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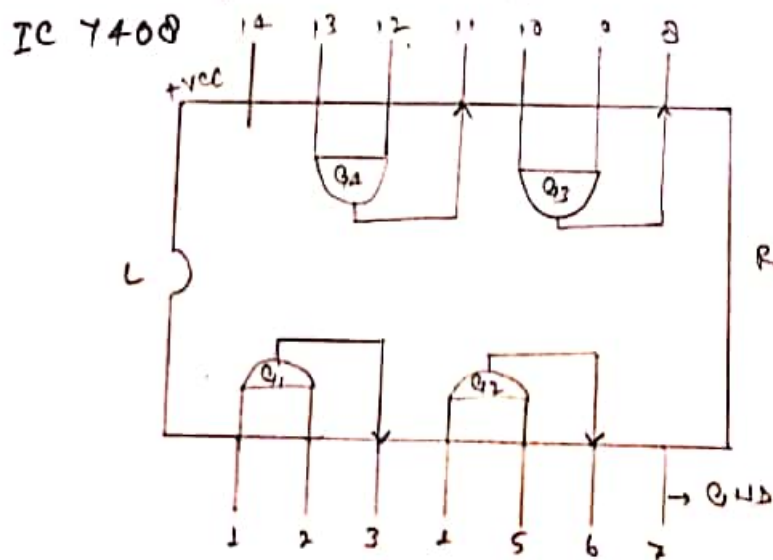
Experiment No. - 0

Object: Verify gates with the pin structures

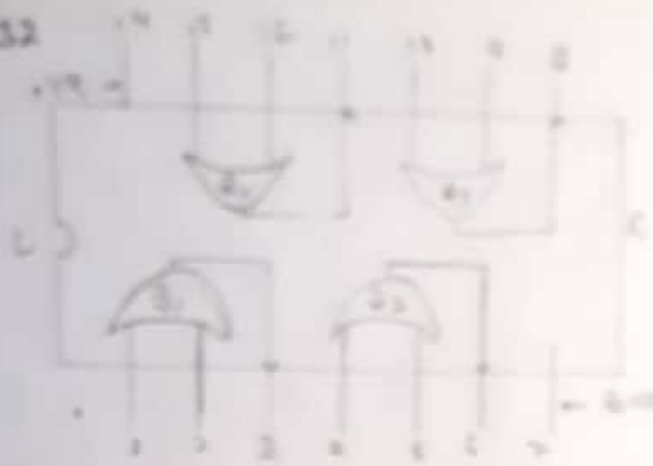
Apparatus Required:

S.NO.	Instruments	Quantity	Description
1.	IC 7408	1	AND
2.	IC 7432	1	OR
3.	IC 7404	1	NOT
4.	IC 7400	1	NAND
5.	IC 7402	1	NOR
6.	Connecting wires	As required	

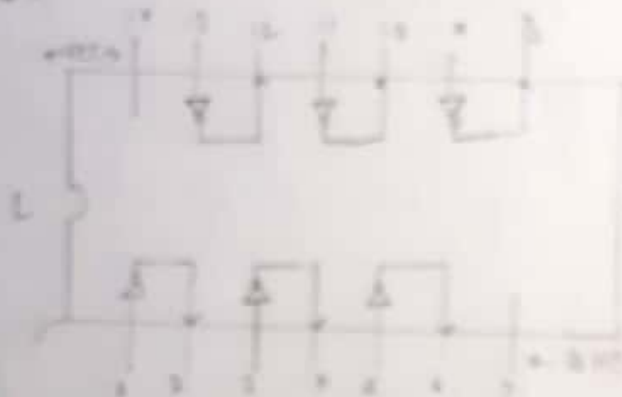
Circuit Diagram:



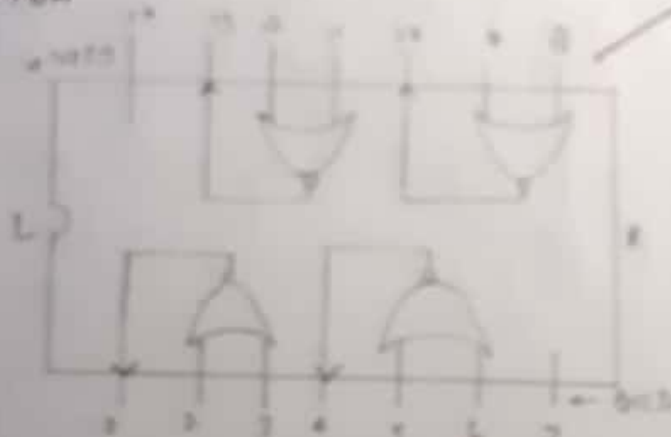
IC 7432



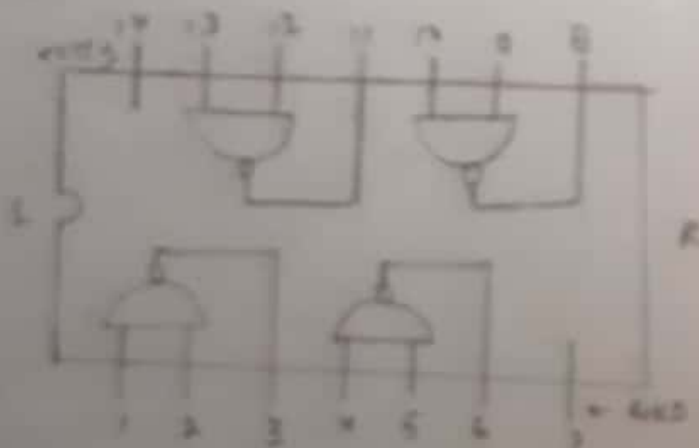
IC 7484



IC 7402



IC 7408



Theory:

IC 7408: 7408 is a quad 2-Input AND Gate and contains 4 independent gates each of which performs the logic AND functions.

