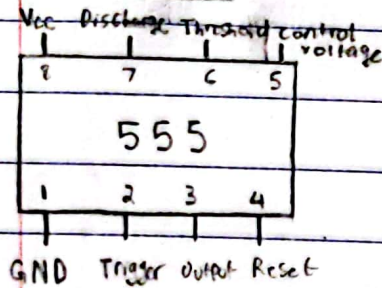
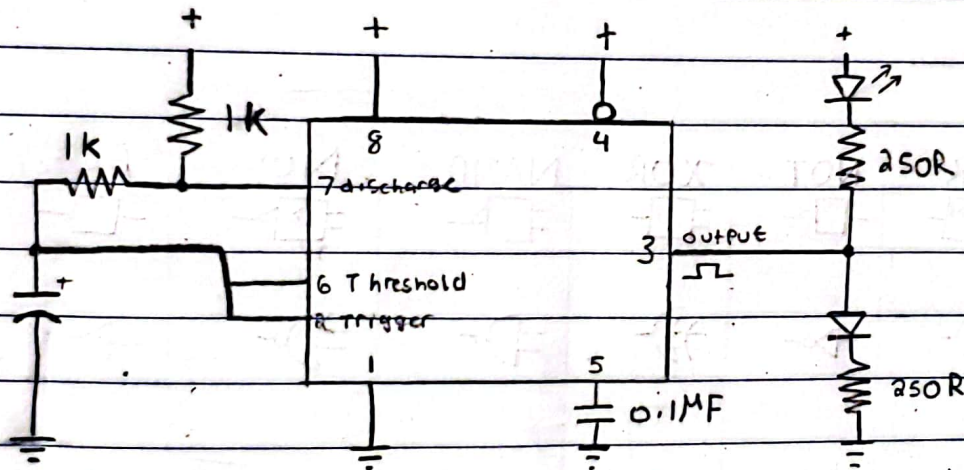


