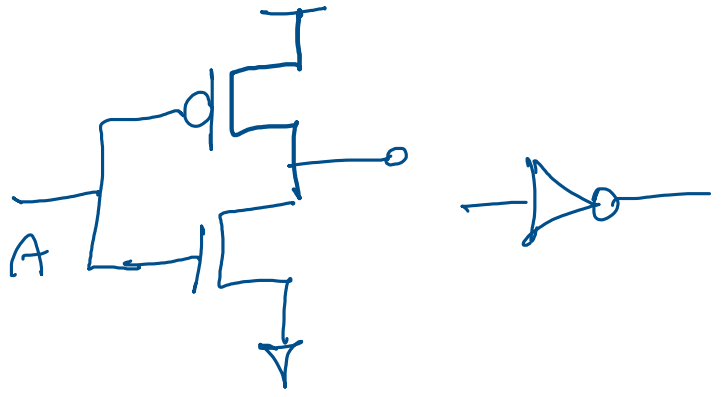
CMOS logic or fully restored logic :-

switch level models



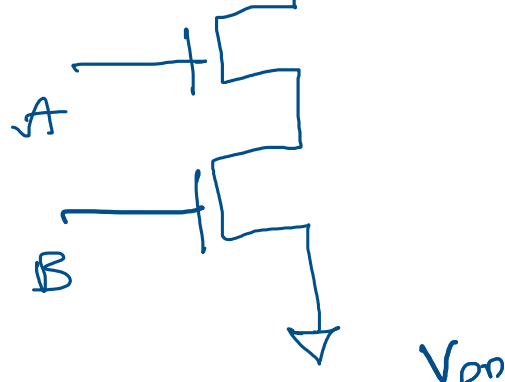
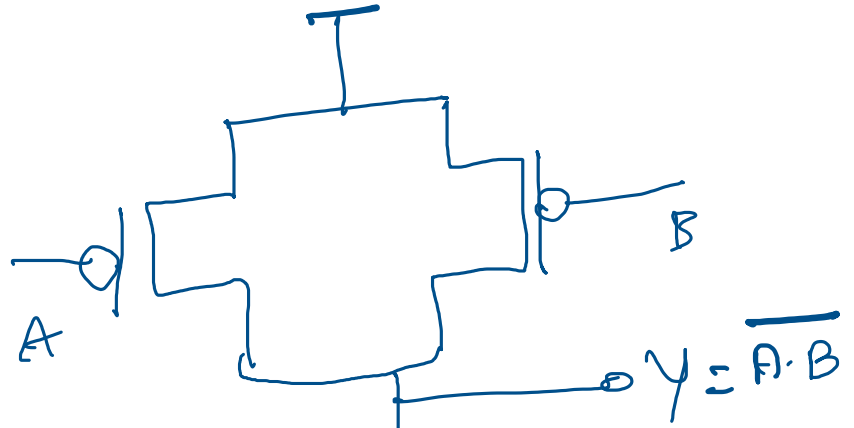
Inverter :-

