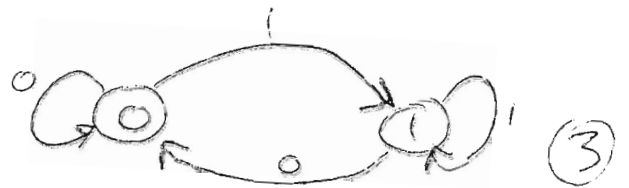
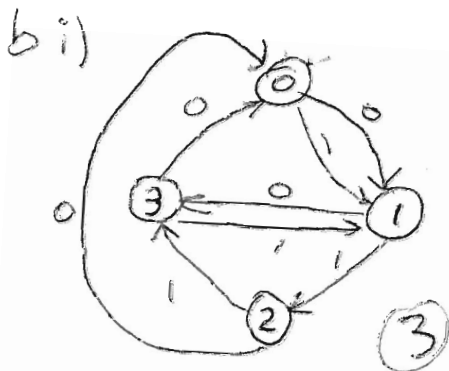


1. a. i) $\begin{array}{c|c} D & Q' \\ \hline 0 & 0 \\ 1 & 1 \end{array} \quad Q' = 0$



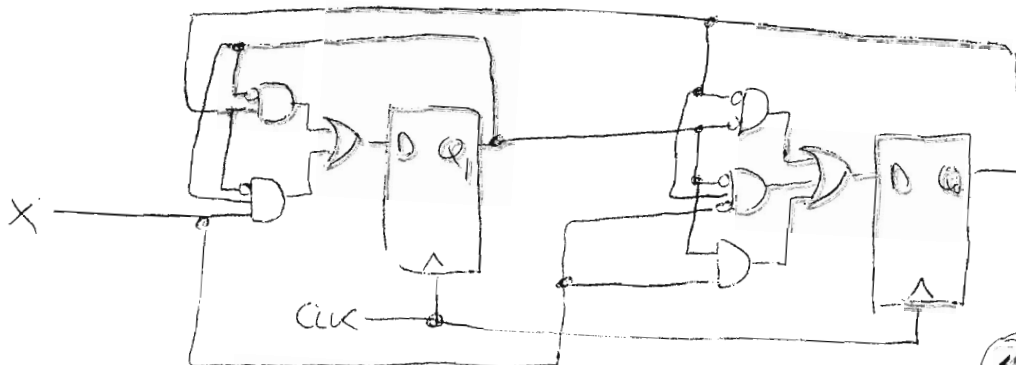
ii) Self starting - if counter gets into an unused state, the next state will be part of the valid sequence. (2)



Present state $Q_1 Q_0$	Input x	Next state $Q_1 Q_0$
0 0	0	0 0
0 0	1	0 1
0 1	0	0 1
0 1	1	1 0
1 0	0	1 0
1 0	1	1 1
1 1	0	1 1
1 1	1	0 0

When $x=0$, state 2 is unused so take it to state 0
When $x=1$, state 0 is unused so take it to state 1

(ii) $Q_1' = \bar{Q}_1 Q_0 + Q_1 \bar{Q}_0 x$, $Q_0' = \bar{Q}_1 \bar{Q}_0 + \bar{Q}_1 Q_0 \bar{x} + Q_1 \bar{Q}_0 x + Q_1 Q_0 x$
 $= \bar{Q}_1 \bar{Q}_0 + \bar{Q}_1 Q_0 \bar{x} + Q_1 x$ (3)



Other solutions valid (2)

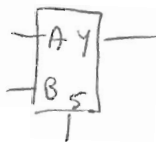
(iii) two gate delay = $7 + 7 = 14 \text{ ns}$

add to flipflop delay $14 + 5 = 19 \text{ ns}$, allow 1ns setup
 $19 + 1 = 20 \text{ ns}$, $\frac{1}{20 \text{ ns}} = 50 \text{ MHz}$ (2)

(iv) Flip-Flops may have entered a metastable condition
 Race conditions in the combinational logic may lead to an incorrect input to the flip-flops being clocked in. (2)

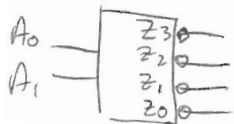
2. a. (i)

S	Y
0	A
1	B



Switches data from one of the two inputs (A,B) to the output (Y) under the control of select (S)
 $S=0$ pass A ; $S=1$ pass B (3)