IC 7432: 7432 is a Quad 2-Input OR Gates and contains 4 independent gates each of which performs the logic operations.

IC 7404: 7404 is a NOT Gate IC. It consists of six inverters which perform logical invert action.

IC 7400: 7400 is a Quad 2-Input NAND Gate that contains 4 independent gates each of which perform the logic NAND functions.

IC 7402: IC 7402 is a device contains 4 independent gates each of which perform the logic NOR performs the logic NOR operations.

Observation Table:

Truth table of AND gate (IC 7408):

Input		Output
A	B	C
0	0	0
0	1	0
1	0	0
1	1	1

Truth table of OR gate:

Input		Output
A	B	C
0	0	0
0	1	1
1	0	1
1	1	1

Truth table of NOT Gate:

Input	output
A	B
0	1
1	0

Truth table of NAND Gate:

Input		output
A	B	C
0	0	1
0	1	1
1	0	1
1	1	0

Truth table of NOR gate:

Input		output
A	B	C
0	0	1
0	1	0
1	0	0
1	1	0

Result: All gates are verified

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Experiment No. - 1

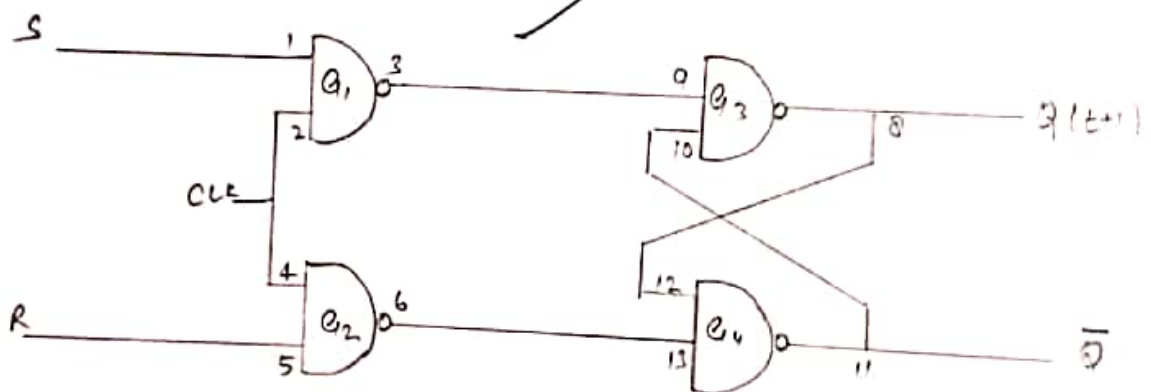
Object: Design and study of SR, JK, T and D flip flop using NAND gate.

Apparatus required:

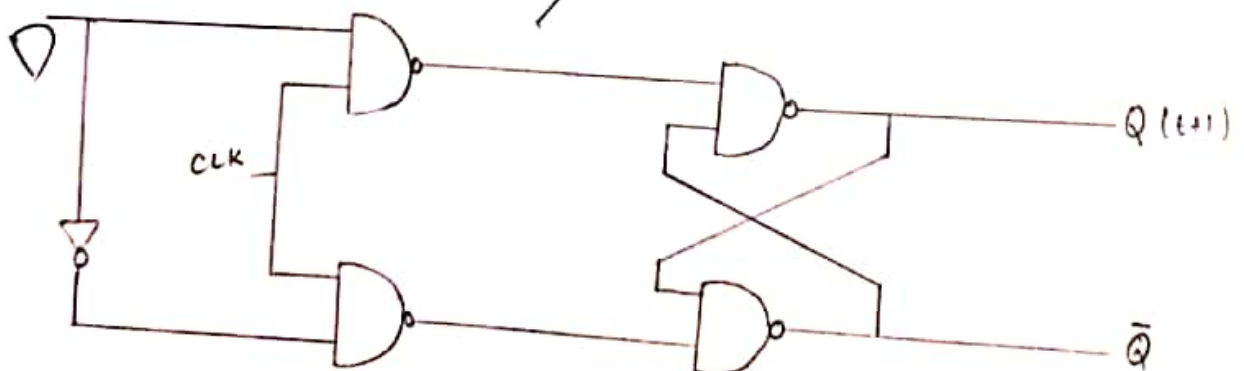
Connecting wires, IC 7400

Circuit diagram:

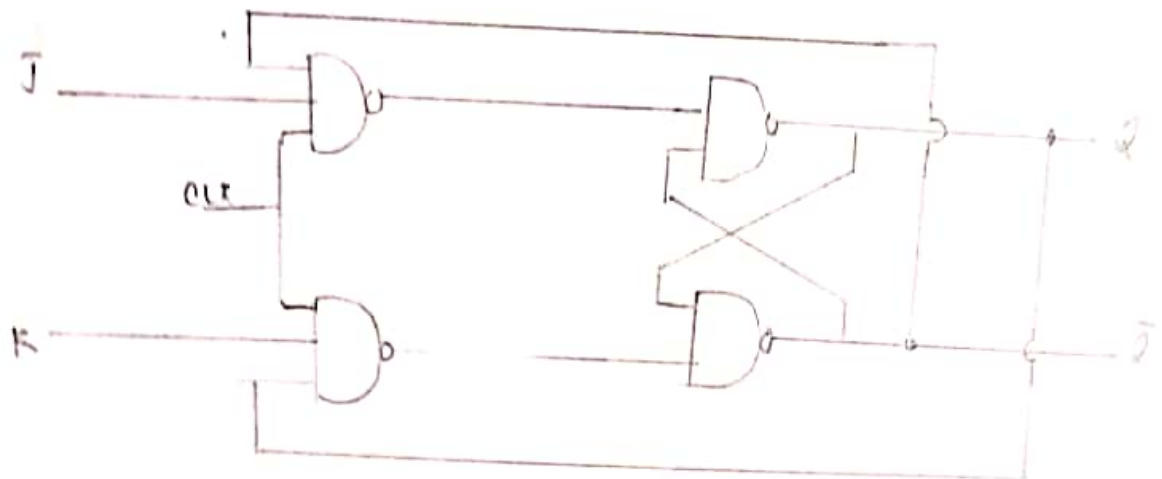
SR flip flop:



