

Template Week 2 – Logic

Student number: 583293

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

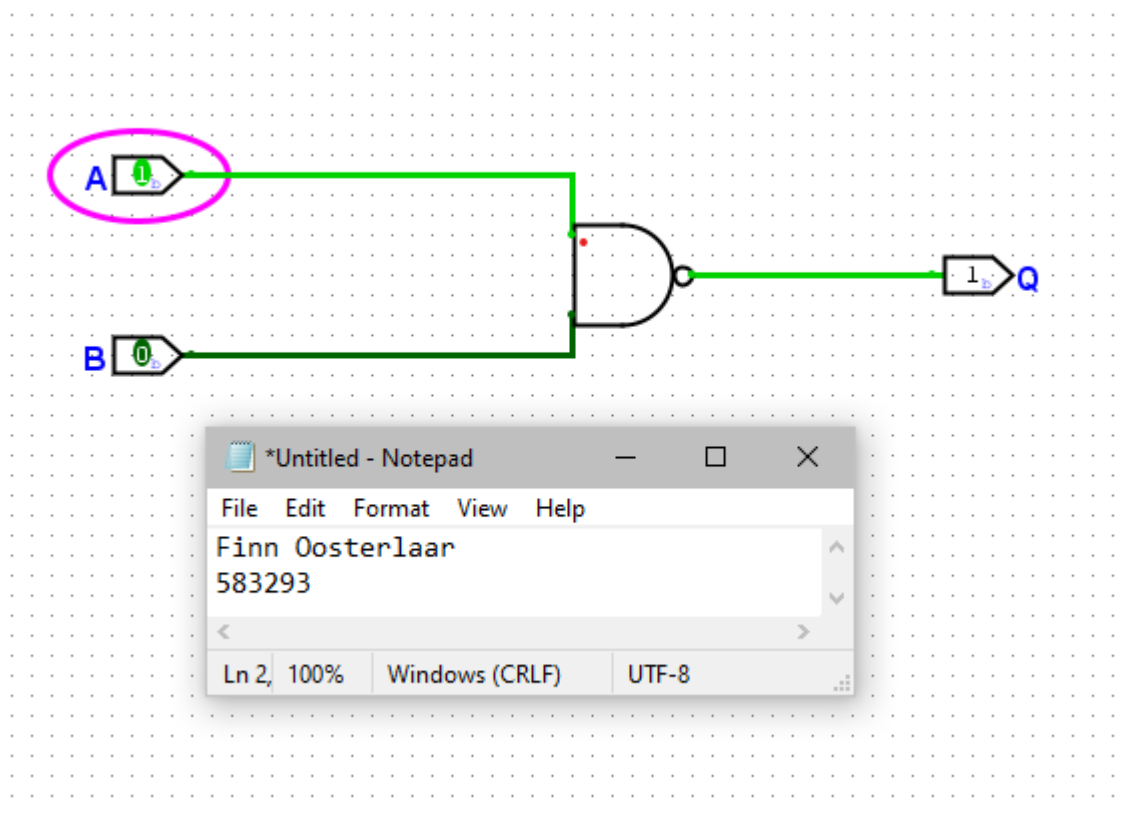
A	B	Q
0	0	1
0	1	1
1	0	1
1	1	0

How can the design be simplified?

