

# IDE

## JOHNSON COUNTER

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**Abstract**—This Manual shows the design and Implementation of four bit Johnson counter with 7474 IC's.

### I. COMPONENTS

S.No	Component	Number
1.	Arduino	1
2.	Bread Board	1
3.	Jumper Wires(M-M)	Required
4.	LED	4
5.	7474	2

### 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 =  $2n - 2^n$
- Generally, it is implemented by using D flip-flops or JK flip-flops. Here, It is implemented by D flip-flop.

### 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.

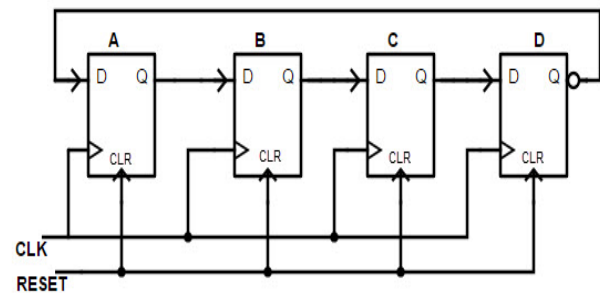


Fig. 1: Four bit Johnson Counter

- 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 two 7474 IC's, LED's and Aurdino according to table I
- Observe the states of LED and verify the truth table using the code from the link.

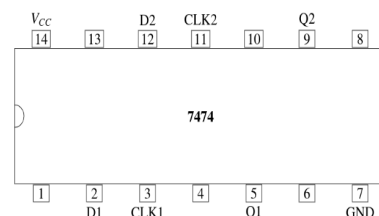


Fig. 2: 7474 IC

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

Arduino									GND	Vcc				CLK 13	
7474	2	2,5	5,12	12,9	9				7	14	1	4	10	3	11
7474	8				2	2,5	5,12	12,9	7	14	1	4	10	3	11
LED		LED1		LED2		LED3		LED4							

TABLE I: Connection Table.

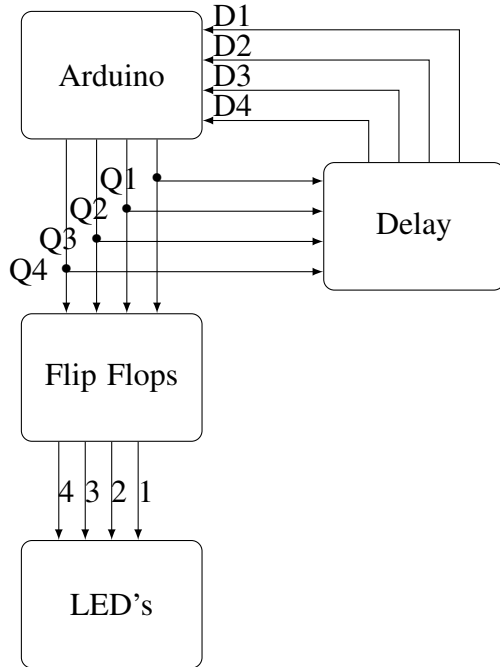


Fig: 3 Sequential Circuit

#### V. TRUTH TABLE

CLK	D1	D2	D3	D4	Q1	Q2	Q3	Q4
0	0	0	0	0	0	0	0	0
1	1	0	0	0	1	0	0	0
2	1	1	0	0	1	1	0	0
3	1	1	1	0	1	1	1	0
4	1	1	1	1	1	1	1	1
5	0	1	1	1	0	1	1	1
6	0	0	1	1	0	0	1	1
7	0	0	0	1	0	0	0	1

Table II: Truth Table.

#### CONCLUSION

Thus the Johnson counter designed and Implemented.