555 - IC Timer Schematics

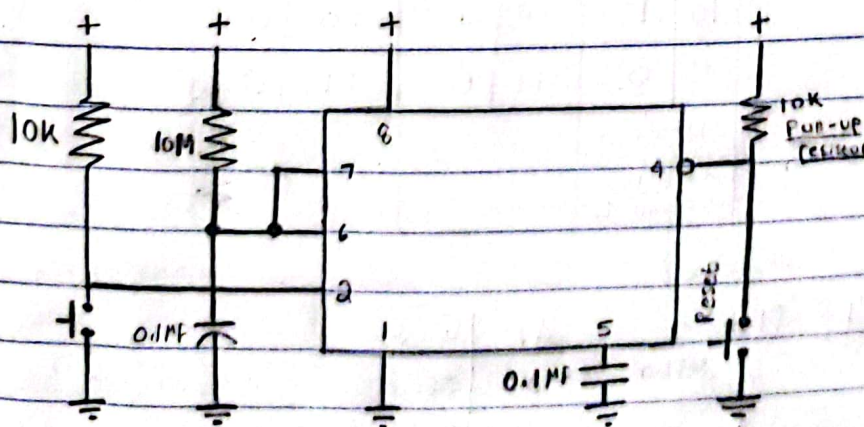
555 chip



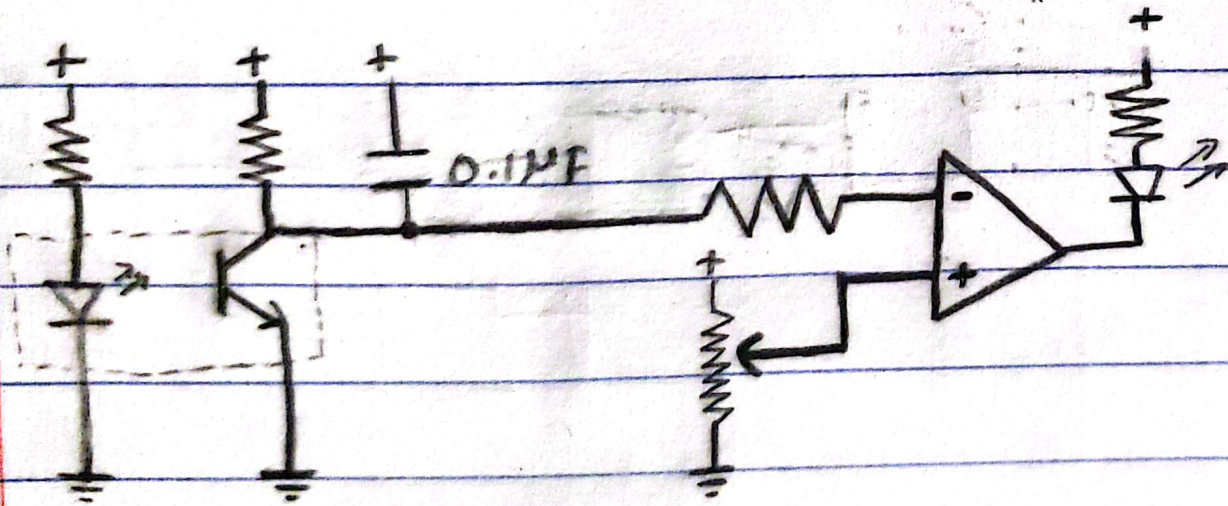
Astable Timer (555)



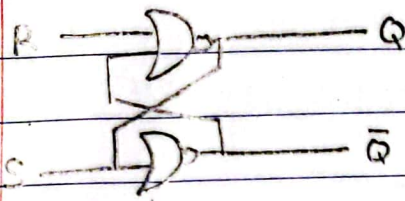
Mono Stable Timer (555)



Op-Amp Schematic (1 Sensor. Schematic can be rebuilt to have 2 Sensors)

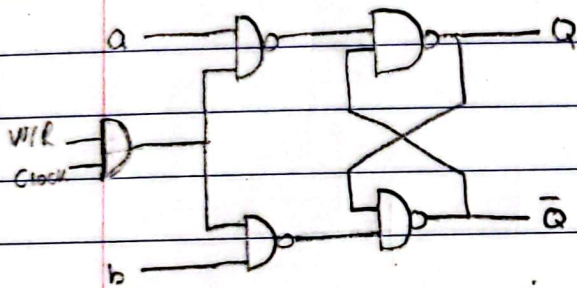


R.S (NOR) Flip-flop



AB	Q \bar{Q}
00	No change (stored)
01	10 Set
10	01 Reset
11	error

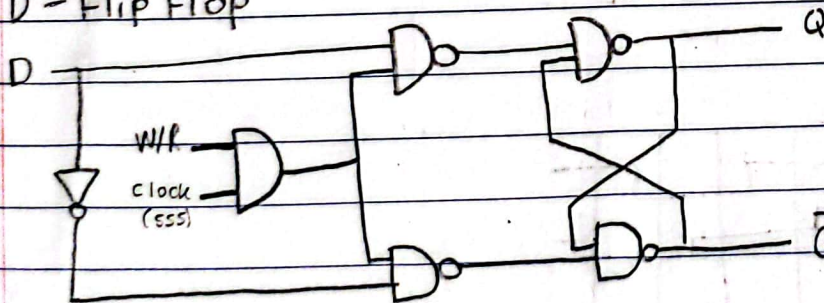
R.S- Flip Flop (Nand)



Clock	AB	Q \bar{Q}	Clock	W/R	
0	XX	No change	X	0	0
1	00	No change	0	1	0
1	01	reset	1	0	0
1	10	set	1	1	1
1	11	error			

