

Template Week 2 – Logic

Student number: 578634

Assignment 2.1: Parking lot

Which gates do you need? AND gate with 3 inputs and one output

Complete this table

Parking lot 1	Parking lot 2	Parking lot 3	Result (full)
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1 (FULL)

Assignment 2.2: Android or iPhone

Which gates do you need? XOR gate

Complete this table

Android phone	iPhone	Result (Phone in possession)
0	0	0
0	1	1
1	0	1
1	1	0

Assignment 2.3: Four NAND gates

Complete this table

A	B	Q
0	0	1
1	0	1
0	1	1
1	1	0

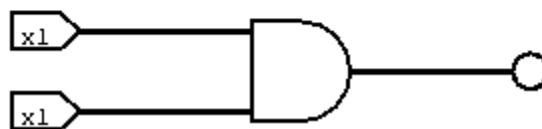
How can the design be simplified?

This gate design can be simplified by using just a single 2-input NAND gate.

Assignment 2.4: Getting to know Logisim evolution

Screenshot of the design with your name and student number in it:

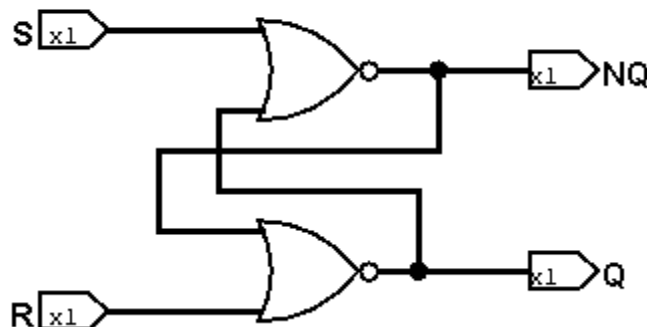
Konstantin Dinev 578634



Assignment 2.5: SR Latch

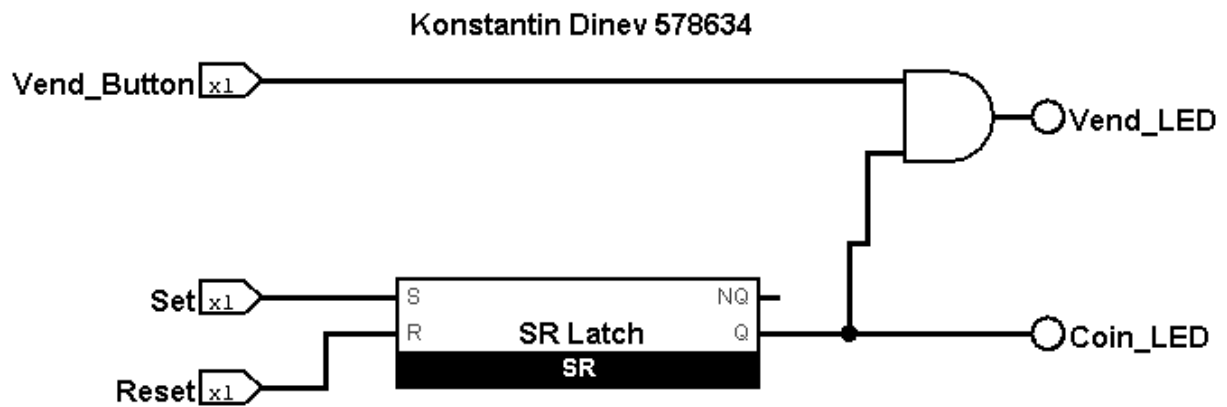
Screenshot SR Latch in Logisim with your name and student number:

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Assignment 2.6: Vending Machine

Screenshot Vending Machine in Logisim with your name and student number:



Assignment 2.7: Bitwise operators

Complete the java source code for bitwise operators. Put the source code here.