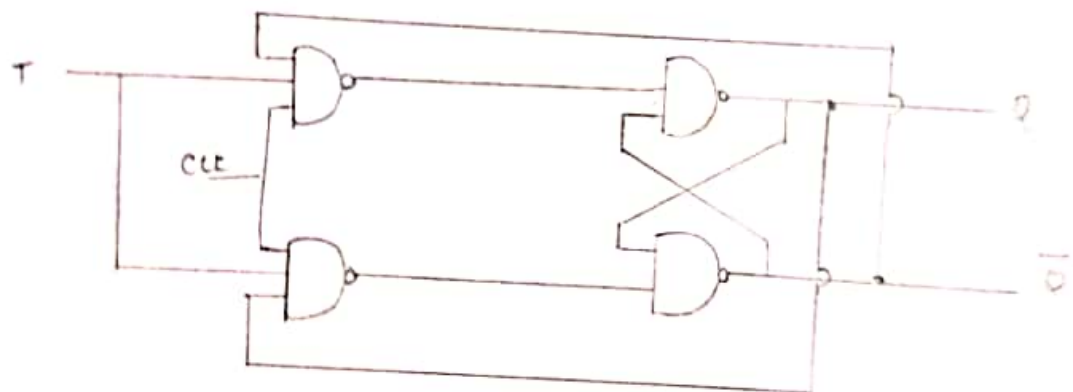
D flip flop



JK flip flop



T flip flop:



Theory:

Clocked SR flip flop: SR latch flip flop required the direct input but no clock. In the clocked SR F/F the F/F changes its state only when clock pulse is applied depending upon the inputs.

D flip flop: It is the modification of clocked SR F/F. In D flip flop single input is fed. At one gate the next input and at another its complement.

JK flip flop: One of the most useful and versatile flip flop is JK flip flop. If both inputs are 1 and the clock pulse is applied then the output will change its state, regardless of previous condition.

T flip flop: It is also known as toggle flip flop. A method of avoiding intermediate state in RS flip flop is to provide only one input. Toggle means to change in the previous state.

Observation:

Truth table of SR flip flop:

S	R	$Q(t+1)$
0	0	No change
0	1	0
1	0	1
1	1	Race

Truth table of D flip flop

D	$Q(t+1)$
0	0
1	1

Truth table of JK flip flop:

Inputs			Output
Q	J	K	$Q(t+1)$
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0

Tooth table of T flip flop:

Inputs		Outputs
Q	T	$Q(t+1)$
0	0	0
0	1	1
1	0	1
1	1	0

Results: Study and design of flip-flops is done.

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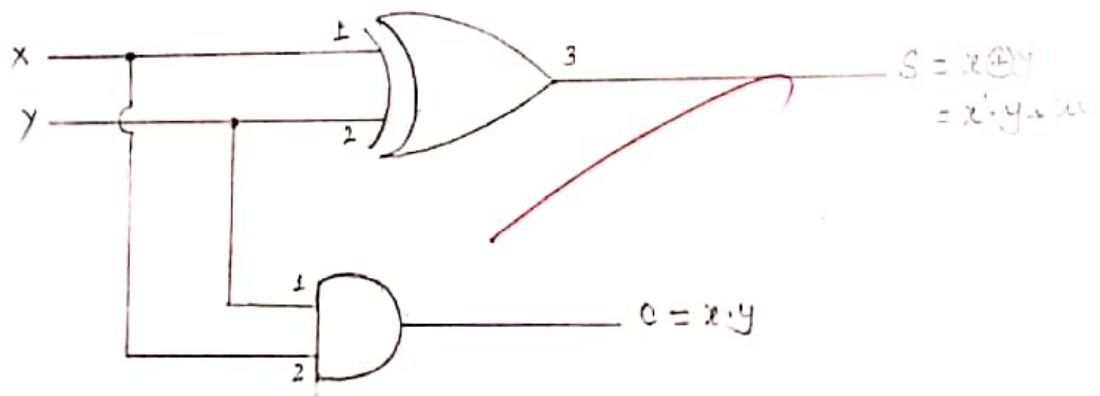
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Experiment NO. 2