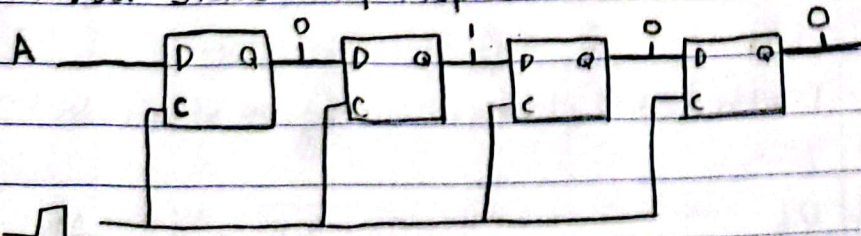
Getting rid of error Case in

D - Flip Flop



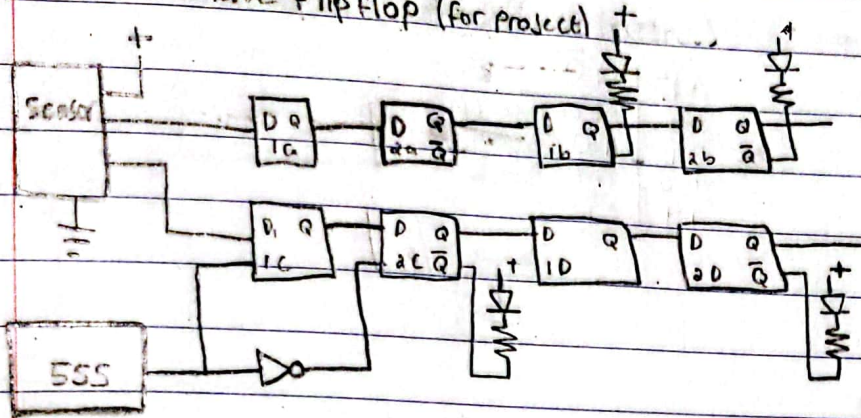
Clock	A		(No need for B because B is the opposite of A.)
0	X	No change	
1	0	reset	
1	1	set	

Master Slave Flip Flop (to deal with racing)

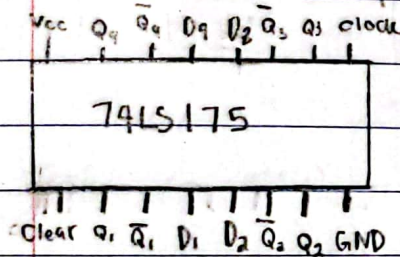


In one clock pulse, all the answers will get wiped. (answer will race through when the clock pulses.)

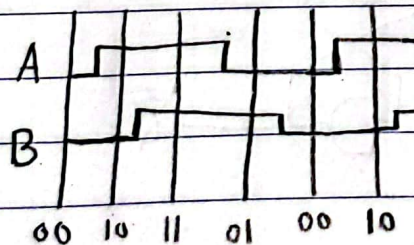
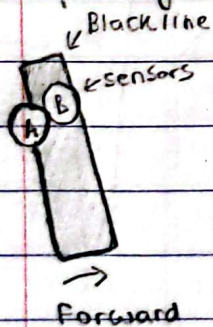
Master Slave Flip flop (for project)



Master Slave Flip flop (74LS175)



Spinning disk project



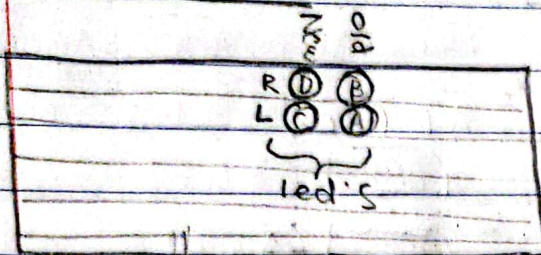
Boolean Algebra - Truth table to equation (sum of products)

