

Implementation of 4x1 mux in Arduino using ICs

February 2023

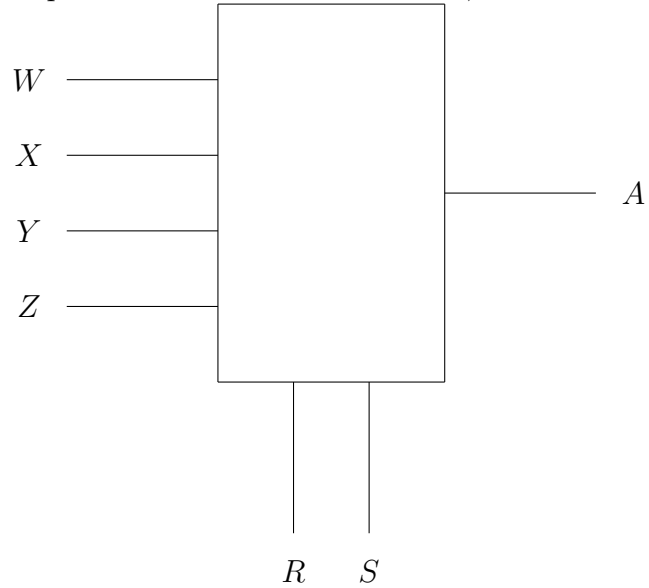
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1. Problem

(GATE EC-2022)

Q.19. Consider the 2-bit multiplexer(MUX) shown in the figure. For output to be the XOR of R and S , the values for W, X, Y and Z are ?



- (a) $W = 0, X = 0, Y = 1, Z = 1$
- (b) $W = 1, X = 0, Y = 1, Z = 0$
- (c) $W = 0, X = 1, Y = 1, Z = 0$
- (d) $W = 1, X = 1, Y = 0, Z = 0$

2. Introduction

The above diagram is a 4:1 multiplexer where W, X, Y, Z are the inputs of the multiplexer and A is the output of the multiplexer. R, S are the select lines of the multiplexer, which means:

- (a) For $R = 0, S = 0$, the first input line W is selected.
- (b) For $R = 0, S = 1$, the second input line X is selected.
- (c) For $R = 1, S = 0$, the third input line Y is selected.
- (d) For $R = 1, S = 1$, the fourth input line Z is selected.

Therefore, the resultant output expression of the multiplexer is $R'S'W + R'SX + RS'Y + RSZ$.

3. Components

Table 1: Table1

COMPONENTS		
Component	Value	Quantity
Resistor	220 ohm	1
Arduino	UNO	1
Seven Segment Display		1
Jumper Wires	M-M	20
Breadboard		1

4. Hardware

- Connect the COM of the seven-segment display to 5V and dot of the seven-segment to the ground.
- Now connect any one of the pin of the seven-segment to pin no.2(digital).
- Pin no.s 5,6,7,8 of the arduino should be initially connected to ground.
- Now move pin no.s 5,6,7,8 accordingly and for the right combination the second pin of the arduino becomes high and the seven segment display glows.

5. Software

The code below can help in solving the above problem.

```
#include <Arduino.h>

int Z,Y,X,W,R,S;
int A,B,C;
void mux_4x1(int C)
{
    digitalWrite(2,C);
}
void setup()
{
    pinMode(2,OUTPUT);
}
```

```

        pinMode(5,INPUT);
        pinMode(6,INPUT);
        pinMode(7,INPUT);
        pinMode(8,INPUT);
    }
    void loop()
    {
        W=digitalRead(5);
        X=digitalRead(6);
        Y=digitalRead(7);
        Z=digitalRead(8);

        A=(!R&&!S&&W)||(!R&&S&&X)||(R&&!S&&Y)||(R&&S&&Z);
        B=(!R&&S)|| (R&&!S);
        if (A==B){
            digitalWrite(2,1);
        }
        else{
            digitalWrite(2,0);
        }
    }
}

```