Digital Design I — Project 1

KARNAUGH MAPS C++

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- For K-maps
 - Instantiated a static 2D array of size 8 with zeros to represent a 3 variable K-map prior to the insertion of any minterms
 - o Converted minterms to their 3-bit binary equivalence
 - o Used the obtained binary numbers to set conditions for all 8 possible cases

0	1	3	2
4	5	7	6

 \rightarrow

000	001	011	010
100	101	111	110

- \circ Example: Minterms = 0
 - Checks for its corresponding 3-bit binary (000) places 1 in that position in the Kmap
- O Since values from 0-7 are now being represented using 3 bits any other number e.g. 8 can be detected easily since they'll need 4 bits for representation
 - This allows for error handling

Boolean Expression

- Based on the Quine-McCluskey algorithm in order to optimize the code in terms of machine readability
- This approach seemed more systematic, which helped with programming and writing code
- Disadvantage: a bit too complex given we're dealing with 3 variables only
- Advantage: can be extended to allow for several more variables
 Problems with program Difficulties during programming Personal remarks
- Simplifying the Boolean expression was the most challenging part, however it necessitated that we conduct extensive research which expanded our knowledge further
- In order to avoid over-complication some "bad" programing habits were used
 - o E.g. Goto statement
- Program is fully commented
 - o Very easy to follow

• To build: On a unix-based system type the following commands in the terminal

```
    G++ -c -o QM.o QM.cpp
    G++ -c -o main.o main.cpp
    G++ -o final QM.o main.o -lm
    ./final
```

```
Youssefs-MacBook-Pro:code youssefkhalifa$ g++ -c -o main.o main.cpp
Youssefs-MacBook-Pro:code youssefkhalifa$ g++ -o final QM.o main.o -lm
Youssefs-MacBook-Pro:code youssefkhalifa$ ./final
Enter the minterms [0-7] separated by commas:
0,1,2,3,5

kmap =
    1    1    1    1
    0    1    0    0
F =
    "B'C + A'"
Youssefs-MacBook-Pro:code youssefkhalifa$
```

• To use: Follow program instructions