AB	y
00	1 → $\bar{A}\bar{B}$
01	0
10	0
11	1 → AB

$$y = \bar{A}\bar{B} + AB$$

$$\therefore \overline{A \oplus B} = \bar{A}\bar{B} + AB$$

Board Data



will change first
will change after
Sensors

① - Go/stop

② - Error/NoError

③ - Forward/backward S

Forward - light on

Error - light on

Go - light on

A	B	C	
0	0	0	0
0	0	1	0
0	1	0	1 → $\bar{A}BC$
0	1	1	1 → $\bar{A}BC$
1	0	0	1 → $A\bar{B}\bar{C}$
1	0	1	0
1	1	0	1 → ABC
1	1	1	0

$$\begin{aligned}
 y &= \bar{A}\bar{B}\bar{C} + \bar{A}BC + A\bar{B}\bar{C} + ABC \\
 &= \bar{A}\bar{B}(\bar{C} + C) + A\bar{B}(\bar{B} + B) \quad \text{dist, com} \\
 &= \bar{A}\bar{B}(1) + A\bar{C}(1) \quad \bar{A} + A = 1 \\
 &= \bar{A}\bar{B} + A\bar{C} \quad A \cdot 1 = A
 \end{aligned}$$

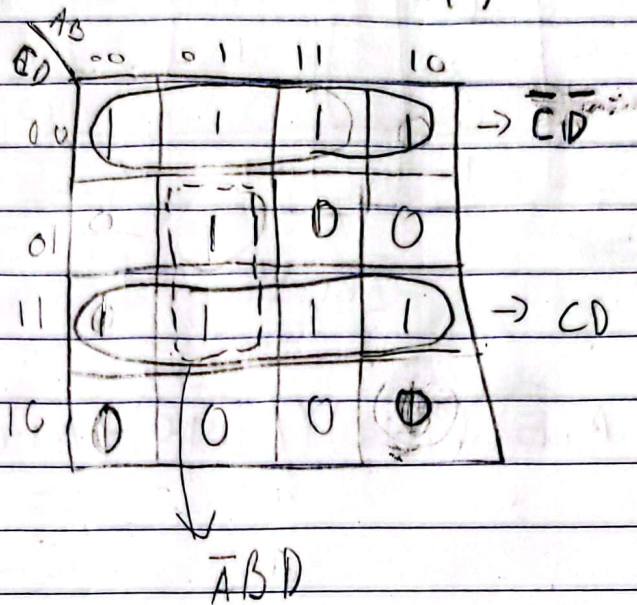
A	B	C	
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	1

C	00	01	11	10
0	0	1	0	1
1	1	0	1	1

A	B	C	D	
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	1
0	1	0	1	1
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	1
1	1	0	1	0
1	1	1	0	0
1	1	1	1	1

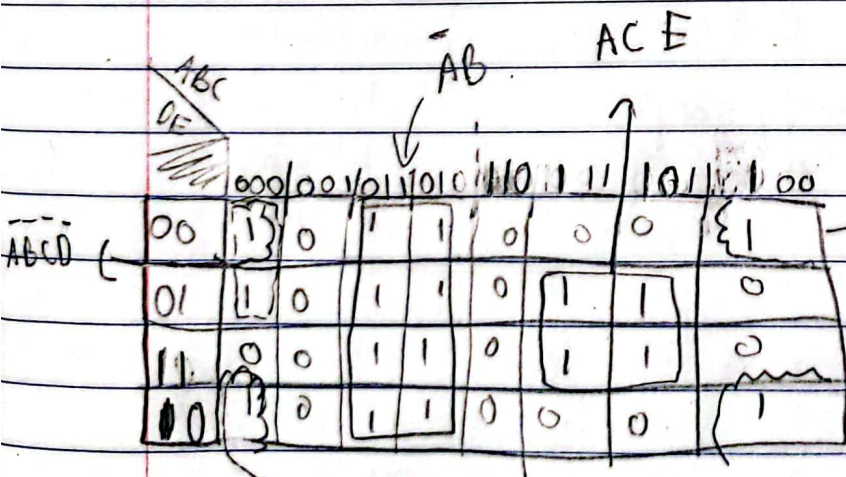
1, 2, 4, 8, 16, 32

karnaugh maps



$$Z = \overline{C}\overline{D} + CD + \overline{A}BD$$

$$= (\overline{C} \oplus D) + \overline{A}BD, \text{ xor}$$



$\overline{B}\overline{C}\overline{E}$

$$\overline{A}\overline{B}\overline{C}\overline{D} + \overline{B}\overline{C}\overline{E} + \overline{A}\overline{B} + ACE, \text{ sop}$$

