

# Template Week 2 – Logic

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## Assignment 2.1: Parking lot

Which gates do you need?

OR gates

Complete this table

Parking lot 1	Parking lot 2	Parking lot 3	Result (full)
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

## Assignment 2.2: Android or iPhone

Which gates do you need?

OR

Complete this table

Android phone	iPhone	Result (Phone in possession)
0	0	0
0	1	1
1	0	1
1	1	1

### Assignment 2.3: Four NAND gates

Complete this table

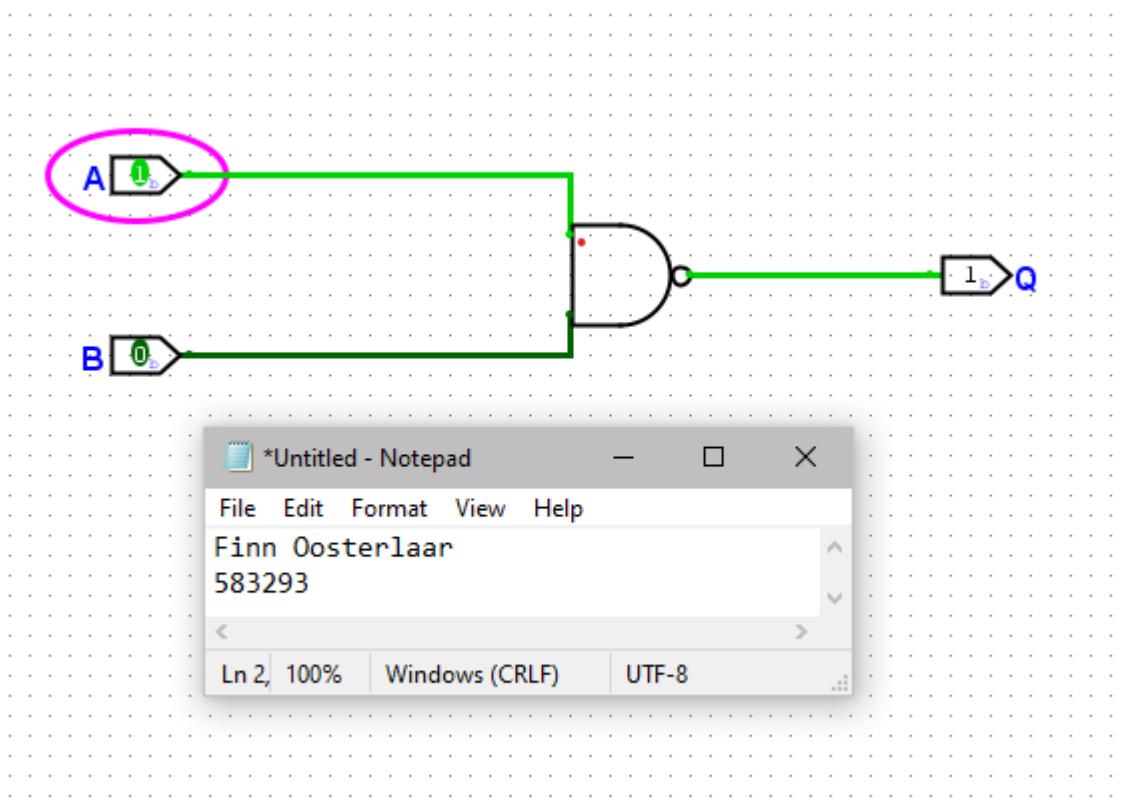
A	B	Q
0	0	1
0	1	1
1	0	1
1	1	0

How can the design be simplified?

