

IDE

JOHNSON COUNTER

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CONTENTS

| | | |
|------------|------------------------|---|
| I | Components | 1 |
| II | Introduction | 1 |
| III | Circuit Diagram | 1 |
| IV | Procedure | 1 |
| V | Truth Table | 2 |

Abstract—This Manual shows the design and Implementation of four bit Johnson counter.

I. COMPONENTS

| S.No | Component | Number |
|------|-------------------|--------|
| 1. | Arduino | 1 |
| 2. | Bread Board | 1 |
| 3. | Jumper Wires(M-M) | 6 |
| 4. | LED | 4 |

II. INTRODUCTION

- Johnson counters are used to store or process or count the number of events occurred within the circuit.
- It is designed with a group of flip-flops, where the inverted output from the last flip-flop is connected to the input of the first flip-flop.
- In Johnson counter
 No. of states = No. of flip-flop used
 Number of used states = $2n$
 Number of unused states = $2n - 2 * n$
- Here, the functionality of D flip flop is used for the program.

III. CIRCUIT DIAGRAM

- The inverted output of the last flip-flop ' \bar{Q}_n ' is fed back to the first flip-flop in the sequence bit pattern.
- The counter registers cycles in a closed-loop i.e circulates within the circuit.

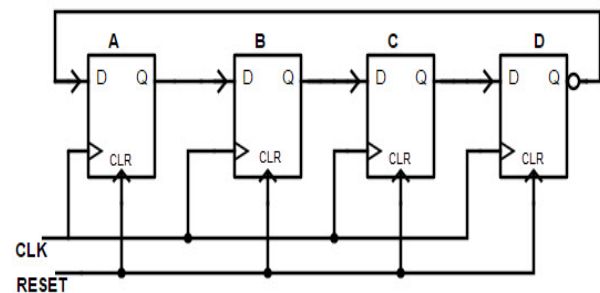


Fig. 1: Four bit Johnson Counter

- Reset pin acts as an on/off switch. So, the flip-flops can be enabled by clicking the Reset switch.
- CLK pin is used to observe the changes in the output of the flip-flops.

IV. PROCEDURE

- Connect the 4 LED's and Aurdino according to table I
- Observe the states of LED and verify the truth table using the code from the link.

| Arduino | D2 | D3 | D4 | D5 | GND |
|---------|------|------|------|------|-----|
| LED's | LED1 | LED2 | LED3 | LED4 | |

TABLE I: Connection Table

<https://github.com/ManojChavva/FWC/blob/main/IDE/JohnsonwithoutIC/code.cpp>

V. TRUTH TABLE

| state | Q_0 | Q_1 | Q_2 | Q_3 |
|-------|-------|-------|-------|-------|
| 0 | 0 | 0 | 0 | 0 |
| 1 | 1 | 0 | 0 | 0 |
| 2 | 1 | 1 | 0 | 0 |
| 3 | 1 | 1 | 1 | 0 |
| 4 | 1 | 1 | 1 | 1 |
| 5 | 0 | 1 | 1 | 1 |
| 6 | 0 | 0 | 1 | 1 |
| 7 | 0 | 0 | 0 | 1 |

Table II: Truth Table.

- The above table state that
- 1) The counter produces the output 0000 when there is no clock input passed(0).
 - 2) The counter produces the output 1000 when the 1st clock pulse is passed to the flip flops.
 - 3) The counter produces the output 1100 when the 2nd clock pulse is passed to the flip flops.
 - 4) The counter produces the output 1110 when the 3rd clock pulse is passed to the flip flops.
 - 5) The counter produces the output 1111 when the 4th clock pulse is passed to the flip flops.
 - 6) The counter produces the output 0111 when the 5th clock pulse is passed to the flip flops.
 - 7) The counter produces the output 0011 when the 6th clock pulse is passed to the flip flops.
 - 8) The counter produces the output 0001 when the 7th clock pulse is passed to the flip flops.

CONCLUSION

Thus the Johnson counter designed and Implemented.