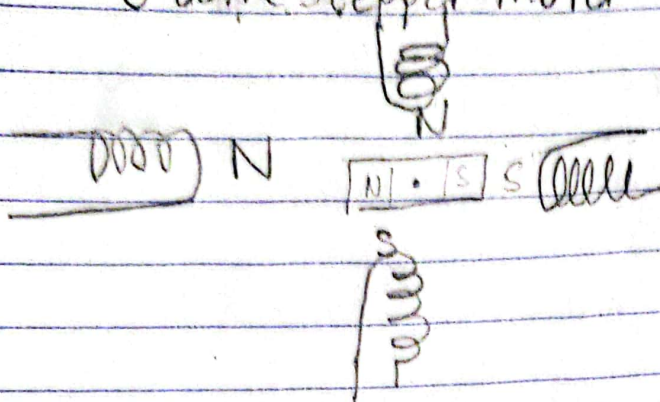
$$= \overline{B}\overline{C} (\overline{A}\overline{D}\overline{E}) + \overline{A}\overline{B} + ACE, \text{ dnf}$$

steps to determine sop

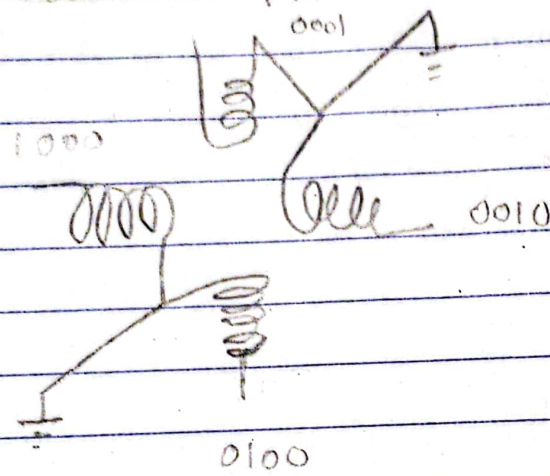
0 1 1 0

0000 0001 0011 0010 0110 0111 0101 0100 1000 1001 1011 1010 1100 1101 1111 1110 1000