1

```
public class Main {  
    public static void main(String[] args) {  
        int number = 5;  
        if ((number & 1) == 0) {  
            System.out.println("number is even");  
        } else {  
            System.out.println("number is odd");  
        }  
    }  
}
```

2

```
public class Main {  
    public static void main(String[] args) {  
        int number = 4;  
        if (number > 0 && (number & (number - 1)) == 0) {  
            System.out.println("number is a power of 2");  
        } else {  
            System.out.println("number isn't a power of 2");  
        }  
    }  
}
```

3

```
public class Main {
    public static void main(String[] args) {
        final int READ = 4;
        final int WRITE = 2;
        final int EXECUTE = 1;

        int userPermissions = READ + WRITE + EXECUTE;

        int groupPermissions = READ + EXECUTE;

        int otherPermissions = READ + EXECUTE;

        String octalPermissions = "" + userPermissions + groupPermissions + otherPermissions;
        System.out.println("Octal permissions for 'verse': " + octalPermissions);

        if ((userPermissions & READ) == 4) {
            System.out.println("User has read permissions");
        } else {
            System.out.println("User can't read. No permissions.");
        }
    }
}
```

4

```
public class Main {
    public static void main(String[] args) {
        final int READ = 4;
        final int WRITE = 2;
        final int EXECUTE = 1;
        int userPermissions = 0;

        userPermissions = READ | EXECUTE;

        System.out.println("User permissions: " + userPermissions);
    }
}
```

5

```
public class Main {  
    public static void main(String[] args) {  
        final int READ = 4;  
        final int WRITE = 2;  
        final int EXECUTE = 1;  
        int userPermissions = 6;  
  
        userPermissions = userPermissions ^ WRITE;  
  
        System.out.println("User permissions: " + userPermissions);  
    }  
}
```

6

```
public class Main {  
    public static void main(String[] args) {  
        int number = 5;  
        number = ~number + 1;  
        System.out.println("Number: " + number);  
    }  
}
```

Assignment 2.8: Java Application Bit Calculations

Create a java program that accepts user input and presents a menu with options.

1. Is number odd?
2. Is number a power of 2?
3. Two's complement of number?

Implement the methods by using the bitwise operators you have just learned.

Organize your source code in a readable manner with the use of control flow and methods.

Keep this application because you need to expand it in week 6 for calculating network segments.

Paste source code here, with a screenshot of a working application.

```

import java.util.Scanner;

public class Main {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        printOptionsMenu();

        int option = Integer.parseInt(scanner.nextLine());

        switch (option) {
            case 1: {
                System.out.println("Input a number: ");
                int number = Integer.parseInt(scanner.nextLine());

                isEven(number);
                break;
            }
            case 2: {
                System.out.println("Input a number: ");
                int number = Integer.parseInt(scanner.nextLine());

                isAPowerOfTwo(number);
                break;
            }
            case 3: {
                System.out.println("Input a number: ");
                int number = Integer.parseInt(scanner.nextLine());

                System.out.println(~number + 1);
                break;
            }
        }
    }
}

```

```

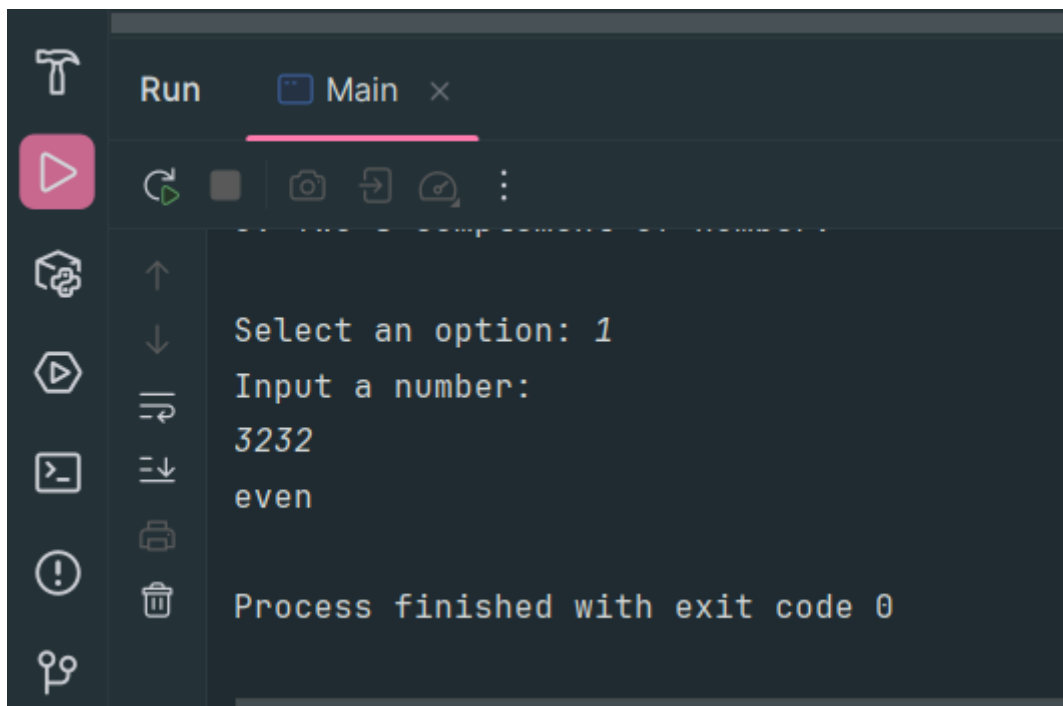
public static void isEven(int number) {
    if ((number & 1) == 0) {
        System.out.println("even");
    } else {
        System.out.println("odd");
    }
}

public static void isAPowerOfTwo(int number) {
    if ((number & -number) == number) {
        System.out.println("Number is a power of 2");
    } else {
        System.out.println("Number is not a power of 2");
    }
}

public static void printOptionsMenu() {
    System.out.println("List of options: ");
    System.out.println("1. Is number odd?");
    System.out.println("2. Is number a power of 2?");
    System.out.println("3. Two's complement of number?\n");
    System.out.print("Select an option: ");
}

}

