

LAB REPORT

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Computer Science and Engineering

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Section : A

Semester : 1-2

Experiment No : 9



Experciment: Stydy of Asynchronous Counter.

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i To design a 0 to 12 toit up counter.

ii-To design a 15 to 3 down counters.

Learning Objectives:

l'-To learen about Asynchronous counters and its application i. To learn the design of asynchronous up counter and oldetations out wil down counters.

Components trequirred: IC 7476, Patch Corrds & IC trainers Wit.

Theory:

A counter in which each flip flop is traiggered by the output goes to prævious flip flop. As all the flip-flops donot change state simultaneously spike occur at the output. To avoid this, storobe pulse is required. Because of the priopagation delay the operating speed of asynchr nous counters is low. Asynchronous counters are easyand simple to construct.

Procedura:

i. sheek All the components force theirs working werre checked.

ii. The appropriate Ic into the Ic base was insented

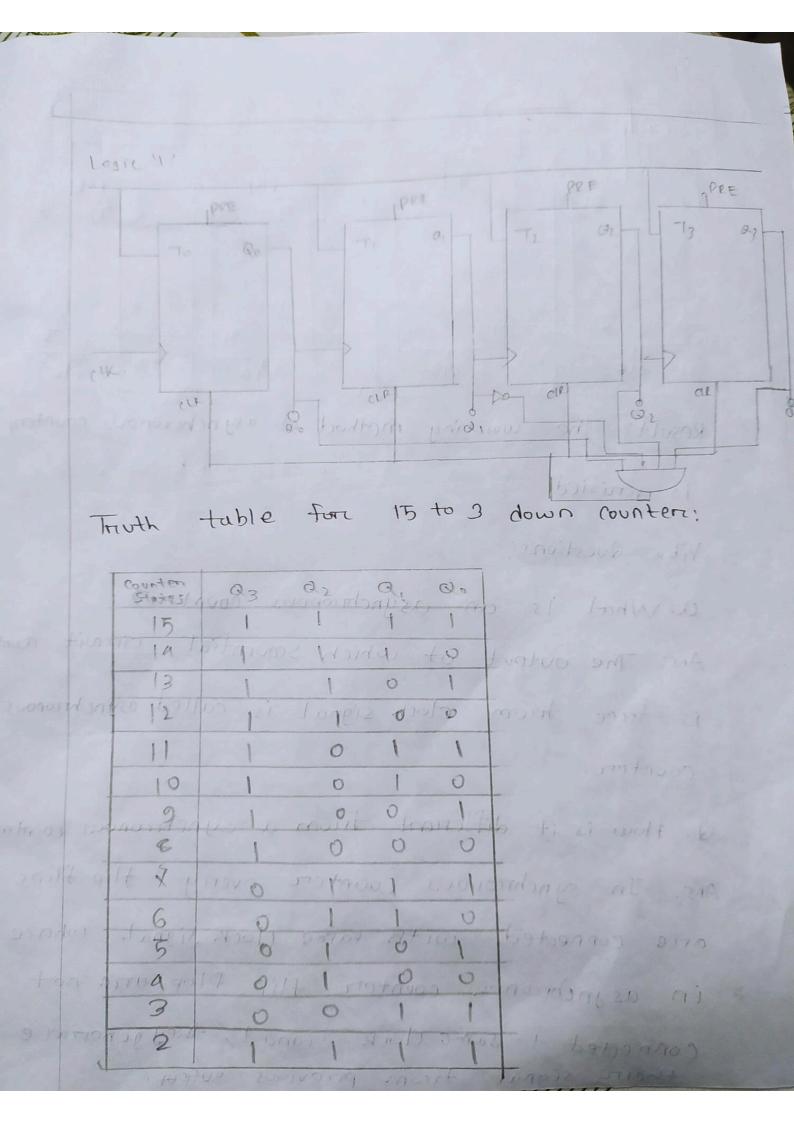
iii. Connections were made as shown in the circuit

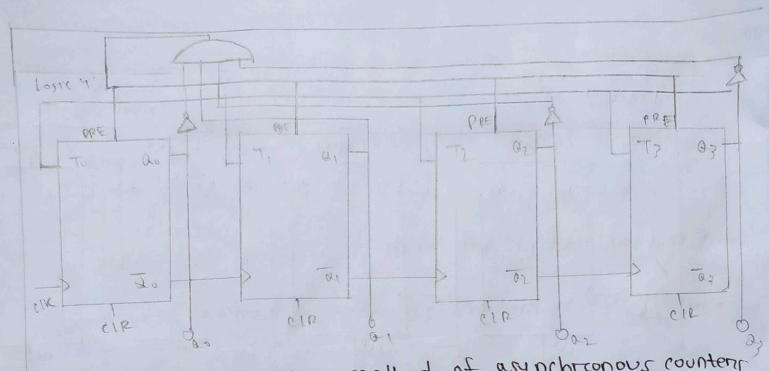
diagram.

verified and the outputs were also verified.

Truth table for 0-12 UP Counters:

(Countern State	Q3 Q2 Q1 Q0	Counter	03		طر و	Lo
0	0000	7	0	1	1	1
1	0001	8	1	0/	0,9	0
2	8 of pond frame	9	+ 1	OPAUA	0	1
3	100001 Month	10	ova!	0	1	0
9	0,100	11	1	0	1	1
5	0 10 1	12	ACT	777	9	0
16	0110	13	0	0	O	0





Result: The working method of asynchronous countery

15 verified.

Viba Questions:

a. What is an asynchronous countered

Ans: The output of which sequential circuit counter
is free from clock signal is called asynchronous

counter.

Q. How is it different from a synchronous counters)

Ans. In synchronous counters every flip flops

area connected with same clock signal, where

in asynchronous counters flip flop area not

connected to same clock signal, they generate

theirs signal from previous output.