

# Implementation of the below circuit using assembly

GUNA VARDHAN

gunavardhan.nagamalla@gmail.com

FWC22123

IIT Hyderabad-Future Wireless Communication Assignment

March 2023

## **Contents**

## 1 Problem

GATE EC-2019

Q.25. In the circuit shown, the clock frequency, i.e., the frequency of the clock signal, is 12 KHz. The frequency of the signal at Q2 is ..... KHz.

## 2 Introduction

The aim is to implement the above sequential circuit using D flip-flops (IC 7474) and to find out the frequency of the signal at Q2 (it is given that the frequency of the clock signal is 12 KHz). IC 7474 is a dual positive edge triggered D type flip flop, which means it has two separate flip-flops that are triggered by the rising edge of a clock signal.

In the above circuit  $Q_1, Q_2$  are inputs and  $D_1, D_2$  are outputs. So, from the circuit the expressions of  $D_1$  and  $D_2$  are:

$$D_1 = Q_1' Q_2'$$
$$D_2 = Q_1.$$

Below is the transition table of the above circuit which is as follows:

INPUT		OUTPUT	
$Q_1$	$Q_2$	$D_1$	$D_2$
0	0	1	0
1	0	0	1
0	1	0	0

Table 1: Transition table

### 3 Components

COMPONENTS		
Component	Value	Quantity
Resistor	=220 Ohm	1
Arduino	UNO	1
Seven Segent Display	Common Anode	1
Decoder	7447	1
Flip Flop	7474	1
Jumper Wires		20
Breadboard		1

Table 2: Components

### 4 Hardware

IC 7474 is a D flip-flop integrated circuit that is commonly used in digital electronics applications. It is a dual positive edge-triggered by the rising edge of a clock signal. Below is the pin diagram of IC 7474: The connections between

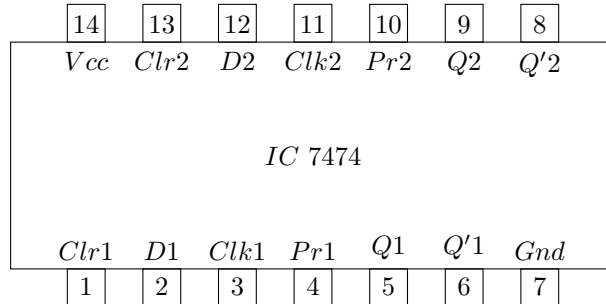


Figure 1: 7474

the arduino and IC 7474 is as follows:

	INPUT		OUTPUT		CLOCK		VCC			
ARDUINO	D2	D3	D5	D6	D13		5V			
7474	5	9	2	12	3	11	1	4	10	13
7447			1	7				16		

Table 3: connections

## 5 Software

The code to implement the above circuit is :

```
.include "sdcard/Download/FWC/assembly//m328Pdef.inc" ; Initialize registers
LDI R16, 0x00 ; Load 00 into R16
LDI R17, 0x00 ; Load 00 into R17
LDI R18, 0x03 ; Load 3 into R18 for comparison later
LDI R19, 0x01 ; Load 1 into R19
for toggling
```

```
LOOP: ; Wait for falling edge on clock
SBIC PIND, 0 ; Skip next instruction if PD0 is low
RJMP LOOP ; Jump back to LOOP if clock is high
```

```
; Update D1 and D2 flip-flops
AND R24, R17 ; (!Q1)*(!Q2) = Q1 Q2
LSL R24 ; Shift left one bit to prepare for D1
OR R24, R16 ; Combine with current state for D1
MOV R16, R17 ; Update D1_Q
1MOV R17, R24 ; Update D1_Q
```

```
MOV R24, R16 ; Copy D1_Q to R24 for use in updating D2_Q
AND R24, 0x01 ; Q1 = D1_Q & 0x01
LSL R24 ; Shift left one bit to prepare for D2
OR R24, R16 ; Combine with current state for D2
MOV R16, R24 ; Update D2_Q
```

```
; Output D2 state
OUT PORTB, R17 ; Output D2_Q
; Check for initial state of 00 and stop the loop
CPR16, R18, 1 ; with 0x03
BREQ END_LOOP ; Branch to END_LOOP if equal
```

```
; Wait for rising edge on clock
SBIS PIND, 0 ; Skip next instruction if PD0 is high
RJMP LOOP ; Jump back to LOOP if clock is low
```

```
; Toggle the LED on PORTC
EOR R20, R19 ; Toggle R20 (PORTC)
```

```
; Jump back to LOOP
RJMP LOOP
```

```
END_LOOP :: Stop the loop
NOP
```