

#### NORTH SOUTH UNIVERSITY

Department of Electrical & Computer Engineering (ECE)

CSE 332 Computer Organization & Architecture

Section: 02

Faculty: Tanjila Farah (TnF)

## Lab Report: 01 Name of the Experiment

Submitted	By:	(Writer's	name	& ID)	
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For Instructor's use only

a contra	REMARKS:			
SCORE:				
PENALTY:				

## Objective -

- · Underestanding and appling complex forms of 'Digital Logic Design'.
- Introduction to 'Aroithmetic Logic Unit' ALU; as well as practical demonstration of it's use and design.
- Designing multipurpose combinational logic circuit which include adders, subtractors, transfer, increment, and decrement.
- Reinforcing and improving the undersanding of digital togic desgin.
- electronics to make practicel implementation.

# List of Equipments -

- · Wires
- · Trainer board
- Hex Inverter IC 7404
- 4-bit full adder IC-7483
- Dual 4- input Multiplexer IC-74F153

An 'Arithmetic Logic Vnit (ALU) is a fundamental component of any computers's 'central Processing Unit (CPU)'. It performs arithmetic and logic operations on digital data. The operations may include addition, subtraction, multiplication division, increment / decreement, logic 'and', 'or', 'not', 'xor', and 'shift' operation.

Here we are to built a 2-bit arothmetic unit. To do that we need would use;

- two 4×1 MUX
- two full adders
- two 7 digital imputs 'AoBo' and A1B1
- two selection imputs 'So and 'S;
  - one carry input 'c!
  - HEX inverter

and a trainer board and wives.

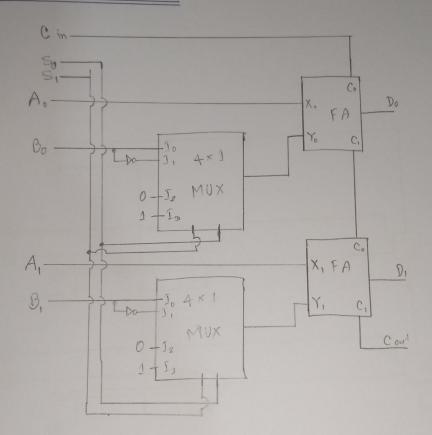
To implement our 2-bit withmetic unit; we both selection bits to the MUX's. Then we armeet Ao as the first input in adder no. 1 and A, as Arst imput in connect Bo at the adder no. 2. Now we MUX no. 1's Io input and Bo at MUX no. 1's Is input. By connects to MUX no 2 the same was as Do connects to MUX no. 1. The carry bit 'C' connects to the adder no.1's com and we take adder no. I's contand put it as imput on at adder no. 2. To finish our Lesson I we input '0' and both MUX's Iz finally and 'I' at both MUX's Is. A stood twe connect MUX's no. 1's output as the second input in adder no.1 and MUX no.2's output as second imput in adder no.2. Now we have our outputs

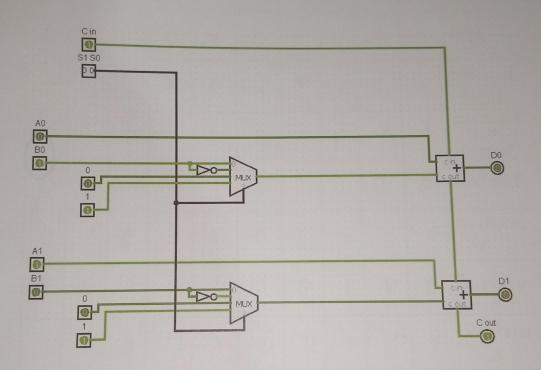
in as Do from adder no.1, D, from adder no.2,

and carry output from adder no.2's cout.

To do arithmetic operations in this arithmetic unit; to add make  $S_0 = 0$  and  $S_7 = 0$ , to subtract  $S_0 = 1$  and  $S_7 = 0$ , to transfer  $S_0 = c_{1m}$  and  $S_7 = 1$ , to increment  $S_0 = 0$ ,  $S_7 = 1$  and  $S_7 = 1$ , to decrement  $S_0 = 1$ ,  $S_7 = 1$ , and  $S_7 = 0$ .

### Circui Dhagram -





51	50	Cin	Al	AO	B1	B 0	D 1	00		Cout	Microoperation
0	0	0	0	0	0	1	0	1		0	Add
0	0	1	1	0	0	1	0	0		)	Add with
0	1	0	0	2	0	0	0		0	1	Subtract with Borrow
0	)	)	)	)	0	)	)	(	)	0	Subtract
)	0	0	)	)	0	,	)		1	C	Transfer A
,	0	)	1	0	١	0	)		1	0	Increment A
)	,	0	1	)	0	C	)	1	(	0	Necrement A
1	1	)	1	0	0	C	)	)	C	)	1 Transfer

In this lab we made a 2-bit withmetic unit. At the start of the lab our lab instravetors tought us how this logic works and Showen the us. how we would should make it at our trainer boards. In accordance to our lab instructors, we first placed the IC's on our trainer board and connected the Vcc on good CCND of all the IC's Then we connected all the inputs according to the instructions as well as write the places where the inputs and connections are, so we could tetect most easily Aland and fix then when it was occure. However, once we were done with connectory att the infuts in our Ic's and powered the circuit, we simply did not get and any logical outcome. Two out of three output LED's were always on no matte what griput gave. After eneating some time of trying to fix our crecuit, we just replace all the IC's in our trainer board. Yet we didn't get any logical result. Again two out of three outputs were always on. The lab ended without us being able to finish achive any result. Upon noticines our problem, the lab instructor told us to always check check the 10's before connecting them to with wives and gowers supply. We then simples simply wrote down the Function Table according to the theory. Looking back on it we realy should have been more careful when we were building the design. I realy hope we could do bettero moving Sorword.