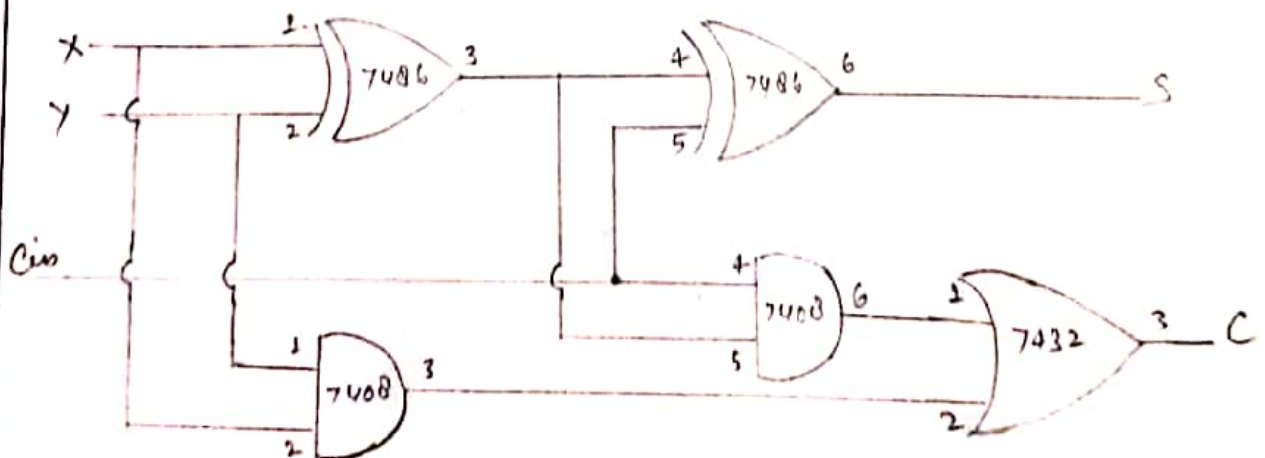
Object: Design and study of Half adder and full adder circuit.

Apparatus required: IC 7486, IC 7408, connecting wires.

Circuit diagram of half adder:



Circuit diagram of full adder:



Theory:

Half adder: A half adder is a type of adder an electronic circuit that performs the addition of numbers. The half adder is able to add two single binary digits and provide the output plus a carry value. It has two inputs and two outputs (sum) and c (carry). The adder works by combining the operations of basic logic gates, with the simplest form using only a XOR and AND gate.

Full adder: A full adder is a digital circuit performs addition. Full adders are implemented with logic gates in hardware. A full adder takes two binary numbers plus a carry or overflow bit. The output is a sum and another carry bit. Full adder is made from XOR, AND and OR gates. A full adder is effectively two half adder, an XOR and an AND gate, connected by an OR gate.

Observation table:

Truth table of half adder:

Input		Output	
X	Y	S	C
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

Truth table of Full adder:

INPUT			OUTPUT	
X	Y	Cin	S	C
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

Result:- Design and study of half adder and full adder circuit is done.

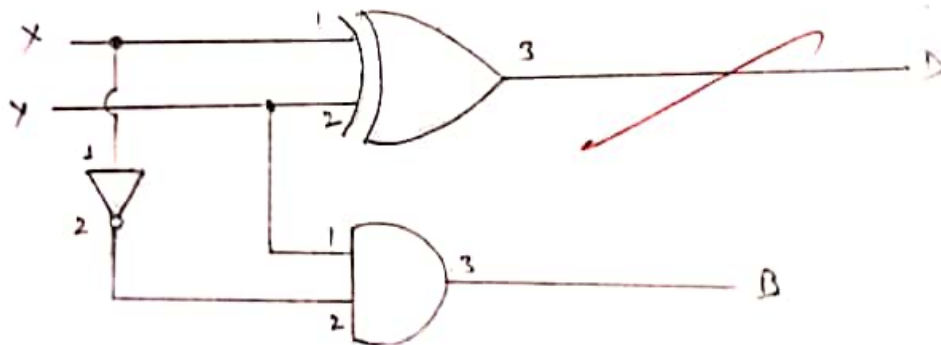
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Experiment No. - 3

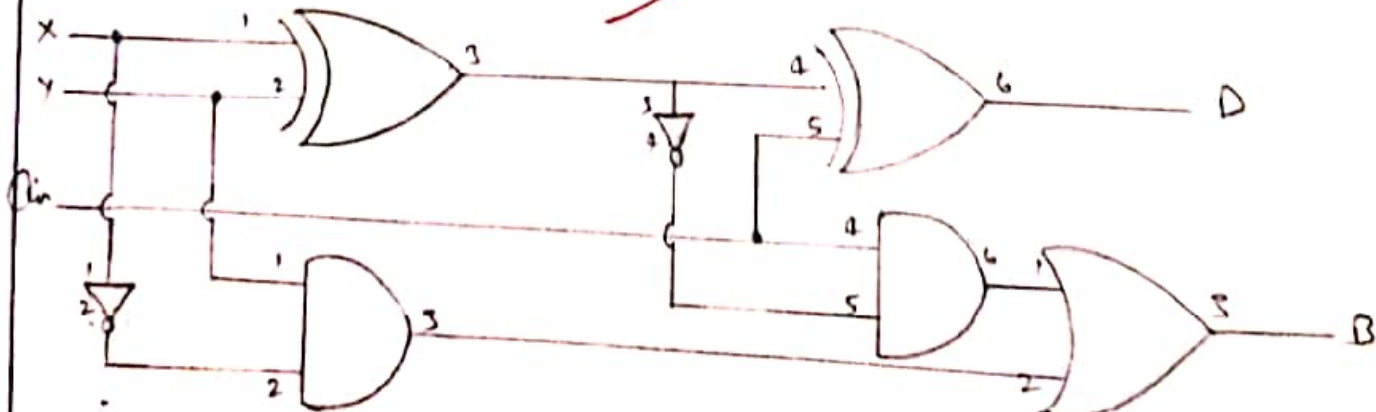
Object: Design and Study of half subtractor and full subtractor.

Apparatus required: IC 7404, IC 7408 and IC 7486,
connecting wires

Circuit diagram of half subtractor:



Circuit diagram of full subtractor:



Theory:

Half Subtractor: The half subtractor is a combinational circuit which is used to perform subtraction of two bits. It has two inputs X and Y and two outputs the difference D and borrow out B_{out} . The borrow out signal is set when the subtractor needs to borrow from the next digit in a multi-digit subtraction.

