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#### Lab VIII (Diseño secuencial II)

Realizar un contador en fisico que muestre la cuenta del 1-15 de forma ascendente y luego descendente utilizando dos display de 7 segmentos para presentar el valor numérico.

Anexe los siguientes items. Debe tener un push button para iniciar y uno para resetear (No dip, los push no debe ser retensivos, o sea, con un solo toque debe ser mas que suficiente para hacer su funcion)

- 1. Deben usar un 555
- 2. Hacer el diagrama Lógico
- 3. Tabla de verdad (flip flop JK)
- 4. K-maps y Diagrama de Estado
- 5. Fotos de la implementación
- 6. Video del circuito funcionando

#### **Tabla Flip FLOP**

		ESTA	DO PRES	ENTE	ESTADO FUTURO						
	Α	В	С	D	E		Α	В	С	D	Ε
0	0	0	0	0	0	1	0	0	0	0	1
1	0	0	0	0	1	2	0	0	0	1	0
2	0	0	0	1	0	3	0	0	0	1	1
3	0	0	0	1	1	4	0	0	1	0	0
4	0	0	1	0	0	5	0	0	1	0	1
5	0	0	1	0	1	6	0	0	1	1	0
6	0	0	1	1	0	7	0	0	1	1	1
7	0	0	1	1	1	8	0	1	0	0	0
8	0	1	0	0	0	9	0	1	0	0	1
9	0	1	0	0	1	10	0	1	0	1	0
10	0	1	0	1	0	11	0	1	0	1	1
1	0	1	0	1	1	12	0	1	1	0	0
12	0	1	1	0	0	13	0	1	1	0	1
13	0	1	1	0	1	14	0	1	1	1	0
14	0	1	1	1	0	15	0	1	1	1	1
15	0	1	1	1	1	14	1	0	0	0	0
14	1	0	0	0	0	13	1	0	0	0	1
13	1	0	0	0	1	12	1	0	0	1	0
12	1	0	0	1	0	11	1	0	0	1	1
11	1	0	0	1	1	10	1	0	1	0	0
10	1	0	1	0	0	9	1	0	1	0	1
9	1	0	1	0	1	8	1	0	1	1	0
8	1	0	1	1	0	7	1	0	1	1	1
7	1	0	1	1	1	6	1	1	0	0	0
6	1	1	0	0	0	5	1	1	0	0	1
5	1	1	0	0	1	4	1	1	0	1	0
4	1	1	0	1	0	3	1	1	0	1	1
3	1	1	0	1	1	2	1	1	1	0	0
2	1	1	1	0	0	1	0	0	0	0	0

Salidas FLIP FLOP

JA	KA	JB	KB	JC	KC
0	X	0	Х	0	Х
0	Х	0	Х	0	Х
0	Х	0	Χ	0	X
0	Х	0	Х	1	Х
0	X	0	Х	Х	0
0	X	0	X	Х	0
0	X	0	Х	Х	0
0	X	1	X	X	1
0	X	Χ	0	0	Χ
0	Х	Х	0	0	Х
0	X	Χ	0	0	Х
0	Х	Χ	0	1	Х
0	X	Χ	0	Х	0
0	X	Χ	0	Х	0
0	X	Χ	0	Х	0
1	X	Х	1	X	1
Χ	0	0	Χ	0	X
Х	0	0	Χ	0	X
Х	0	0	Χ	0	X
Х	0	0	Χ	1	X
Χ	0	0	Χ	X	0
Χ	0	0	Χ	Χ	0
X	0	0	Χ	X	0
Χ	0	1	X	Х	1
Χ	0	Χ	0	0	X
Χ	0	Χ	0	0	X
Χ	0	Χ	0	0	X
Χ	0	Χ	0	1	X
X	1	Х	1	X	1

