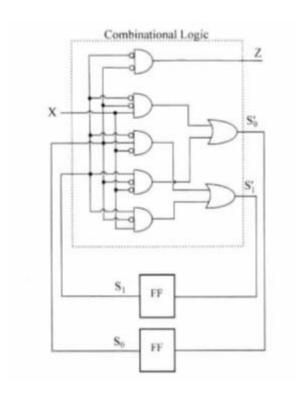
## **CSE 3015**

## **Study Questions II**

- **Q1)** Create an FSM that has an input x and output y. Whenever x changes from 0 to 1, y should become 1 for 3 clock cycles and then return to 0 even if x is still 1. Design the controller.
- **Q2)** Design an 8-bit register with 2 control inputs s1 and s0, 8 data inputs I7...I0 and 8 data output Q7..Q0. The details of control bits are given below:
  - s1s0=00: Register maintains its present value
  - s1s0=01: Register loads from data inputs.
  - s1s0=10: Register reverses its bits. 1110 becomes 0111, 1010 becomes 0101
  - s1s0=11: Register complements itself. 1110 becomes 0001, 0000 becomes 1111.
- Q3) Design a full adder using:
  - a. Half adders
  - b. A 3-to-8 decoder
- **Q4)** The logic diagram shown below is an FSM. Construct the truth table and draw the state machine for the given logic diagram.



Design a 4-bit register with 2 control inputs  $s_1$  and  $s_0$ , 4 data inputs  $I_3...I_0$ , and 4 data outputs  $Q_3...Q_0$ . The function table below shows the configurations for the register. In this question you have to design the circuit inside the "Black Box".

S1	S0	Action
0	0	Clear the contents of the register
0	1	Load I
1	0	Rotate right by one bit
1	1	Rotate left by one bit

- Q6) Using **only a 4-bit up** binary counter, you are going to design a circuit that detects odd numbers in a sequence of numbers, its output (denoted by **ODD**) is 1 when the sequence value is an odd number, 0 otherwise. The sequence is defined below in Q3a. You can use any of the following components (**Specify the bit widths, and name all inputs/outputs**):
- 1) Adders
- 2) Shifters
- 3) Comparators
- 4) Multiplexers
- 5) Subtractors

Make sure you answer both parts 6a, and 6b.

6a. Using the 4-bit up binary counter, create a circuit that generates the following sequence:

6b. Using the circuit designed in part 6a, modify it so that whenever an odd number is encountered in the sequence generated, your circuit outputs a 1 (ODD signal is 1), otherwise, it outputs a 0.