Full Subtractor: The full subtractor is a combinational circuit which is used to perform subtraction of three input bits X , Y and B_{in} . The full subtractor generates two outputs bits: the difference D and borrow out B_{out} . B_{in} is set when the previous digit is borrowed from X . Thus B_{in} is also subtracted from X as well as the Y . Like half subtractor, the full subtractor generates a borrow out when it needs to borrow from the next digit. Since we are subtracting X by Y and B_{in} , a borrow out needs to be generated when $X < Y + B_{in}$. When a borrow out is generated, 2 is added in the circuit digit. Therefore $D = X - Y - B_{in} + 2B_{out}$.

Observation Table:

Truth Table of Half Subtractor:

INPUT		OUTPUT	
X	Y	D	B_{out}
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	0

Truth table of full subtractor:

INPUT			OUTPUT	
X	Y	B _{in}	D	B _{out}
0	0	0	0	0
0	0	1	1	1
0	1	0	1	1
0	1	1	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	1	1	1	1

Result: Design and study of half subtractor and full subtractor is done.

Fig 2
15/3/19

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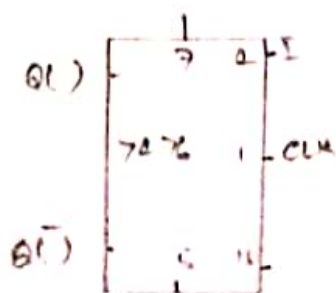
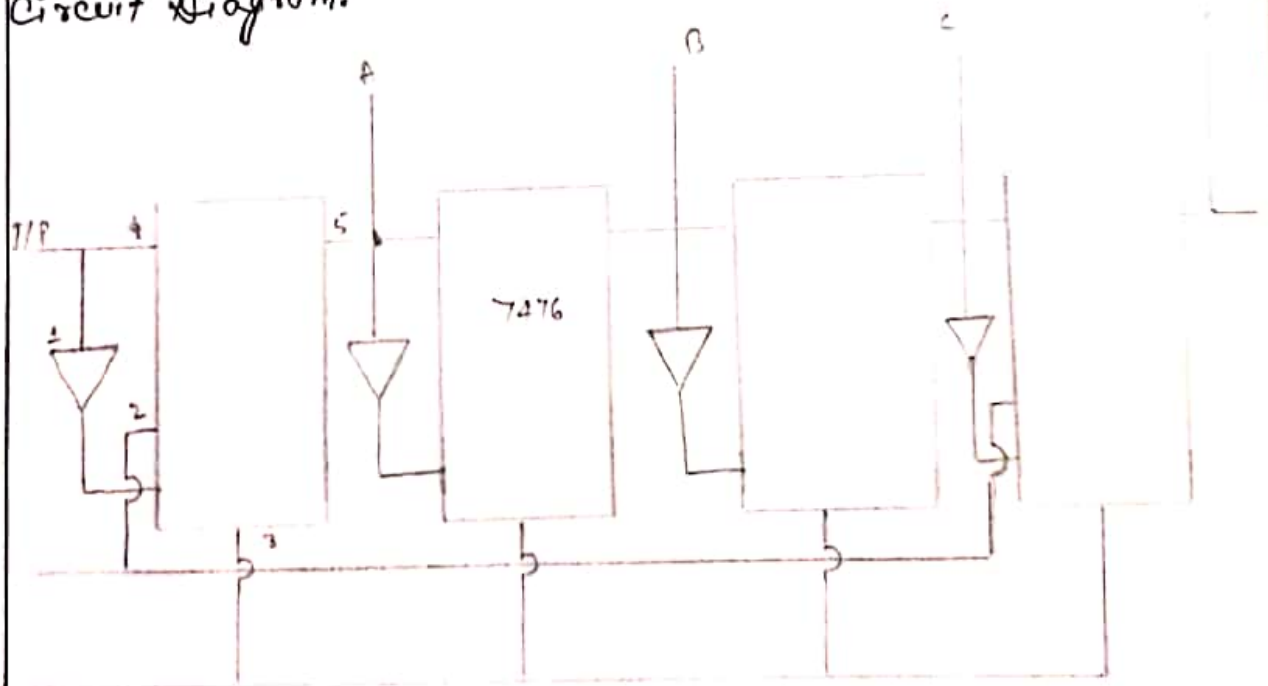
Experiment NO - 4

Object: Design and study of shift - register.

Apparatus required:

S.No.	Instrument	Quantity	Specification
1.	Digital trainer kit		
2.	IC's	2	7476, 7404
3.	Bread Board	1	
4.	Connecting wires		As per requirement

Circuit Diagram:



$V_{cc} = 5V$
 $C_{113} = 100nF$

Theory: Registers are main building blocks of the memory system. They are generally made up of flip-flop. One flip-flop can store one-bit of information. When a register is used to store binary information, it is called a memory register, when it is used to shift data to either left or right is called a shift register. A register capable of shifting in one direction only is a unidirectional shift register, and one that can shift in both directions are bi-directional shift register.