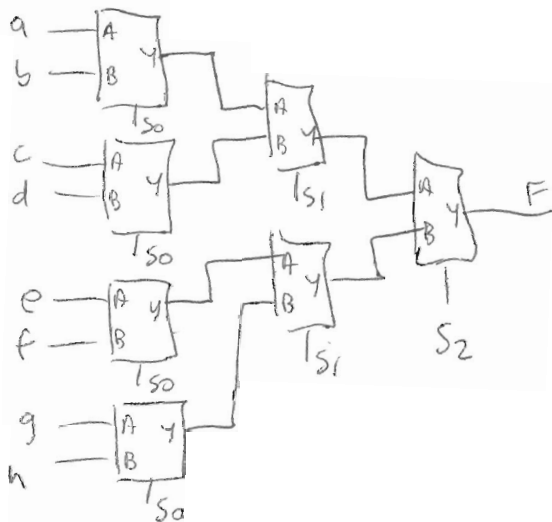
(ii)



$A_1 A_0$	Z_3	Z_2	Z_1	Z_0
00	1	1	1	0
01	1	1	0	1
10	1	0	1	1
11	0	1	1	1

For each input combination, one output is set low as seen in the truth table. All other outputs are high (3)

b.



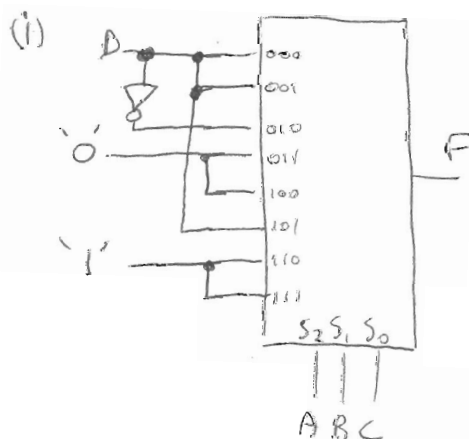
$S_2 S_1 S_0$	F
000	a
001	b
010	c
011	d
100	e
101	f
110	g
111	h

Each column of 2-to-1 multiplexers has a common select line. Data is selected as shown in the truth table.

(4)

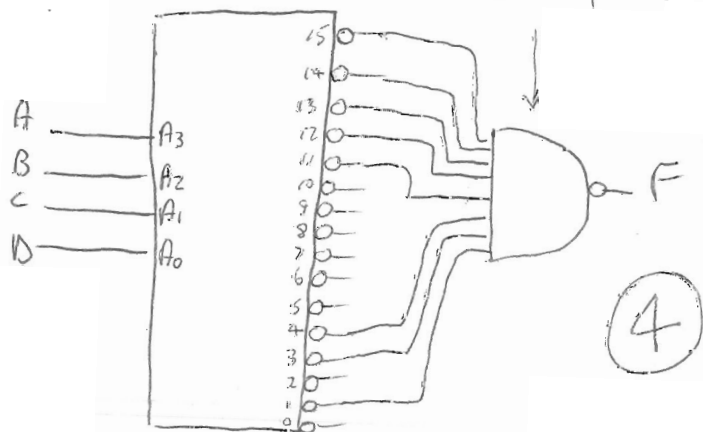
C	A	B	C	D	F
0	0	0	0	0	0
1	0	0	0	1	1
2	0	0	1	0	0
3	0	0	1	1	1
4	0	1	0	0	1
5	0	1	0	1	0
6	0	1	1	0	0
7	0	1	1	1	0
8	1	0	0	0	0
9	1	0	0	1	0
10	1	0	1	0	0
11	1	0	1	1	1
12	1	1	0	0	1
13	1	1	0	1	1
14	1	1	1	0	1
15	1	1	1	1	1

(2)



(4)

8-input NAND. Any '0' drives output to '1'



(4)

3 a. (i) $(x+y)(x+z) = xx + xz + yx + yz = x + xz + yx + yz$
 $= x(1+z+y) + yz$
 $= x + yz$