8 wire stepper motor

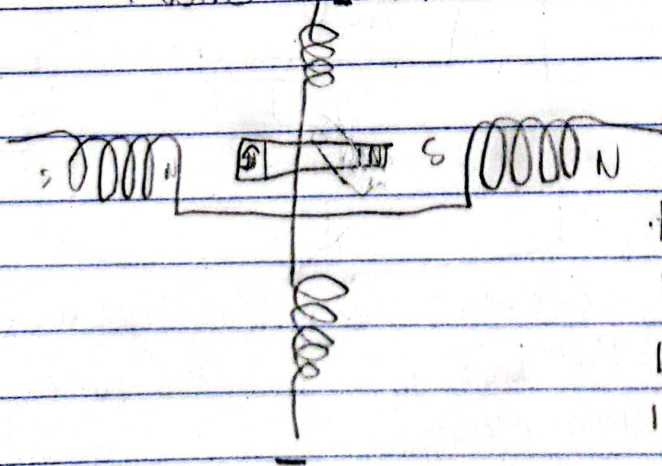


6 wire stepper motor

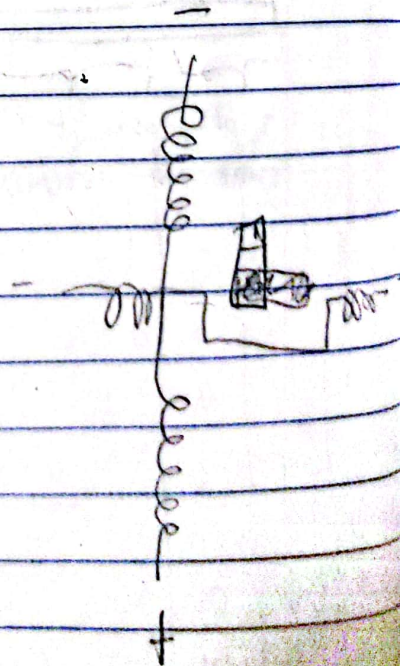


+	-	-	-
+	+	-	-
-	+	-	-
-	+	+	-
-	-	+	+
-	-	+	+
-	-	-	+
+	-	-	+

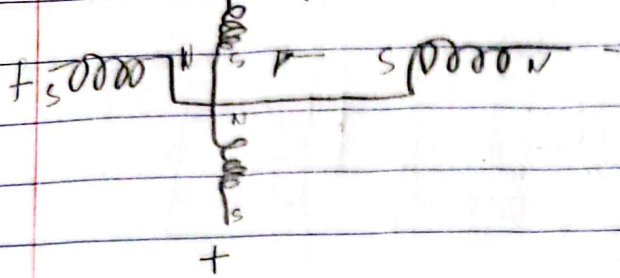
4 wire stepper motor



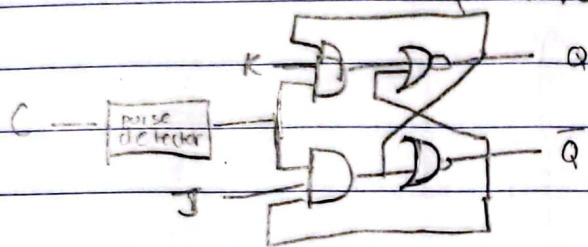
to make
11 spin
backward
1 step



Half steps



J-K Flip Flop

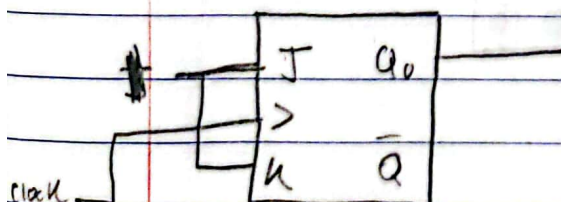


JK flip flops in toggle mode

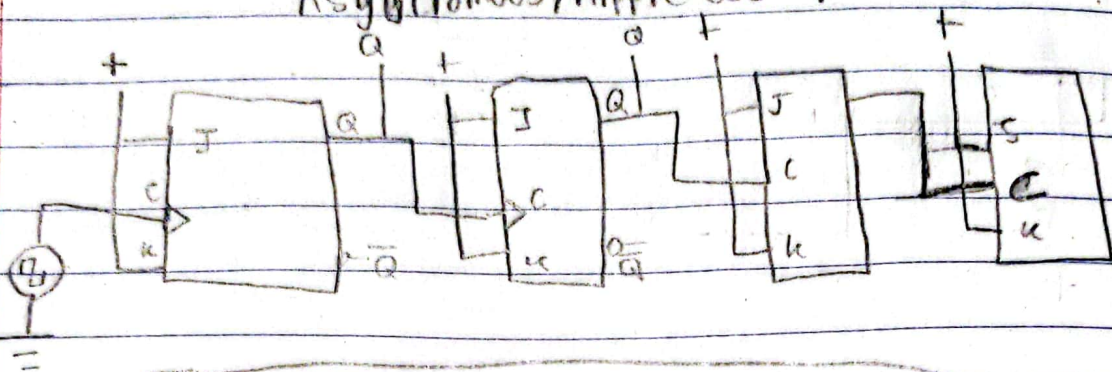
- with the inputs set to "1", a JK flip flop will toggle its output.