Observation Table: 4-bit serial shift register left to right

INPUTS			OUTPUTS			
			FF _A	FF _B	FF _C	FF _D
0	0	0	0	0	0	0
1	1	0	0	0	0	0
1	1	1	1	0	0	0
1	1	2	1	1	0	0
1	1	3	1	1	1	0
1	0	4	1	1	1	1
1	0	5	0	1	1	1
1	0	6	0	0	1	1
1	1	7	0	0	0	1
1	0	7	0	0	0	0

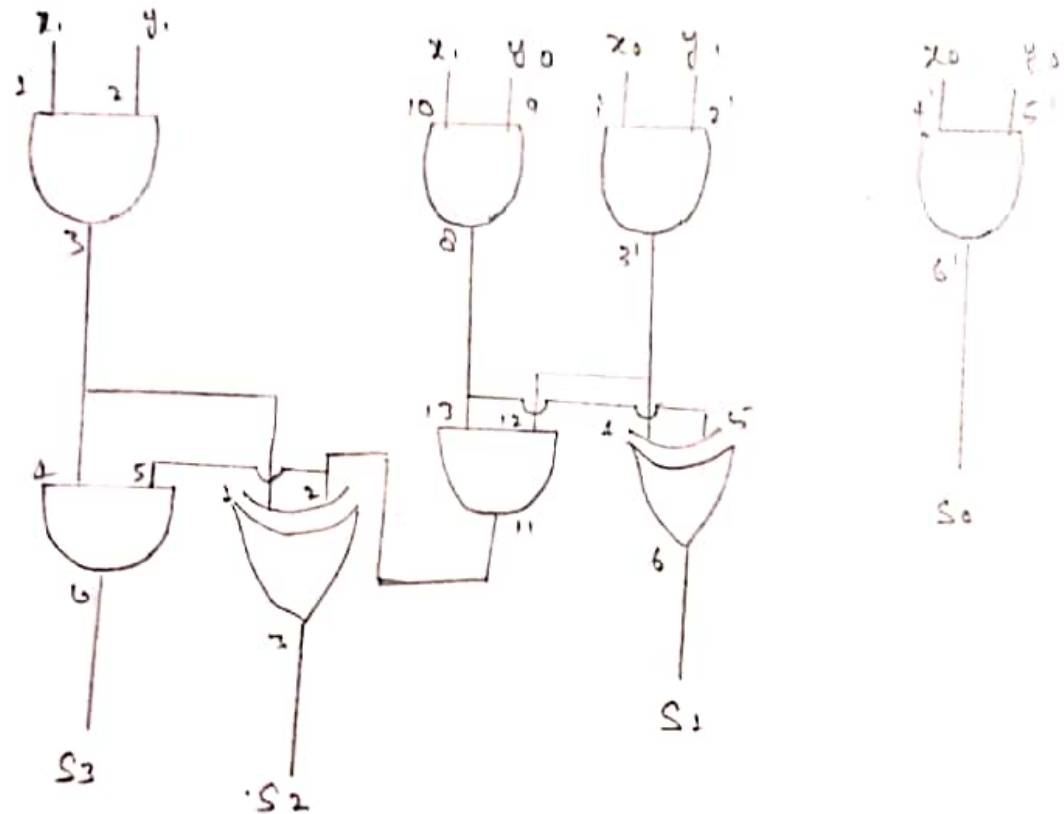
Results: Design & study of 4-bit register is done.

Experiment NO -

Object: Design and study 2x2 bit multiplier by using gates and IC's

Apparatus Required: IC-7486, IC-7408, Digital Trainer kit and connecting wires.

Circuit Diagram:



Theory: Consider the multiplication of two 2 bit number as shown in figure. The multiplicand bits are y_1, y_0 , the multiplier bits are x_1, x_0 and the products are S_0, S_1, S_2, S_3 . The first partial product is formed by multiplying x_0 by y_1, y_0 . The multiplication of two bits such as $x_0 \times y_0$ produces 1 if both sides are 1, otherwise it produces 0. This indicates to us AND operation. Therefore the partial product can be implemented with AND gates as shown in figure.

Observation Table:

x_2	x_0	y_1	y_0	S_3	S_2	S_1	S_0
0	0	0	0	0	0	0	0
1	1	1	1	1	0	0	1
0	1	1	0	0	0	1	0
1	0	1	0	0	1	0	0
0	0	1	1	0	0	0	0
1	1	0	0	0	0	0	0

Result: Function of 2x2 bit multiplier by using gates and IC's is verified.

Experiment NO-

Object: To study and design of 1-bit memory cell.

Apparatus required:

Instruments	Specifications	Quantity
IC 7408	Quad 2 i/p AND gates	1
IC 7411	Triple input AND gates	1
IC 7404	Hex inverter	1
IC 7474	Dual D-Flip Flop	1
Digital Trainer kit	-	1
connecting leads	-	As per required
connecting wires	-	

Circuit Diagram:



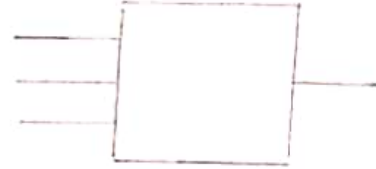
Theory: A 1 Bit memory cell is the basic element and all the memory IC's are built around a system of this basic 1 bit cell. The moment the CLK is changed to logic 0, the output (Q) does not change and retains the D inputs level existed before the 1 to 0 transition at the CLK R/w is to be at logic 1 for reading from the cell and at logic 0 for writing into the cell.

As long as $A_n = 0$, all the input and outputs activities are blocked and the cell is in the hold where if started the output is protected.

Observation Table:

Inputs

A_n	R/W	D_i	Mode
0	X	X	Hold, $D_o = 0$
1	0	0	Write 0 into memory, $D_o = 0$
1	0	1	Write 1 into memory, $D_o = 0$
1	0	X	Read, $D_o = \text{stored } D_i \text{ bit.}$