| A | Y |
|---|---|
| 0 | 1 |
| 1 | 0 |



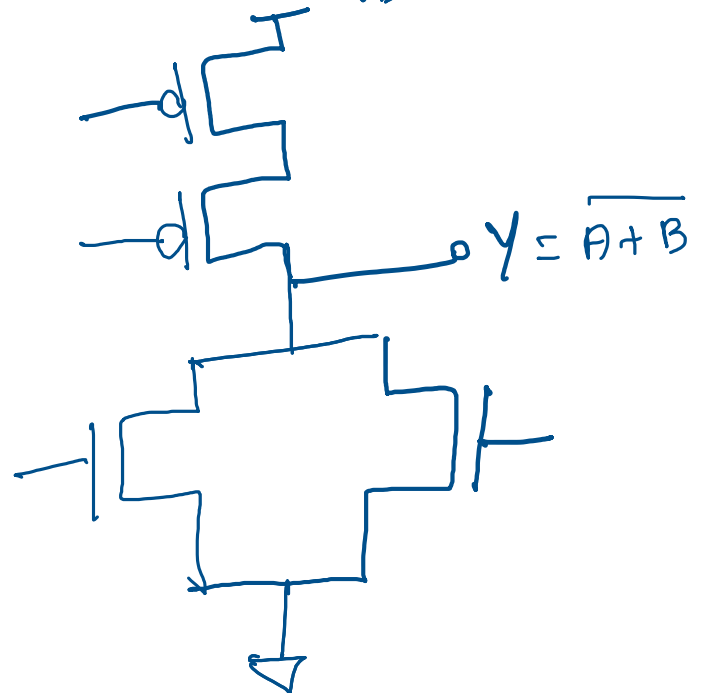
NAND gate :-

| A | B | Y |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |



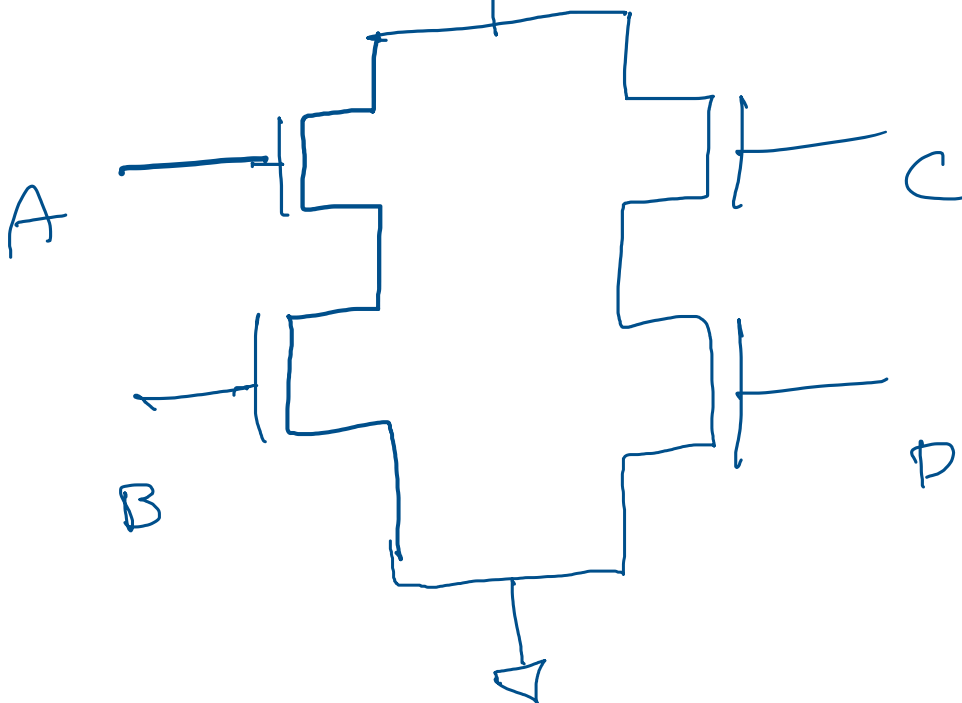
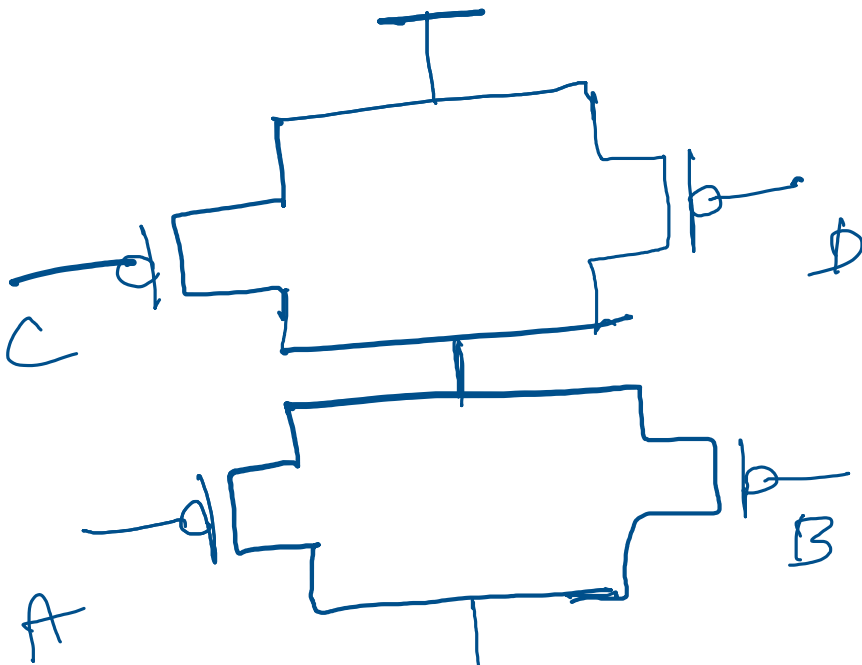
NOR gate :-

| A | B | Y |
|---|---|---|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |



Compound gates:-

$$Y = A \cdot B + C \cdot D$$



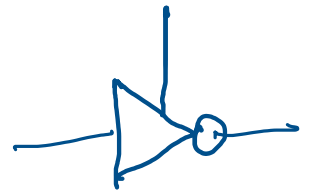
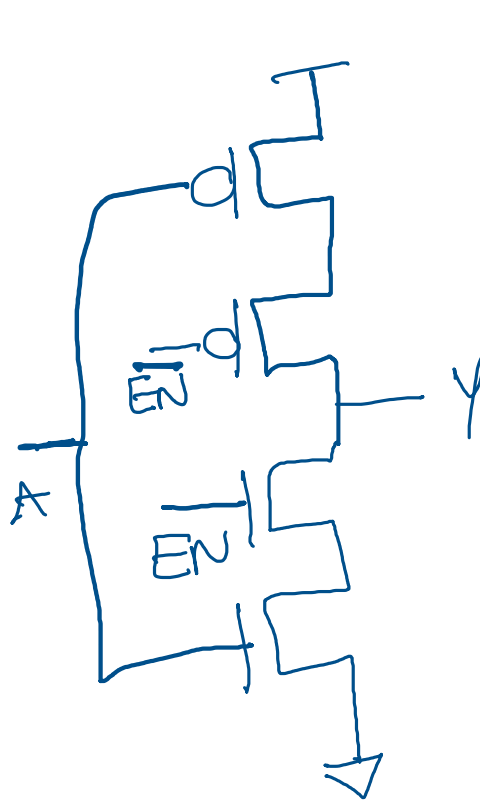
Tristate logic :-

| EN / $\overline{\text{EN}}$ | A | Y |
|-----------------------------|---|---|
| 0 / 1 | 0 | Z |
| 0 / 1 | 1 | Z |
| 1 / 0 | 0 | 0 |
| 1 / 0 | 1 | 1 |

T₀ & P₀ has only 2 transistors and can be used to implement tristate buffer but it is a nonrestoring logic. If the input is corrupted due to noise, the same noisy i/p is passed

Tristate Inverter:

| EN/\overline{EN} | A | Y |
|--------------------|---|---|
| 0/1 | 0 | Z |
| 0/1 | 1 | Z |
| 1/0 | 0 | 1 |
| 1/0 | 1 | 0 |



Practice:-

2:1 Multiplexer using TG
and CMOS logic