```

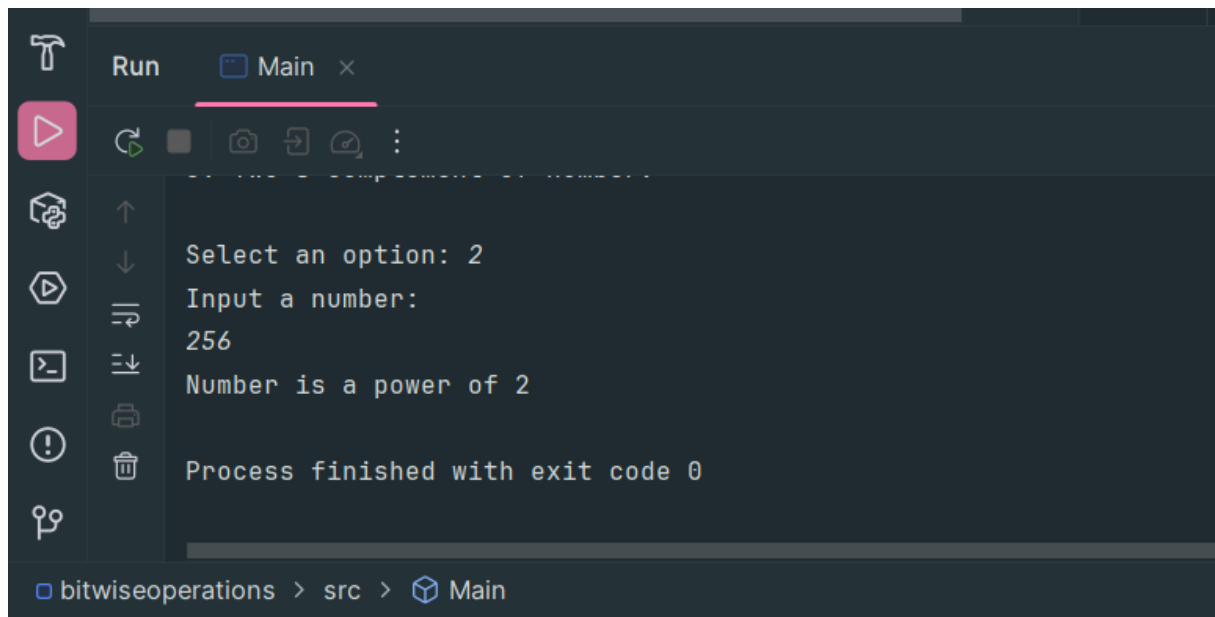


The screenshot shows the 'Run' console of an IDE. The title bar indicates the application is 'Main'. The console output is as follows:

```

Select an option: 1
Input a number:
3232
even
Process finished with exit code 0

```

The screenshot shows a terminal window titled "Run" with a tab for "Main". The output of the program is as follows:

```
Select an option: 2
Input a number:
256
Number is a power of 2
Process finished with exit code 0
```

The bottom status bar indicates the file path: `bitwiseoperations > src > Main`.



The screenshot shows a terminal window titled "Run" with a tab for "Main". The output of the program is as follows:

```
Select an option: 3
Input a number:
25
-25
Process finished with exit code 0
```

The bottom status bar indicates the file path: `bitwiseoperations > src > Main`.

Ready? Then save this file and export it as a pdf file with the name: [week2.pdf](#)