

CONVERTIDOR BIN/GRAY

PRÁCTICA No. 3

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FECHA DE ENTREGA: 05/05/2023

3CM2 | FUNDAMENTOS DEL DISEÑO DIGITAL | DÍAZ TOALÁ IVÁN



Desarrollo.

Breve explicación. Máximo media cuartilla.

Tabla de verdad.

	\mathbf{A}	В	C	D	G3	G2	G1	G0
0	0	0	0	0	0	0	0	0
1	0	0	0	1	0	0	0	1
2	0	0	1	0	0	0	1	1
3	0	0	1	1	0	0	1	0
4	0	1	0	0	0	1	1	0
5	0	1	0	1	0	1	1	1
6	0	1	1	0	0	1	0	1
7	0	1	1	1	0	1	0	0
8	1	0	0	0	1	1	0	0
9	1	0	0	1	1	1	0	1
10	1	0	1	0	1	1	1	1
11	1	0	1	1	1	1	1	0
12	1	1	0	0	1	0	1	0
13	1	1	0	1	1	0	1	1
14	1	1	1	0	1	0	0	1
15	1	1	1	1	1	0	0	0

Funciones y simplificación.

$$G_{3}(A,B,C,D) = A\overline{B}\overline{C}\overline{D} + A\overline{B}\overline{C}D + A\overline{B}C\overline{D} + A\overline{B}CD + AB\overline{C}\overline{D} + AB\overline{C}D + ABC\overline{D} + ABCD$$

$$= A\overline{B}(\overline{C}\overline{D} + \overline{C}D + C\overline{D} + CD) + AB(\overline{C}\overline{D} + \overline{C}D + C\overline{D} + CD)$$

$$= A\overline{B}(\overline{C}(\overline{D} + D) + C(\overline{D} + D)) + AB(\overline{C}(\overline{D} + D) + C(\overline{D} + D))$$

$$= A\overline{B}(\overline{C} + C) + AB(\overline{C} + C) = A(\overline{B} + B) = A$$

$$G_{2}(A, B, C, D) = \bar{A}B\bar{C}\bar{D} + \bar{A}B\bar{C}D + \bar{A}B\bar{C}\bar{D} + \bar{A}\bar{B}\bar{C}\bar{D} + \bar{A}\bar{B}\bar{C}D + \bar{A}\bar{B}\bar{C}\bar{D} + \bar$$

$$G_{0}(A,B,C,D) = \bar{A}\bar{B}\bar{C}D + \bar{A}\bar{B}\bar{C}\bar{D} + \bar{A}\bar{B}\bar{C}D + \bar{A}\bar{B}\bar{C}D + \bar{A}\bar{B}\bar{C}\bar{D} + \bar{A$$

Código en VHDL

```
library ieee;
use ieee.std_logic_1164.all;
entity GRAY is port(
A,B,C,D: in std_logic;
G3,G2,G1,G0: out std_logic);
end GRAY;

architecture AGRAY of GRAY is
begin
G3 <= A;
G2 <= A XOR B;
G1 <= B XOR C;
G0 <= C XOR D;
end AGRAY;</pre>
```

Fotografías de la práctica