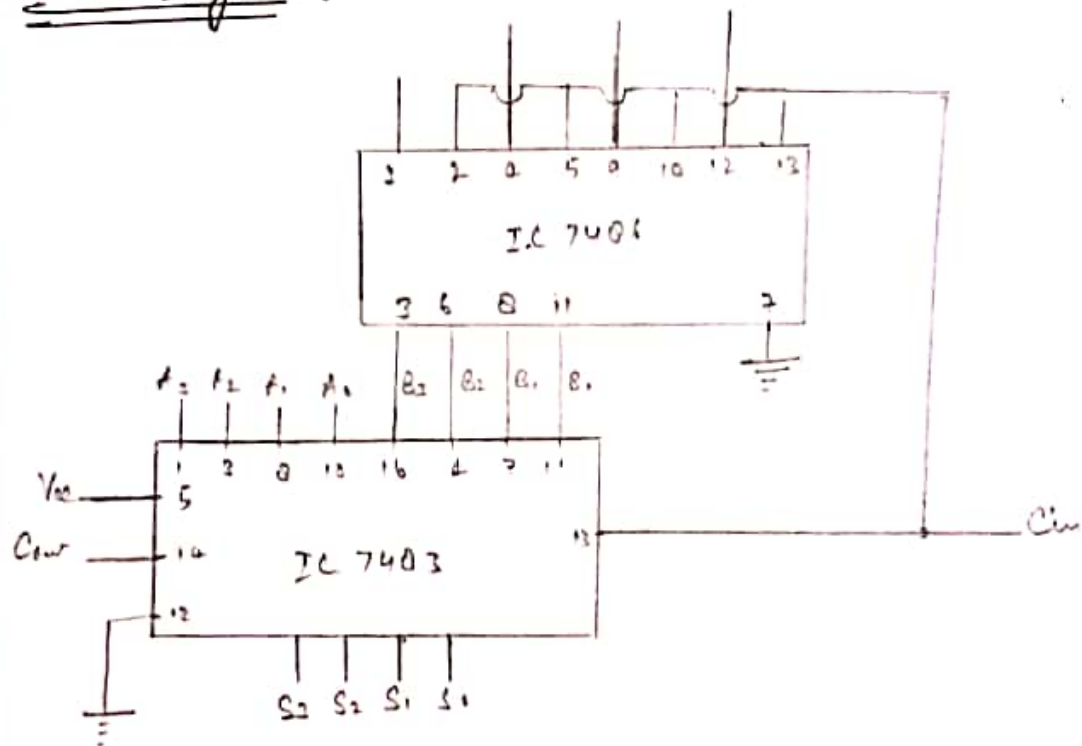
Result: Study and design of 1 bit memory cell is done.

Experiment No -

Object: Study and verify 4-bit adder/subtractor using IC 7483 and IC 7486.

Apparatus required: Digital trainer kit, IC 7483, IC 7486, Breadboard and connecting wires.

Circuit Diagram:



If $C_{in} = 0$

$$\begin{array}{r} C_1 \quad C_2 \quad C_0 \\ A_3 \quad A_2 \quad A_1 \quad A_0 \\ + B_3 \quad B_2 \quad B_1 \quad B_0 \\ \hline S_3 \quad S_2 \quad S_1 \quad S_0 \end{array}$$

If $C_{in} = 1$

$$\begin{array}{r} A_3 \quad A_2 \quad A_1 \quad A_0 \\ - B_3 \quad B_2 \quad B_1 \quad B_0 \\ \hline D_3 \quad D_2 \quad D_1 \quad D_0 \end{array}$$

Observation Table:

INPUTS									OUTPUTS				
Cin	A ₃	A ₂	A ₁	A ₀	B ₃	B ₂	B ₁	B ₀	C ₄	S ₃	S ₂	S ₁	S ₀
0	1	1	1	0	0	0	0	1	0	1	1	1	1
0	1	1	1	1	1	1	0	1	1	1	1	0	0
0	0	0	1	1	1	0	0	0	0	1	0	1	1
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
1	1	1	1	1	0	0	1	1	1	1	1	0	0
1	1	0	0	0	1	0	0	0	1	0	0	0	0

Theory: The operations of both addition and subtraction can be performed by one binary adder. Such binary circuit can be designed by adding an XOR gate with each full adder. The 4-bit adder/subtractor which has two 4-bit inputs as A₃A₂A₁A₀ and B₃B₂B₁B₀. The mode input control line is connected to carry input of the least significant bit of the full adder. This control line decides the type of operation. When Cin = 1, the circuit is subtractor and when Cin = 0, the circuit becomes adder. The XOR gate consists of two inputs to which one is connected to B and other is Cin. When Cin = 0, B XOR of 0 produces B. Then full adders add the B with A with Cin = 0 and hence an addition operation is performed.

Result: Design and study of 4-bit adder and subtractor is verified or done.

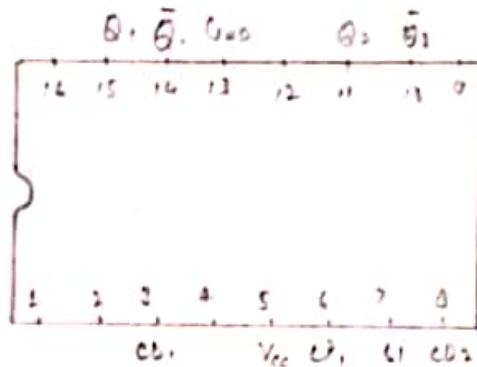
Experiment NO -

Objet: Design and study Mo-10 counter using flip flop and logic gates and verify truth table.

Apparatus required: IC 7476, IC 7400, IC 7408,
Digital-trainer kit.

