

# Sistemas Digitais

## Trabalho 1 - Contador Gray (4 bits)

J	K	Q	Atual	Próx.	J	K
0	0	$Q_a$	0	0	0	X
0	1	0	0	1	1	X
1	0	1	1	0	X	1
1	1	$\sim Q_a$	1	1	X	0

Estado atual				Próx. estado				Flip-Flops				$J_3, K_3$		$J_2, K_2$		$J_1, K_1$		$J_0, K_0$	
$Q_3$	$Q_2$	$Q_1$	$Q_0$	$Q_3$	$Q_2$	$Q_1$	$Q_0$	$J_3$	$K_3$	$J_2$	$K_2$	$J_1$	$K_1$	$J_0$	$K_0$	$J_0$	$K_0$	$J_0$	$K_0$
0	0	0	0	0	0	0	1	0	X	0	X	0	X	1	X	1	X	1	X
0	0	0	1	0	0	1	1	0	X	0	X	1	X	X	0	X	0	0	0
0	0	1	0	0	1	1	0	0	X	1	X	X	0	0	X	0	1	0	1
0	0	1	1	0	0	1	0	0	X	0	X	X	0	X	1	1	1	1	1
0	1	0	0	1	1	0	0	1	X	X	0	0	X	0	X	0	X	0	X
0	1	0	1	0	1	0	0	0	X	X	0	0	X	0	X	1	1	1	1
0	1	1	0	0	1	1	1	0	X	X	0	X	0	1	X	1	1	1	1
0	1	1	1	0	1	0	1	0	X	X	0	X	1	1	X	0	0	0	0
1	0	0	0	0	0	0	0	X	1	0	X	0	X	0	X	0	X	0	X
1	0	0	1	1	0	0	0	X	0	0	X	0	X	0	X	X	1	1	1
1	0	1	0	1	0	1	1	X	0	0	X	X	0	1	X	1	1	1	1
1	0	1	1	1	0	0	1	X	0	0	X	X	1	1	X	0	0	0	0
1	1	0	0	1	1	0	1	X	0	X	0	0	X	0	X	1	1	1	1
1	1	0	1	1	1	1	1	X	0	X	0	1	X	1	X	X	0	0	0
1	1	1	0	1	0	1	0	X	0	X	1	X	0	0	X	0	1	1	1
1	1	1	1	1	1	1	0	X	0	X	0	X	0	0	X	X	1	1	1



# Tabela Grey

Grey

0 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 0 0 0

1 0 0 1

1 0 1 0

1 0 1 1

1 1 0 0

1 1 0 1

1 1 1 0

1 1 1 1

1 1 1 1

1 1 1 1

0 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 0 0 0

1 0 0 1

1 0 1 0

1 0 1 1

1 1 0 0

1 1 0 1

1 1 1 0

1 1 1 1

1 1 1 1

1 1 1 1

$$S Q_3 = Q_0' Q_1' Q_2$$

$$S K_3 = Q_0' Q_1' Q_2'$$

$Q_0 Q_1 Q_2$	00	01	11	10
00	0	X	X	1
01	0	X	X	0
11	0	X	X	0
10	0	X	X	0

$Q_0 Q_1 Q_2$	00	01	11	10
00	X	1	0	X
01	X	0	0	X
11	X	0	0	X
10	X	0	0	X



$$SQ_2 = Q_0 Q_1 Q_3'$$

$$KQ_2 = Q_0' Q_1 Q_3$$

$Q_0 \backslash Q_1 Q_3$	00	01	11	10
00	0	0	X	X
01	0	0	X	X
11	0	0	X	X
10	1	0	X	X

$Q_0 \backslash Q_1 Q_3$	00	01	11	10
00	X	X	0	0
01	X	X	1	0
11	X	X	0	0
10	X	X	0	0

$Q_0 \backslash Q_1 Q_3$	00	01	11	10
00	0	0	0	0
01	X	X	X	X
11	X	X	X	X
10	1	0	0	0

$Q_0 \backslash Q_1 Q_3$	00	01	11	10
00	X	X	X	X
01	0	0	0	0
11	0	0	0	1
10	X	X	X	X

$Q_0 \backslash Q_1 Q_3$	00	01	11	10
00	1	0	1	0
01	0	1	0	1
11	X	X	X	X
10	X	X	X	X

$Q_0 \backslash Q_1 Q_3$	00	01	11	10
00	X	X	X	X
01	X	X	X	X
11	1	0	1	0
10	0	1	0	1

$$SQ_0 = (Q_1' Q_2' Q_3') + (Q_1' Q_2' Q_3) + (Q_1' Q_2 Q_3) + (Q_1' Q_2 Q_3')$$

$$SK_0 = (Q_1 Q_2' Q_3') + (Q_1 Q_2' Q_3) + (Q_1 Q_2 Q_3) + (Q_1' Q_2 Q_3')$$