JD	KD	JE	KE
0	Х	1	Х
1	Х	Х	1
Х	0	1	Χ
Х	1	X	1
0	X	1	X
1	X	X	1
X	0	1	Х
X	1	X	1
0	Χ	1	Χ
1	X	X	1
X	0	1	Χ
Х	1	X	1
0	X	1	Χ
1	Χ	X	1
X	0	1	Χ
X	1	X	1
0	X	1	Χ
1	X	X	1
X	0	1	Χ
X	1	X	1
0	X	1	X
1	X	X	1
X	0	1	X
X	1	X	1
0	X	1	Χ
1	X	X	1
X	0	1	Χ
X	1	X	1
0	X	0	Χ

Display izquierda

	Α	В	С	D	E		Α	В	С	D	E	F	G
0	0	0	0	0	0	1	0	1	1	0	0	0	0
1	0	0	0	0	1	2	1	1	0	1	1	0	1
2	0	0	0	1	0	3	1	1	1	1	0	0	1
3	0	0	0	1	1	4	0	1	1	0	0	1	1
4	0	0	1	0	0	5	1	0	1	1	0	1	1
5	0	0	1	0	1	6	1	0	1	1	1	1	1
6	0	0	1	1	0	7	1	1	1	0	0	0	0
7	0	0	1	1	1	8	1	1	1	1	1	1	1
8	0	1	0	0	0	9	1	1	1	1	0	1	1
9	0	1	0	0	1	10	1	1	1	1	1	1	0
10	0	1	0	1	0	11	0	1	1	0	0	0	0
11	0	1	0	1	1	12	1	1	0	1	1	0	1
12	0	1	1	0	0	13	1	1	1	1	0	0	1
13	0	1	1	0	1	14	0	1	1	0	0	1	1
14	0	1	1	1	0	15	1	0	1	1	0	1	1
15	0	1	1	1	1	14	0	1	1	0	0	1	1
16	1	0	0	0	0	13	1	1	1	1	0	0	1
17	1	0	0	0	1	12	1	1	0	1	1	0	1
18	1	0	0	1	0	11	0	1	1	0	0	0	0
19	1	0	0	1	1	10	1	1	1	1	1	1	0
20	1	0	1	0	0	9	1	1	1	1	0	1	1
21	1	0	1	0	1	8	1	1	1	1	1	1	1
22	1	0	1	1	0	7	1	1	1	0	0	0	0
23	1	0	1	1	1	6	1	0	1	1	1	1	1
24	1	1	0	0	0	5	1	0	1	1	0	1	1
25	1	1	0	0	1	4	0	1	1	0	0	1	1
26	1	1	0	1	0	3	1	1	1	1	0	0	1
27	1	1	0	1	1	2	1	1	0	1	1	0	1

# Las salidas para identificarla bien

	Α	В	С	D	E	F	G
1	0	1	1	0	0	0	0
2	1	1	0	1	1	0	1
3	1	1	1	1	0	0	1
4	0	1	1	0	0	1	1
5	1	0	1	1	0	1	1
6	1	0	1	1	1	1	1
7	1	1	1	0	0	0	0
8	1	1	1	1	1	1	1
9	1	1	1	1	0	1	1
10	1	1	1	1	1	1	0
11	0	1	1	0	0	0	0
12	1	1	0	1	1	0	1
13	1	1	1	1	0	0	1
14	0	1	1	0	0	1	1
15	1	0	1	1	0	1	1
14	0	1	1	0	0	1	1
13	1	1	1	1	0	0	1
12	1	1	0	1	1	0	1
11	0	1	1	0	0	0	0
10	1	1	1	1	1	1	0
9	1	1	1	1	0	1	1
8	1	1	1	1	1	1	1
7	1	1	1	0	0	0	0
6	1	0	1	1	1	1	1
5	1	0	1	1	0	1	1
4	0	1	1	0	0	1	1
3	1	1	1	1	0	0	1
2	1	1	0	1	1	0	1