- For every clock two clock pulse the output will cycle once (0-1-0 or 1-0-1)

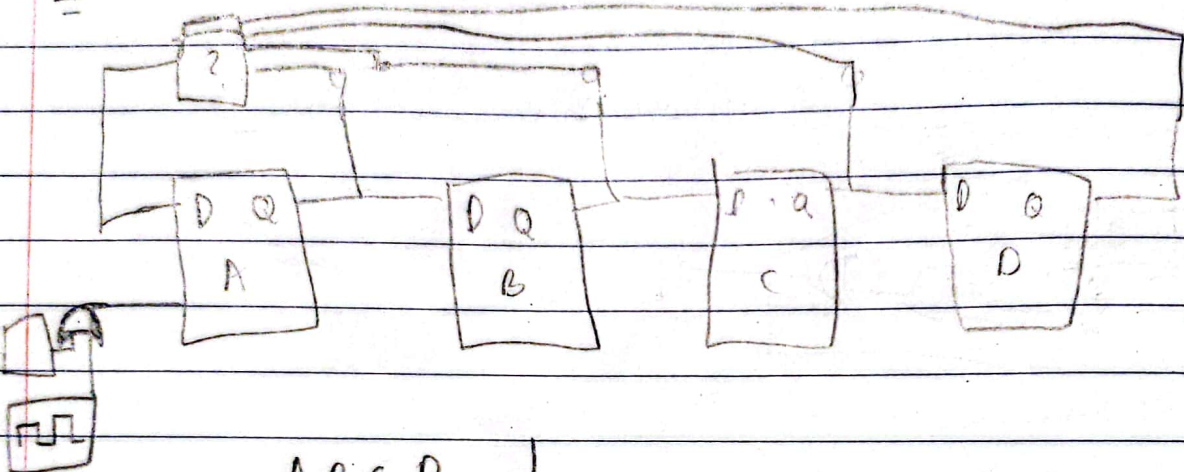
- creating a divide by two counter



Asynchronous / ripple counter



1000
0100
0010
0001



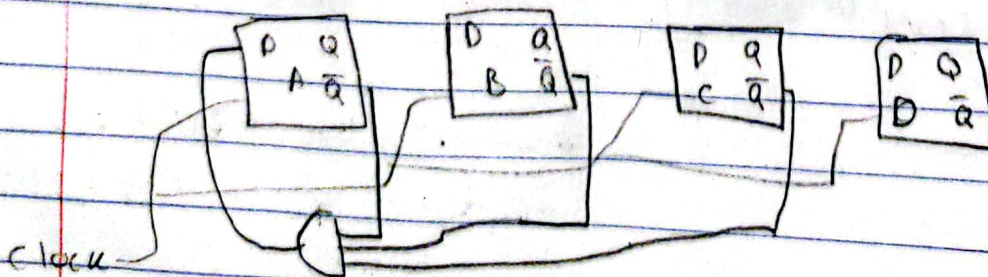
A B C D	
0 0 0 0	1
0 0 0 1	1
1000 + 0100 + 0010	0
0 1 0 0	0
0 0 1 0	0
everything else	0

$\bar{A}\bar{B}\bar{C}\bar{D} + \bar{A}\bar{B}\bar{C}D$, soff

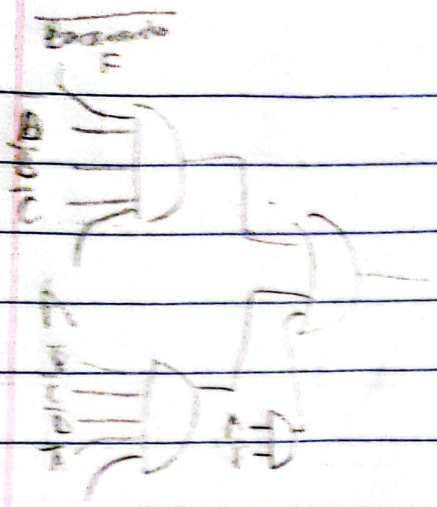
$\bar{A}\bar{B}\bar{C} \cdot (\bar{D} + D)$, dis