Circuit Diagram:

IC 7476 Pin Configuration:-



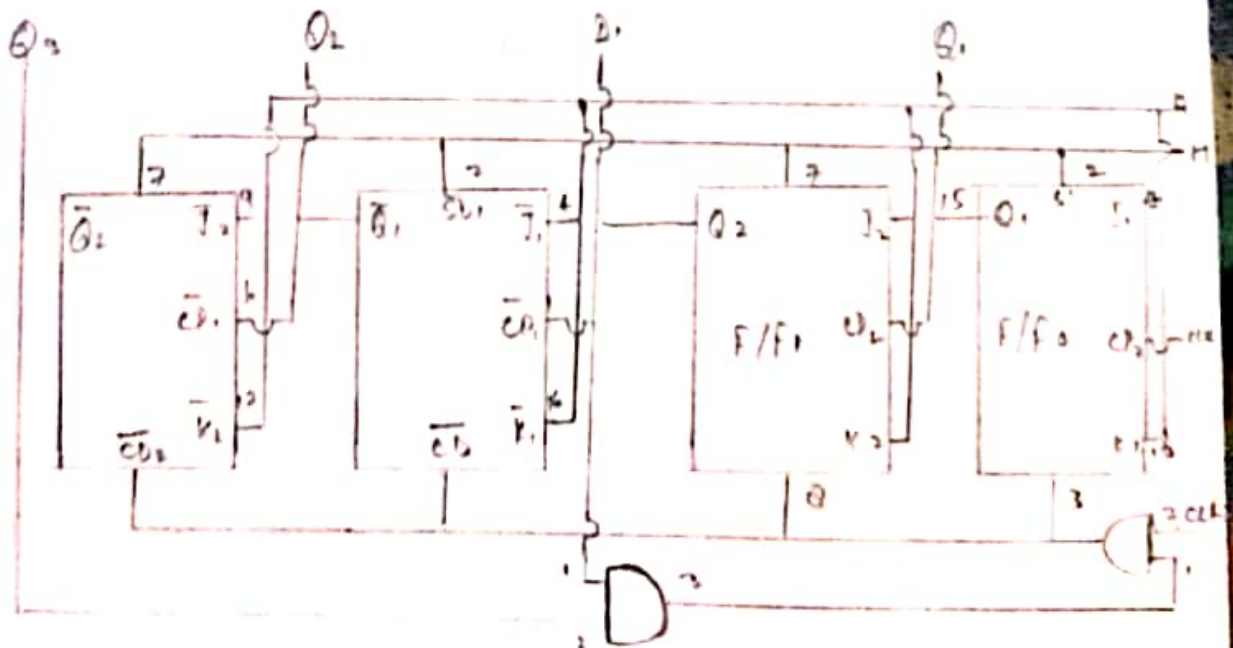
cp_1, cp_2 } clock pulse

$\left. \begin{matrix} c_{11} \\ c_{12} \end{matrix} \right\}$ Direct Pulse

$\left. \begin{matrix} SP_1 \\ SP_2 \end{matrix} \right\}$ Direct ref

$$\left. \begin{matrix} Q_1 \\ \bar{Q}_1 \\ Q_2 \\ \bar{Q}_2 \end{matrix} \right\} \text{output}$$

Circuit Diagram of MOD 10 flip flop Counter



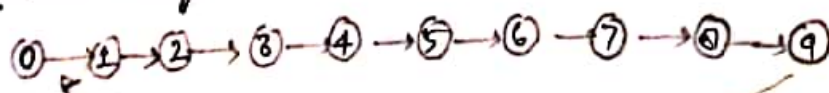
Theory: A ripple counter is an asynchronous counter where only the first flip-flop is clocked by an external clock. All subsequent flip-flops are clocked by output of the preceding flip-flop. Asynchronous counters are also called ripple counters because of the way the clock pulse supplies it way through the flip-flops. The MOD of the ripple counter or asynchronous counter is 2^n if n flip-flops are used. For a 4-bit counter in the range of the count is 0000 to 1111 ($2^4 - 1$).

Observation Table:

Truth Table

Q_3	Q_2	Q_1	Q_0	O/P
0	0	0	0	0
0	0	0	1	1
0	0	1	0	2
0	0	1	1	3
0	1	0	0	4
0	1	0	1	5
0	1	1	0	6
0	1	1	1	7
1	0	0	0	8
1	0	0	1	9

State Diagram:



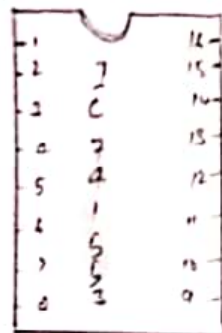
Result: Design & study of MOD-10 counter is verified.

Experiment NO-10

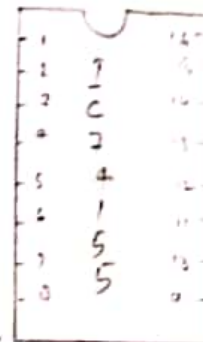
Object: Design and study of truth table of Multiplexer and Demultiplexer using IC 74153 and 74155

Apparatus required: Digital Trainer kit, IC-74153, IC-74155, Bread board and connecting wires.

Circuit Diagram:



MUX



DMUX

Observation Table:

G ₀	(MUX)		Y ₀
	Select		
	S ₀	S ₁	
0	0	0	A ₀
0	0	1	A ₁
0	1	0	A ₂
0	1	1	A ₃
1	X	X	0

D ₀	(DMUX)				Y ₀	Y ₁	Y ₂	Y ₃
	G ₀	S ₀	S ₁					
X	1	X	X		1	1	1	1
0	X	X	X		1	1	1	1
1	0	0	0		0	1	1	1
1	0	1	0		1	0	1	1
1	0	0	1		1	1	0	1
1	0	1	1		1	1	1	0

Theory:

Multiplexer: It is a device that combines several analog or digital input signals and forwards them into a single output line. A multiplexer of 2^n inputs has n select lines which are used to select which input line is used to the output.

Demultiplexer: It is a device that takes a single input line and routes it to one of several digital outputs. A demultiplexer of 2^n outputs has n select lines, which are used to select which output line to send the input.

Aim: Design and study of multiplexer & demultiplexer is done.