# Display izquierda

	Α	В	С	D	E		Α	В	С	D	E	F	G
0	0	0	0	0	0	1	1	1	1	1	1	1	0
1	0	0	0	0	1	2	1	1	1	1	1	1	0
2	0	0	0	1	0	3	1	1	1	1	1	1	0
3	0	0	0	1	1	4	1	1	1	1	1	1	0
4	0	0	1	0	0	5	1	1	1	1	1	1	0
5	0	0	1	0	1	6	1	1	1	1	1	1	0
6	0	0	1	1	0	7	1	1	1	1	1	1	0
7	0	0	1	1	1	8	1	1	1	1	1	1	0
8	0	1	0	0	0	9	1	1	1	1	1	1	0
9	0	1	0	0	1	10	0	1	1	0	0	0	0
10	0	1	0	1	0	11	0	1	1	0	0	0	0
11	0	1	0	1	1	12	0	1	1	0	0	0	0
12	0	1	1	0	0	13	0	1	1	0	0	0	0
13	0	1	1	0	1	14	0	1	1	0	0	0	0
14	0	1	1	1	0	15	0	1	1	0	0	0	0
15	0	1	1	1	1	14	0	1	1	0	0	0	0
16	1	0	0	0	0	13	0	1	1	0	0	0	0
17	1	0	0	0	1	12	0	1	1	0	0	0	0
18	1	0	0	1	0	11	0	1	1	0	0	0	0
19	1	0	0	1	1	10	0	1	1	0	0	0	0
20	1	0	1	0	0	9	1	1	1	1	1	1	0
21	1	0	1	0	1	8	1	1	1	1	1	1	0
22	1	0	1	1	0	7	1	1	1	1	1	1	0
23	1	0	1	1	1	6	1	1	1	1	1	1	0
24	1	1	0	0	0	5	1	1	1	1	1	1	0
25	1	1	0	0	1	4	1	1	1	1	1	1	0
26	1	1	0	1	0	3	1	1	1	1	1	1	0
27	1	1	0	1	1	2	1	1	1	1	1	1	0
							1	1	1	1	1	1	0

# Salidas para identificarla bien

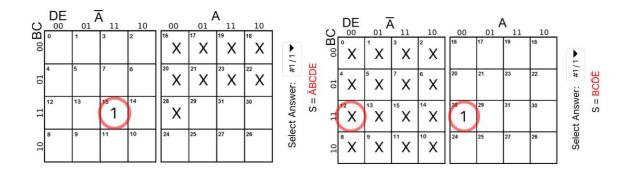
	Α	В	С	D	E	F	G
1	1	1	1	1	1	1	0
2	1	1	1	1	1	1	0
3	1	1	1	1	1	1	0
4	1	1	1	1	1	1	0
5	1	1	1	1	1	1	0
6	1	1	1	1	1	1	0
7	1	1	1	1	1	1	0
8	1	1	1	1	1	1	0
9	1	1	1	1	1	1	0
10	0	1	1	0	0	0	0
11	0	1	1	0	0	0	0
12	0	1	1	0	0	0	0
13	0	1	1	0	0	0	0
14	0	1	1	0	0	0	0
15	0	1	1	0	0	0	0
14	0	1	1	0	0	0	0
13	0	1	1	0	0	0	0
12	0	1	1	0	0	0	0
11	0	1	1	0	0	0	0
10	0	1	1	0	0	0	0
9	1	1	1	1	1	1	0
8	1	1	1	1	1	1	0
7	1	1	1	1	1	1	0
6	1	1	1	1	1	1	0
5	1	1	1	1	1	1	0
4	1	1	1	1	1	1	0
3	1	1	1	1	1	1	0
2	1	1	1	1	1	1	0
	1	1	1	1	1	1	0