Je kunt 1 NAND gate gebruiken

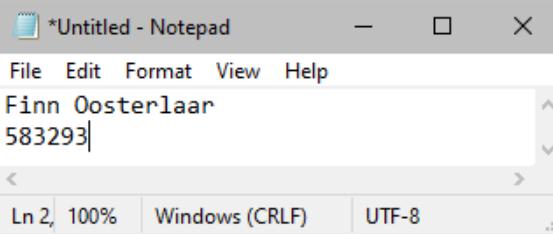
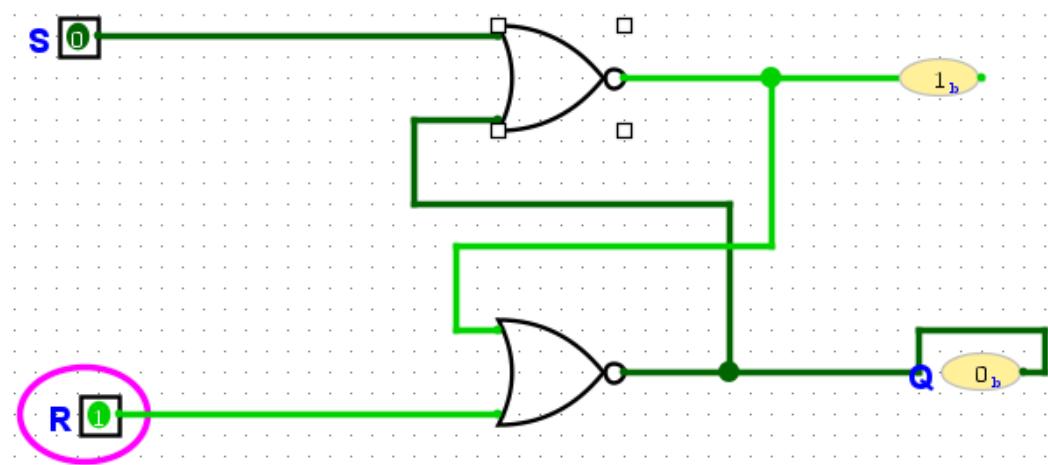
### Assignment 2.4: Getting to know Logisim evolution

Screenshot of the design with your name and student number in it:



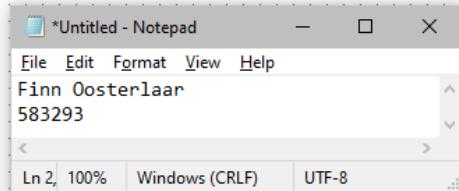
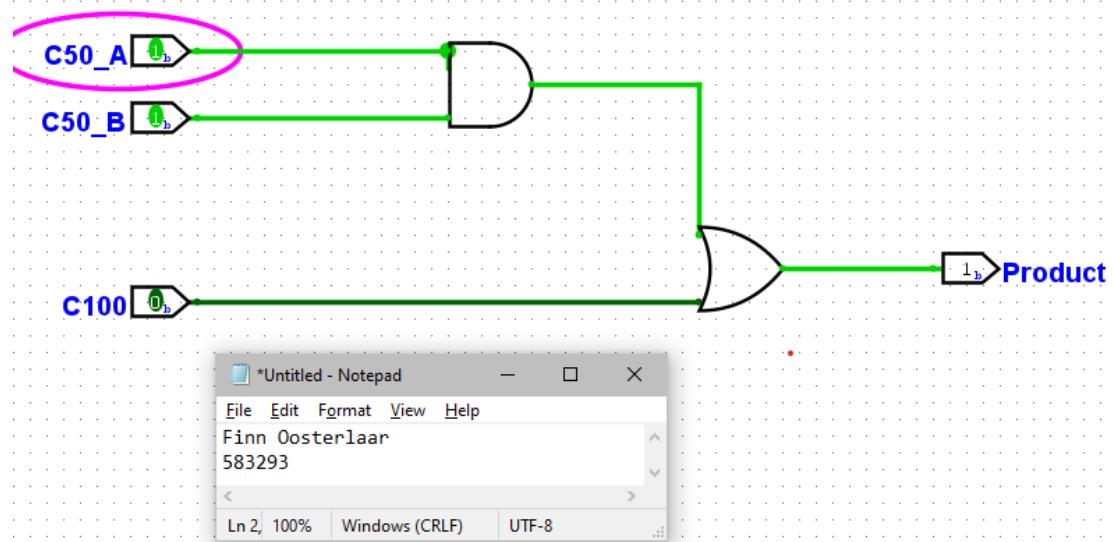
### Assignment 2.5: SR Latch

Screenshot SR Latch in Logisim with your name and student number:



### Assignment 2.6: Vending Machine

Screenshot Vending Machine in Logisim with your name and student number:



### **Assignment 2.7: Bitwise operators**

Complete the java source code for bitwise operators. Put the source code here.

```
public class Main {
```

```
    public static void main(String[] args) {
        int a = 12; // 1100
        int b = 5; // 0101

        System.out.println("a = " + a + " (1100)");
        System.out.println("b = " + b + " (0101)");

        System.out.println("a & b = " + (a & b)); // AND
        System.out.println("a | b = " + (a | b)); // OR
        System.out.println("a ^ b = " + (a ^ b)); // XOR
        System.out.println("~a = " + (~a)); // NOT
        System.out.println("a << 1 = " + (a << 1)); // Left shift
        System.out.println("a >> 1 = " + (a >> 1)); // Right shift
    }
}
```

### **Assignment 2.8: Java Application Bit Calculations**

Create a java program that accepts user input and presents a menu with options.