Je kunt 1 NAND gate gebruiken

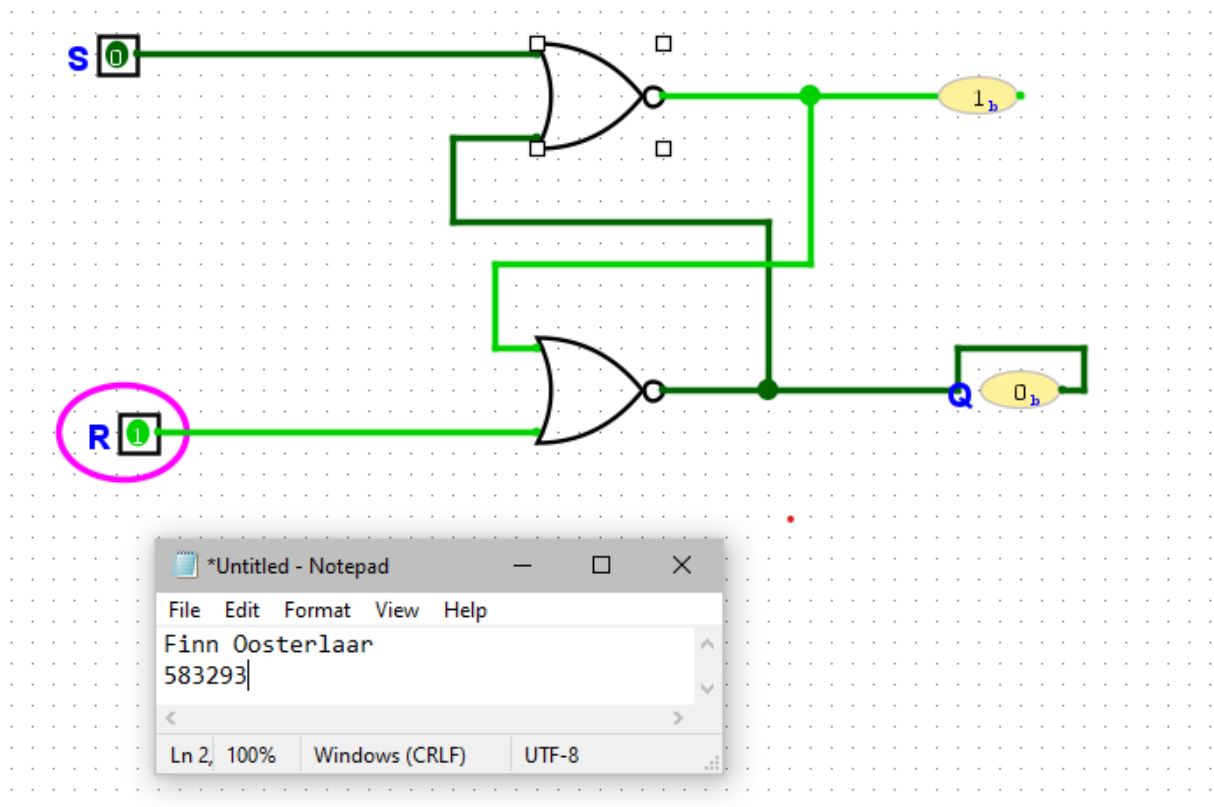
Assignment 2.4: Getting to know Logisim evolution