# Tabla de como se representa cada bit

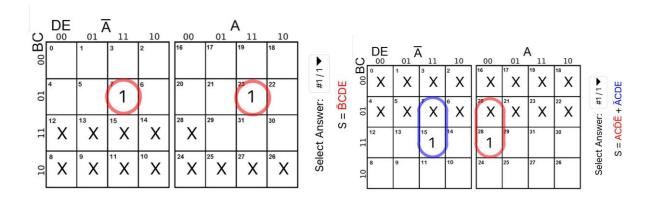
umero en bina	ero en binario que dara el flipflop		zquierda	Display derecha		
	0		0	1		
	1		0	2		
	2		0	3		
	3		0	4		
	4		0	5		
	5		0	6		
	6		0	7		
	7		0	8		
	8		0	9		
	9		1	0		
	10		1	1		
	11		1	2		
	12		1	3		
	13		1	4		
	14		1	5		
	15		1	4		
	16		1	3		
	17		1	2		
	18		1	1		
	19		1	0		
	20		0	9		
	21		0	8		
	22		0	7		
	23		0	6		
	24		0	5		
	25		0	4		
	26		0	3		
	27		0	2		
	28		reset	reset		

## **Kmaps y funciones de FLIP FLOP**

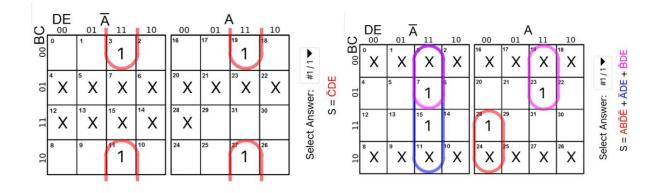
#### **JAYKA**



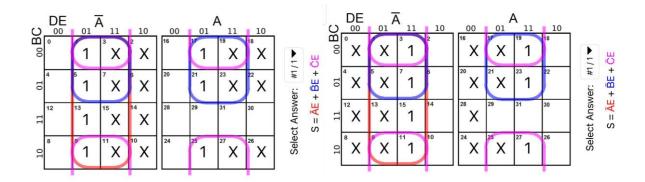
#### **JBYKB**



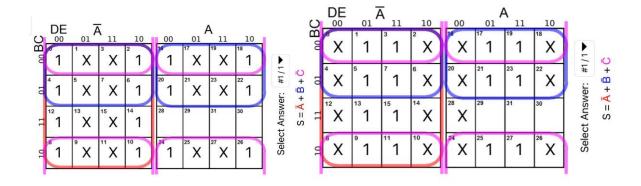
#### **JC Y KC**



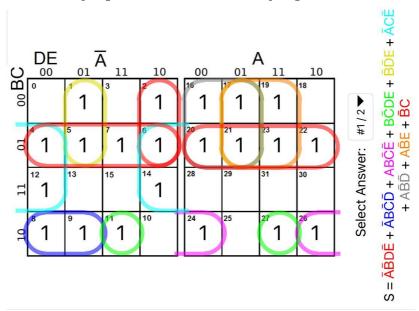
JD Y KD

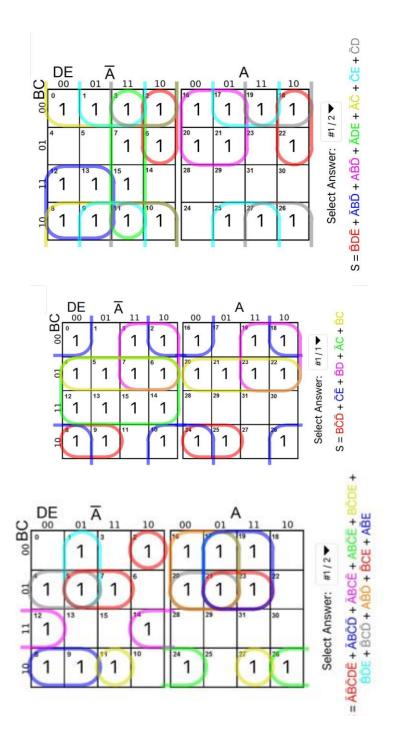


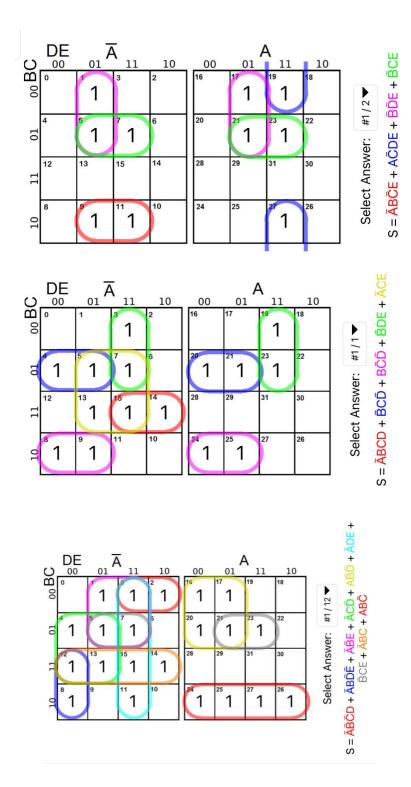
#### **JE Y KE**



## Kmaps y funciones del display derecho

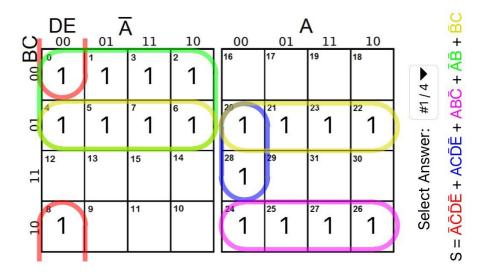




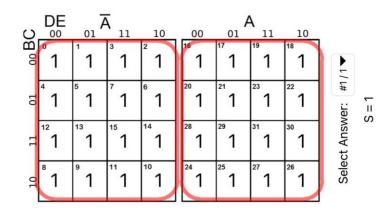


Funciones y Kmaps del display derecho:

