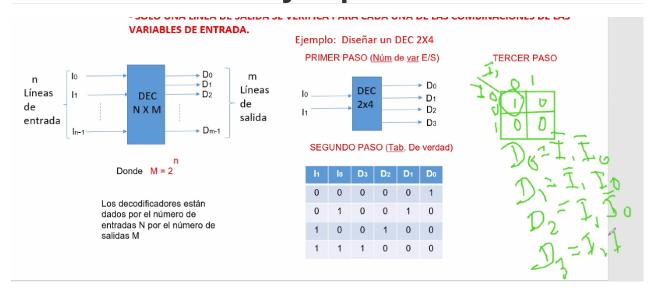
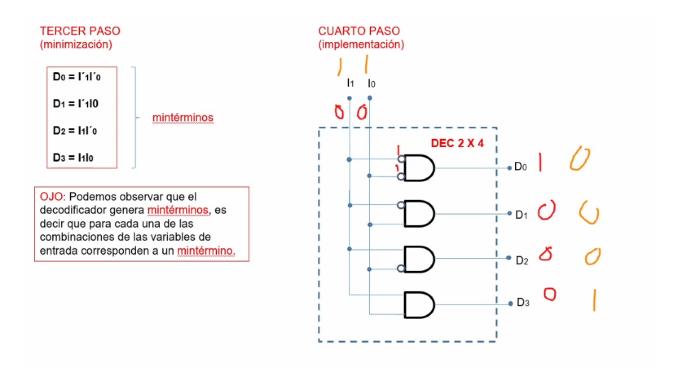
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   {
        'nombre': 'Barrera Peña Víctor Miguel',
 2
 3
        'tipo': 'Tarea',
        'no': '42',
 4
 5
        'grupo': '6',
        'materia': '1645 Diseño Digital Moderno',
 6
        'semestre': '2022-1',
        'enunciado': 'Decodificador 5x32',
 8
        'fecha': '15-10-2021'
 9
10 }
```

Ejemplo

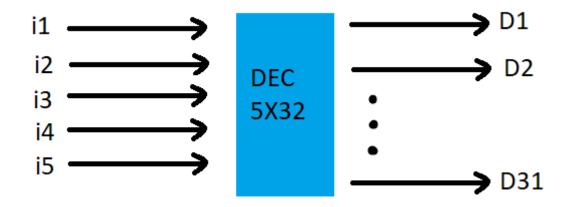




Dec 5x32

Paso 1

Número variables entrada y salida



Paso 2

Tabla de verdad

las casillas vacías equivalen a que dentro hay 0.

I1	12	13	14	15	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
0	0	0	0	0										1
0	0	0	0	1									1	
0	0	0	1	0								1		
0	0	0	1	1							1			
0	0	1	0	0						1				
0	0	1	0	1					1					
0	0	1	1	0				1						
0	0	1	1	1			1							
0	1	0	0	0		1								
0	1	0	0	1	1									
0	1	0	1	0										
0	1	0	1	1										
0	1	1	0	0										
0	1	1	0	1										
0	1	1	1	0										
0	1	1	1	1										
1	0	0	0	0										
1	0	0	0	1										
1	0	0	1	0										
1	0	0	1	1										
1	0	1	0	0										
1	0	1	0	1										
1	0	1	1	0										
1	0	1	1	1										
1	1	0	0	0										
1	1	0	0	1										
1	1	0	1	0										
1	1	0	1	1										
1	1	1	0	0										

11	12	13	14	15	D9	D8	D7	D6	D5	D4	D3	D2	D1	D0
1	1	1	0	1										
1	1	1	1	0										
1	1	1	1	1										

I1	12	13	14	15	D19	D18	D17	D16	D15	D14	D13	D12	D11	D10
0	0	0	0	0										
0	0	0	0	1										
0	0	0	1	0										
0	0	0	1	1										
0	0	1	0	0										
0	0	1	0	1										
0	0	1	1	0										
0	0	1	1	1										
0	1	0	0	0										
0	1	0	0	1										
0	1	0	1	0										1
0	1	0	1	1									1	
0	1	1	0	0								1		
0	1	1	0	1							1			
0	1	1	1	0						1				
0	1	1	1	1					1					
1	0	0	0	0				1						
1	0	0	0	1			1							
1	0	0	1	0		1								
1	0	0	1	1	1									