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



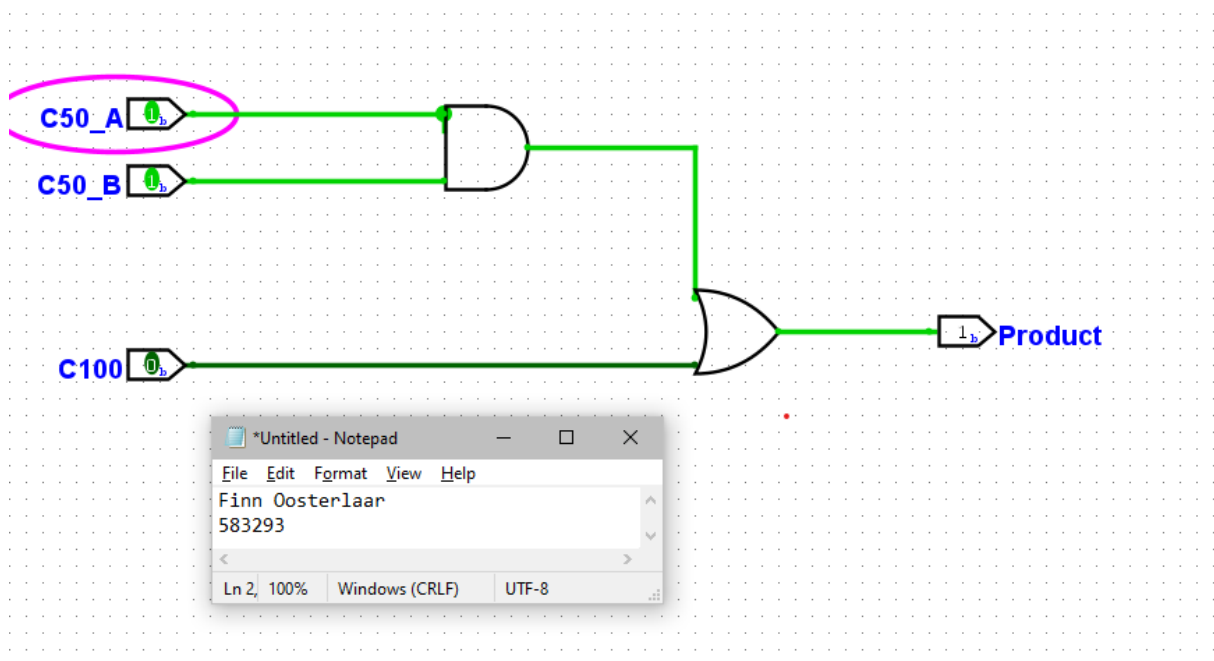
Assignment 2.5: SR Latch

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.

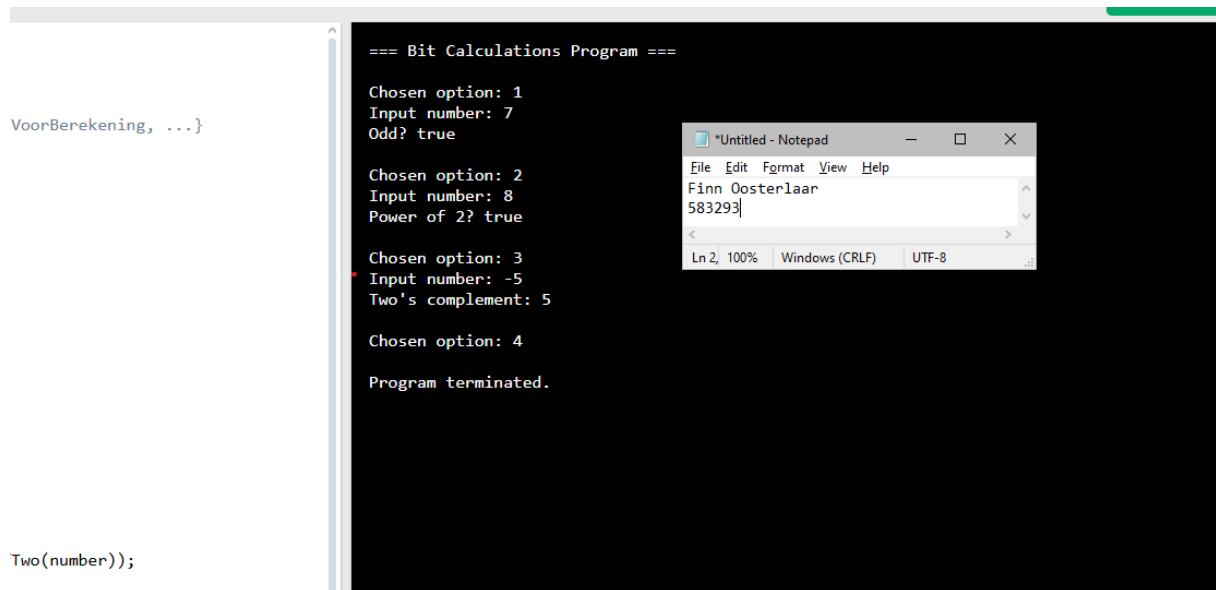
1. Is number odd?
2. Is number a power of 2?
3. Two's complement of number?

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.



The screenshot shows a Java IDE with a source code editor on the left and a terminal window on the right. The source code in the editor includes a method `VoorBerekening, ...}` and a call to `Two(number));`. The terminal window displays the output of a Java application titled "Bit Calculations Program". The output shows four iterations of user input and calculations:

```
=== 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.
```

```
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](#)