A, D, E, F



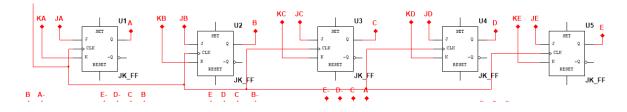
B, C



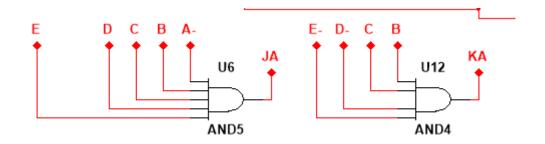
G = 0

#### **FUNCIONES EN MULTISIM**

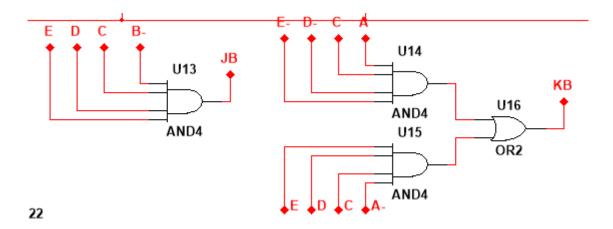
#### **FLIP FLOP:**



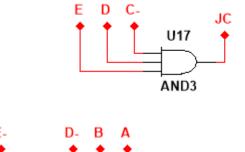
JA Y KA

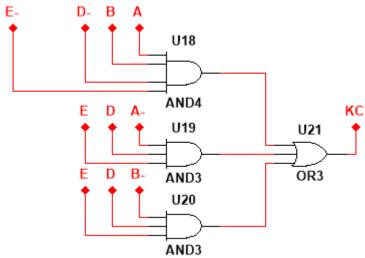


JB Y KB

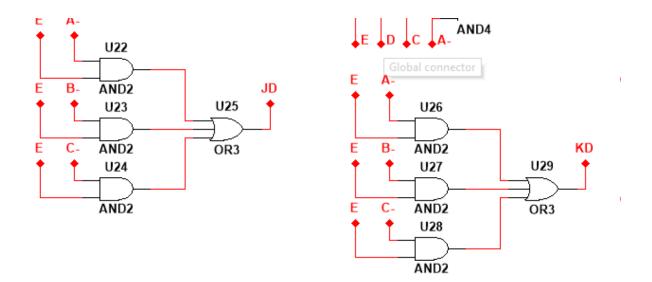


JC Y KC

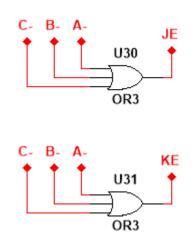




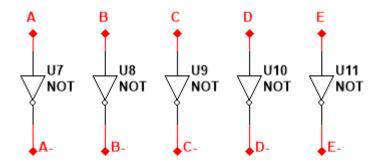