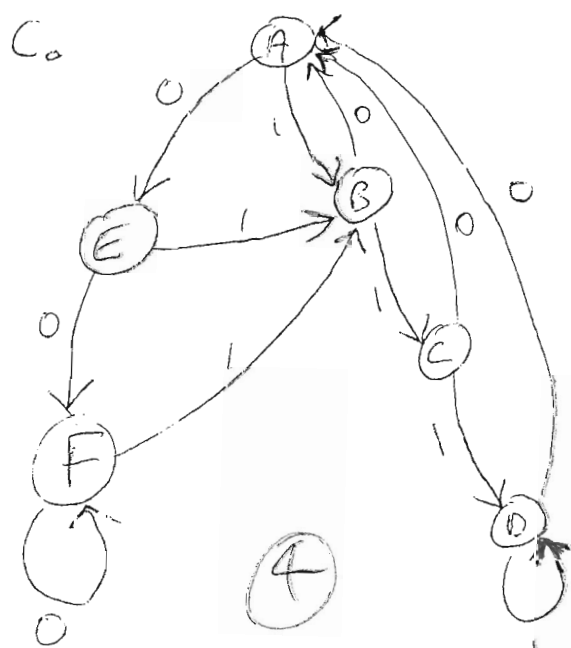
(ii) $ABC + \bar{A}B + AB\bar{C}$
 $= AB(C+\bar{C}) + \bar{A}B = AB + \bar{A}B = B(A+\bar{A}) = B$ (4)

b. (i) Moore output is formed from the present state
 Mealy output is formed from the state and the current input. (2)

(ii) Binary coding 2^n states requires n flip flops
 'One Hot' one flip flop per state is required.
 The state is indicated by a single flip flop being '1' or 'hot'. (2)

(iii) Resetting \Rightarrow when a sequence is found, look for the next sequence starting again at the next bit. (2)

Non Resetting \Rightarrow bits from a previous sequence can be used in the next valid sequence.



A \Rightarrow Reset State, single '0'
 B \Rightarrow First '1', C \Rightarrow Second '1'
 D \Rightarrow three '1's, E \Rightarrow Second '0'
 F \Rightarrow three '0's' (2)

Present state	I	Next state	output Z
A	0	E	0
A	1	B	0
B	0	A	0
B	1	C	0
C	0	A	0
C	1	D	0
D	0	A	1
D	1	D	1
E	0	F	0
E	1	B	0
F	0	F	1
F	1	B	1

(4)

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4. a. $\overline{x+y} = \bar{x} \cdot \bar{y}$

$\overline{x \cdot y} = \bar{x} + \bar{y}$

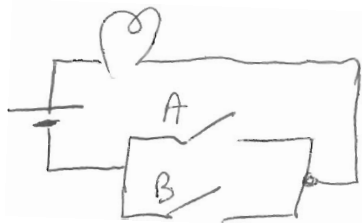
xy	$x+y$	$\overline{x+y}$	\bar{x}	\bar{y}	$\bar{x} \cdot \bar{y}$
00	0	1	1	1	1
01	1	0	1	0	0
10	1	0	0	1	0
11	1	0	0	0	0

xy	$x \cdot y$	$\overline{x \cdot y}$	\bar{x}	\bar{y}	$\bar{x} + \bar{y}$
00	0	1	1	1	1
01	0	1	1	0	1
10	0	1	0	1	1
11	1	0	0	0	0

same (3)

same (3)

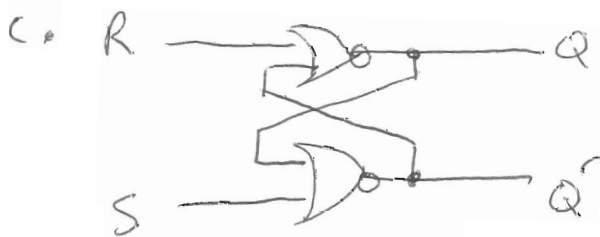
b.



using $\overline{A \cdot B} = \bar{A} + \bar{B}$

switches logic '0' — closed
logic '1' — open

(4)



S	R	Q
0	0	unchanged
0	1	0
1	0	1
1	1	not allowed

Active high SR Latch

Remains in stable state for $S=R=0$

Set with pulse of '1' on S

Reset with pulse of '1' on R

$S=R=1$ unstable race condition

(6)

A	B	Q	\bar{Q}	R	S
0	0	0	1	1	0
0	1	Q	\bar{Q}	0	0
1	0	Q	\bar{Q}	0	0
1	1	1	0	0	1

$R = \bar{A} \bar{B}$
 $S = AB$

(4)