$\bar{A}\bar{B}\bar{C}$, $\bar{D} + D = 1$, $A = 1$

Since its $\bar{A}\bar{B}\bar{C}$ we can do this

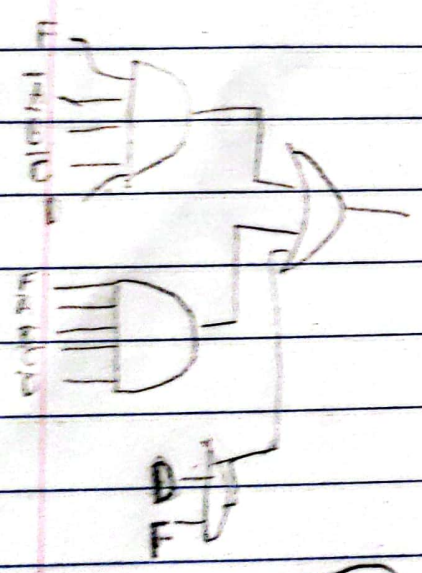


Backwards

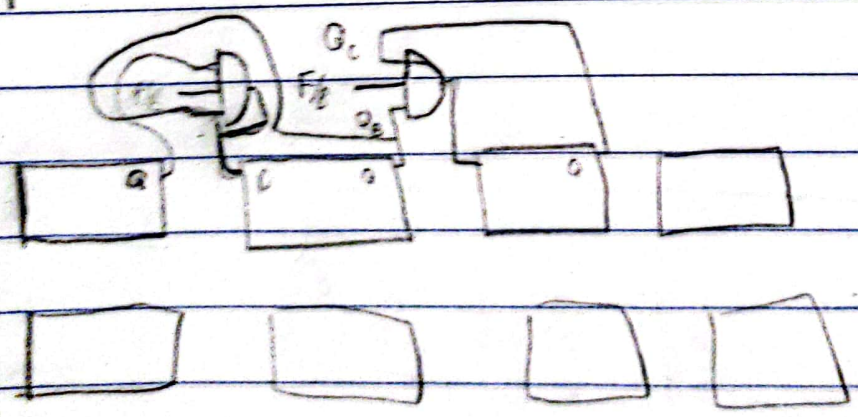


$$\begin{aligned}
 & \overline{D} \overline{B} \overline{C} A + \overline{D} \overline{C} \overline{B} A \\
 & \overline{F} \overline{D} \overline{B} \overline{C} + \overline{F} \overline{D} \overline{C} \overline{B} \\
 & \overline{F} \overline{D} \overline{B} \overline{C} A + \overline{F} \overline{D} \overline{A} \overline{B} \overline{C} + A \overline{F} \\
 & = \overline{F} (\overline{D} \overline{B} \overline{C} A + \overline{D} \overline{A} \overline{B} \overline{C} + A) \\
 & = \overline{F} (\overline{D} \overline{B} \overline{C} + A)
 \end{aligned}$$

Forward



$$\begin{aligned}
 & F \overline{A} \overline{B} \overline{C} D + F \overline{A} \overline{B} \overline{C} \overline{D} + D F \\
 & = F (\overline{A} \overline{B} \overline{C} D + \overline{A} \overline{B} \overline{C} \overline{D} + D) \\
 & = F (\overline{A} \overline{B} \overline{C} (D + \overline{D}) + D) \\
 & = F (\overline{A} \overline{B} \overline{C} + D)
 \end{aligned}$$



C F

ABCD - (D) inputs table

$$D_B = FA + \bar{F}C$$

$$D_C = \bar{F}D + FB$$

$$\begin{aligned} D_A &= F\bar{A}\bar{B}\bar{C} + \bar{F}B \\ &= (\bar{B}\bar{C})(FA) + \bar{F}B \end{aligned}$$

$$\begin{aligned} D_D &= \bar{D}\bar{C}\bar{B}\bar{F} + CF \\ &= (\bar{C}\bar{B})(\bar{D}\bar{F}) + CF \end{aligned}$$

Stepper motor