JD Y KD



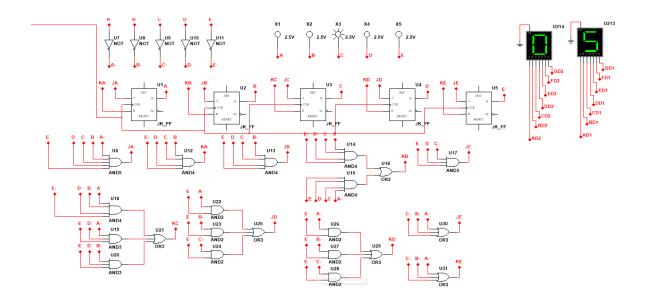
JE Y KE



## **FUNCIONES**

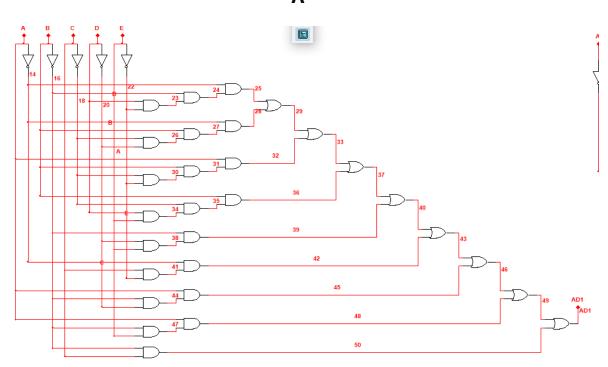


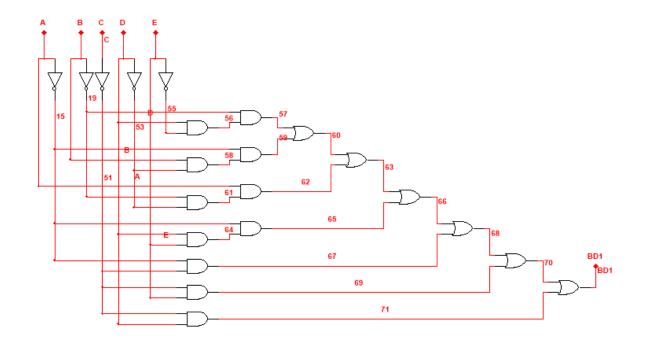
**CIRCUITO COMPLETO** 



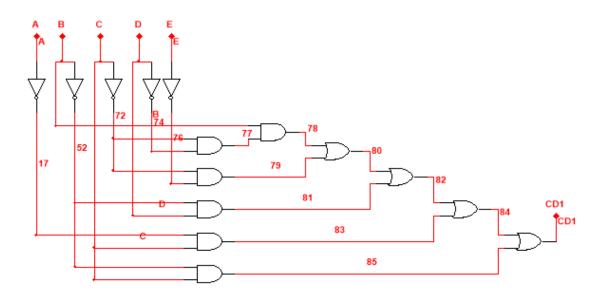
### **FUNCIONES DISPLAY IZQUIERDA:**

A

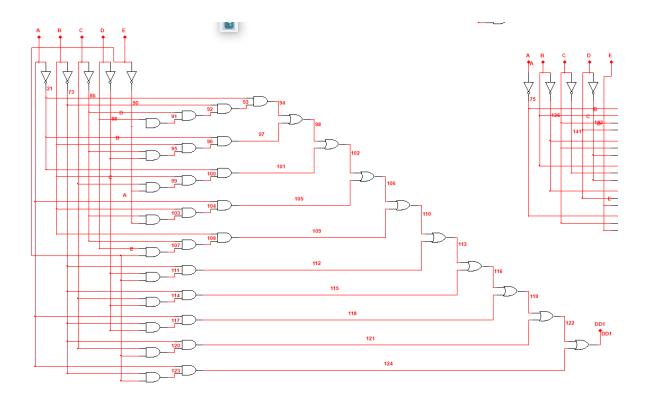




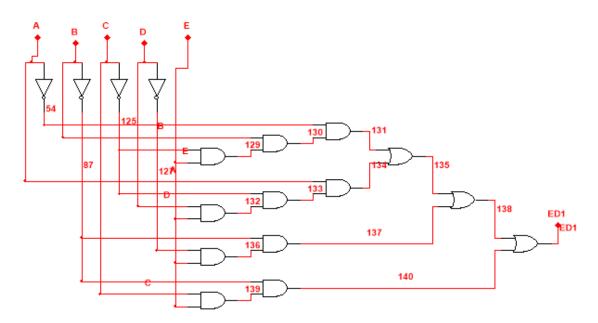
C

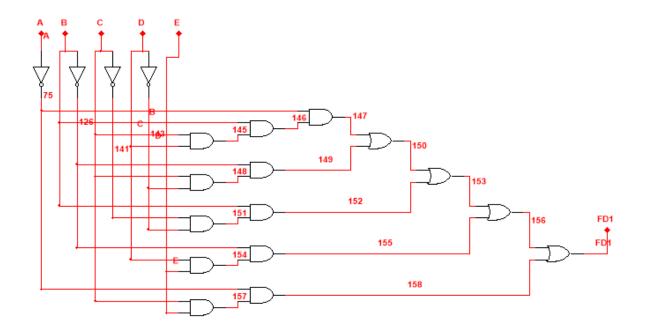


D