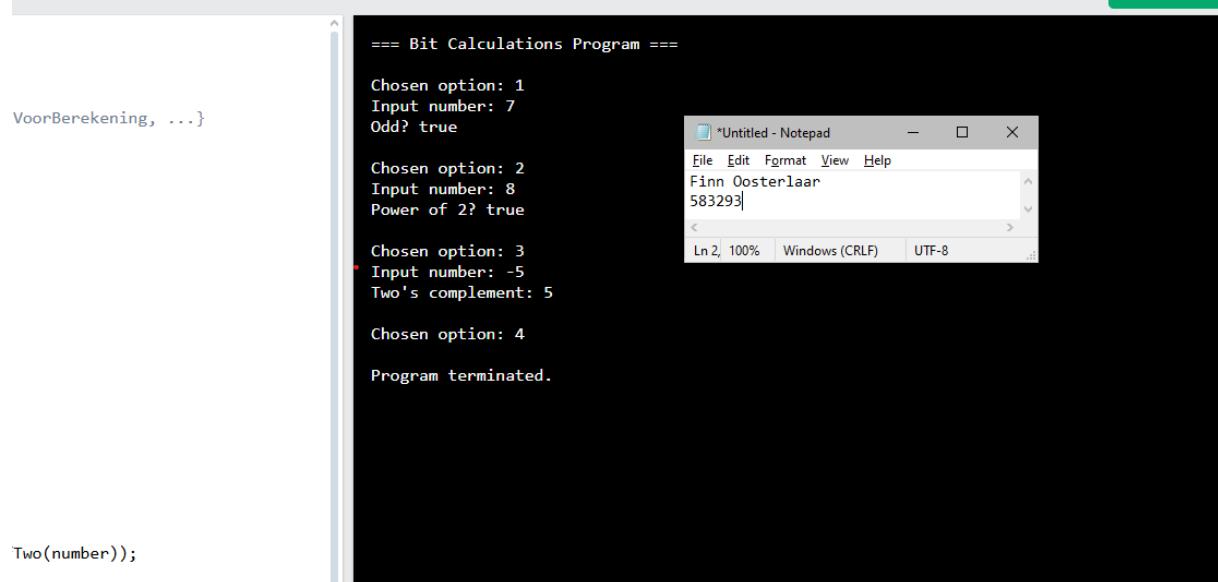
1. Is number odd?
2. Is number a power of 2?
3. Two's complement of number?

Implement the methods by using the bitwise operators you have just learned.

Organize your source code in a readable manner with the use of control flow and methods.

Keep this application because you need to expand it in week 6 for calculating network segments.

Paste source code here, with a screenshot of a working application.



```
== Bit Calculations Program ==

Chosen option: 1
Input number: 7
Odd? true

Chosen option: 2
Input number: 8
Power of 2? true

Chosen option: 3
Input number: -5
Two's complement: 5

Chosen option: 4

Program terminated.

Two(number));
```

```
public class Main {

    public static void main(String[] args) {
        // Simulatie van gebruikersinput
        // Formaat: {menuKeuze, getalVoorBerekening, menuKeuze, getalVoorBerekening, ...}
        // menuKeuze = 4 betekent "exit"

        int[] simulatedInput = {1, 7, 2, 8, 3, -5, 4};
        int inputIndex = 0;
        int choice = 0;

        System.out.println("== Bit Calculations Program ==");

        while (inputIndex < simulatedInput.length) {
            choice = simulatedInput[inputIndex++];

            System.out.println("\nChosen option: " + choice);

            if (choice >= 1 && choice <= 3) {
                int number = simulatedInput[inputIndex++];
                System.out.println("Input number: " + number);
            }
        }
    }
}
```

```

switch (choice) {

    case 1:
        System.out.println("Odd? " + isOdd(number));
        break;

    case 2:
        System.out.println("Power of 2? " + isPowerOfTwo(number));
        break;

    case 3:
        System.out.println("Two's complement: " + twosComplement(number));
        break;

    }

} else if (choice == 4) {
    break; // exit
} else {
    System.out.println("Invalid choice!");
}

}

System.out.println("\nProgram terminated.");
}

// Check if number is odd using bitwise AND
public static boolean isOdd(int number) {
    return (number & 1) == 1;
}

// Check if number is a power of 2 using bitwise operators
public static boolean isPowerOfTwo(int number) {
    return number > 0 && (number & (number - 1)) == 0;
}

```

```
// Calculate two's complement using bitwise NOT and addition  
public static int twosComplement(int number) {  
    return (~number) + 1;  
}  
}
```

Ready? Then save this file and export it as a pdf file with the name: [week2.pdf](#)