1	0	1	0	0										
1	0	1	0	1										
1	0	1	1	0										
1	0	1	1	1										
1	1	0	0	0										
1	1	0	0	1										
1	1	0	1	0										
1	1	0	1	1										
1	1	1	0	0										
1	1	1	0	1										
1	1	1	1	0										

11	12	13	14	15	D19	D18	D17	D16	D15	D14	D13	D12	D11	D10
1	1	1	1	1										

I1	12	13	14	15	D29	D28	D27	D26	D25	D24	D23	D22	D21	D20
0	0	0	0	0										
0	0	0	0	1										
0	0	0	1	0										
0	0	0	1	1										
0	0	1	0	0										
0	0	1	0	1										
0	0	1	1	0										
0	0	1	1	1										
0	1	0	0	0										
0	1	0	0	1										
0	1	0	1	0										
0	1	0	1	1										
0	1	1	0	0										
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0	1	1	1	0										
0	1	1	1	1										
1	0	0	0	0										
1	0	0	0	1										
1	0	0	1	0										
1	0	0	1	1										
1	0	1	0	0										1
1	0	1	0	1									1	
1	0	1	1	0								1		
1	0	1	1	1							1			
1	1	0	0	0						1				
1	1	0	0	1					1					
1	1	0	1	0				1						
1	1	0	1	1			1							
1	1	1	0	0		1								
1	1	1	0	1	1									
1	1	1	1	0										

I1	12	13	14	15	D29	D28	D27	D26	D25	D24	D23	D22	D21	D20
1	1	1	1	1										

	I1	12	13	14	15	D31	D30
0	0	0	0	0	0		
1	0	0	0	0	1		
2	0	0	0	1	0		
3	0	0	0	1	1		
4	0	0	1	0	0		
5	0	0	1	0	1		
6	0	0	1	1	0		
7	0	0	1	1	1		
8	0	1	0	0	0		
9	0	1	0	0	1		
10	0	1	0	1	0		
11	0	1	0	1	1		
12	0	1	1	0	0		
13	0	1	1	0	1		
14	0	1	1	1	0		
15	0	1	1	1	1		
16	1	0	0	0	0		
17	1	0	0	0	1		
18	1	0	0	1	0		
19	1	0	0	1	1		
20	1	0	1	0	0		
21	1	0	1	0	1		
22	1	0	1	1	0		
23	1	0	1	1	1		
24	1	1	0	0	0		
25	1	1	0	0	1		

	I1	12	13	14	15	D31	D30
26	1	1	0	1	0		
27	1	1	0	1	1		
28	1	1	1	0	0		
29	1	1	1	0	1		
30	1	1	1	1	0		1
31	1	1	1	1	1	1	

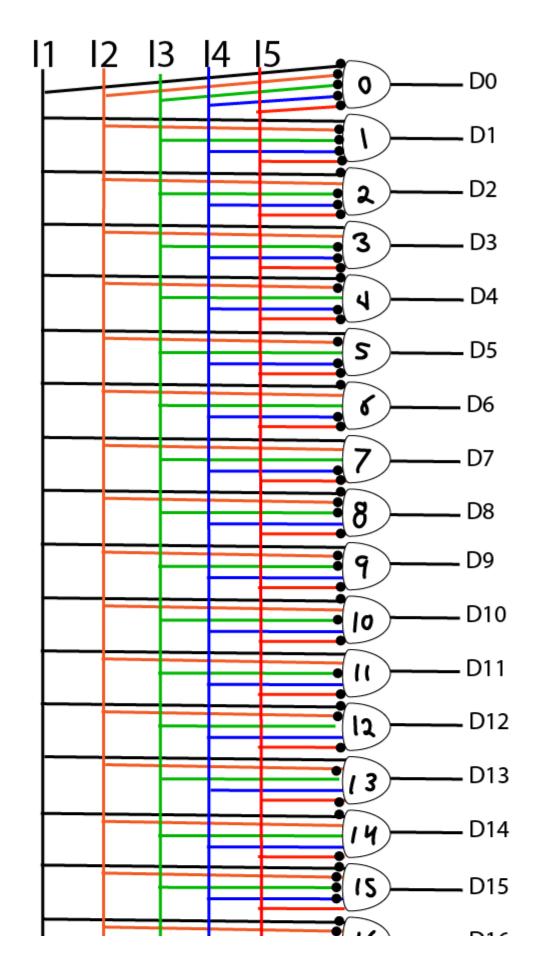
Paso 3

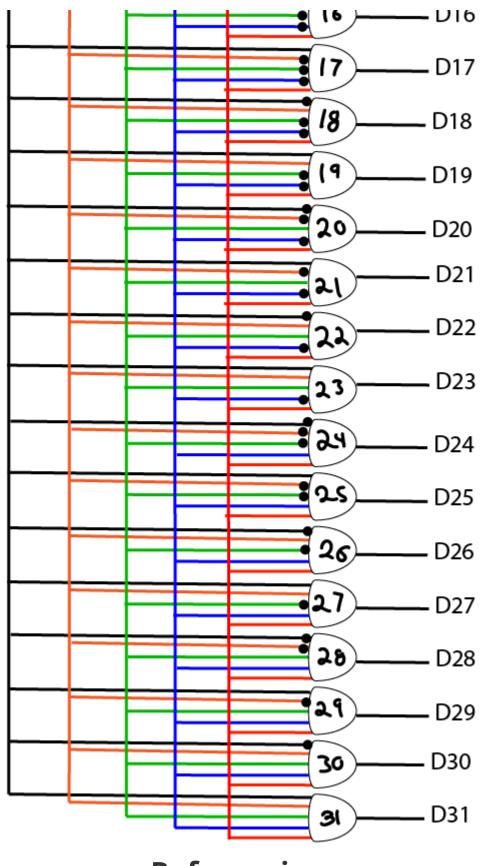
Minimización

Sólo tienes que tomar el minitermino i_n , por ejemplo para D_{31} sólo es $D_1D_2D_3D_4D_5$ todas sin negar

Paso 4

Implementar





Referencias