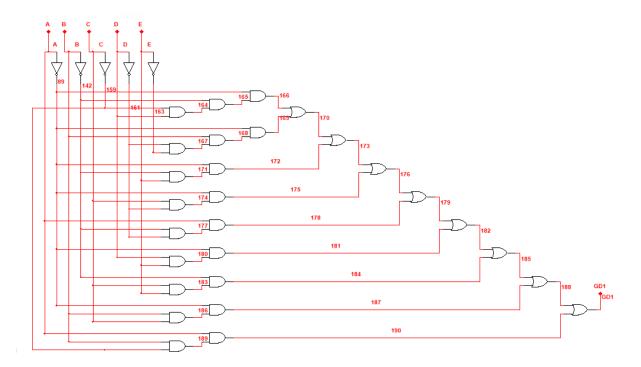


Ε

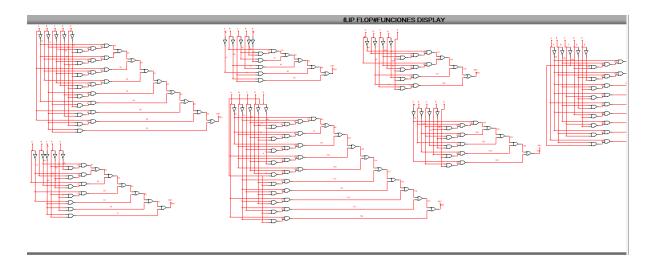




G

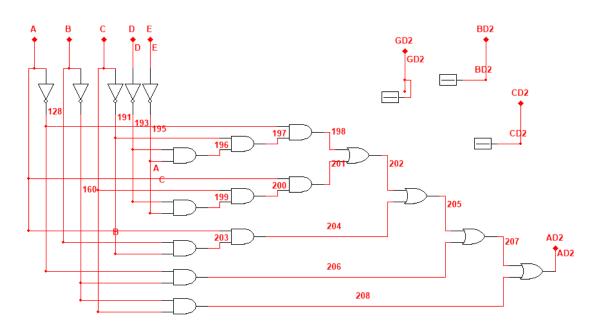


## **CIRCUITO COMPLETO:**

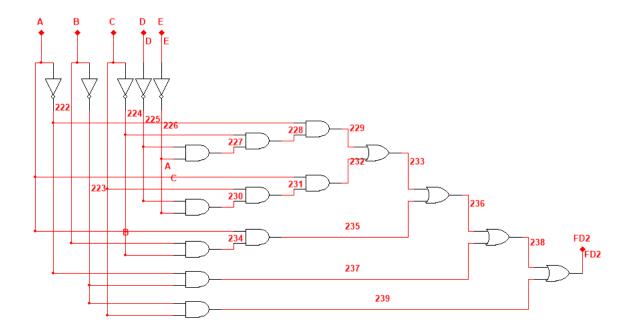


### **DISPLAY IZQUIERDA:**

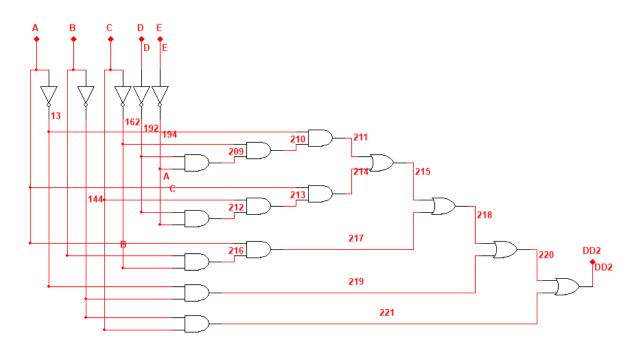
A, B, C, G



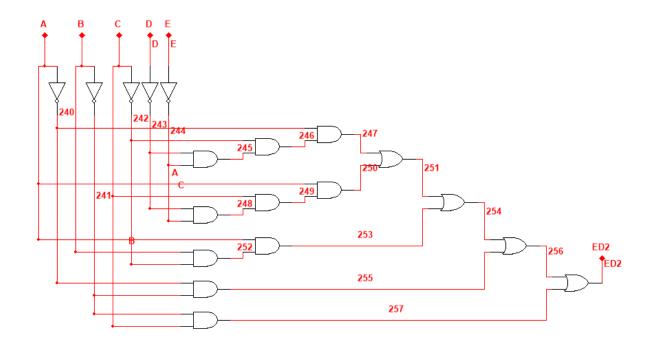
F



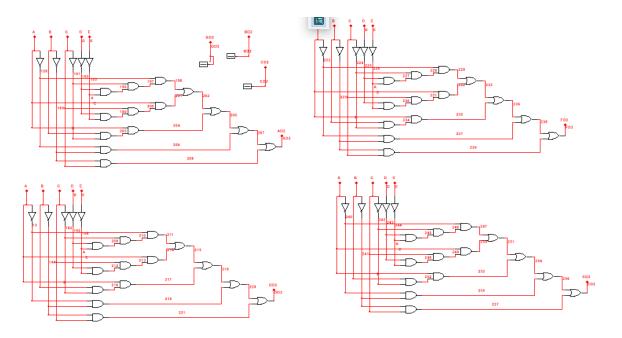
D



Ε



## **COMPLETO:**



### **DISPLAY CONECTADO:**

