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PRELAB:

Q1. Read section 3.0 and fill in the truth table below for Design 1 (*the farmer's problem*). Then use it to construct the POS expression.

Cabbage	Goat	Wolf	Alarm
0	0	0	1
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	1

POS Logic Expression: $(C + !G + W) * (!C + G + !W) = \text{Alarm}$

Q2. Read section 4.0 and fill in the truth table below for Design 2 (*adding the farmer*). Then use it to construct the SOP expressions.

Farmer	Cabbage	Goat	Wolf	Alarm
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	0
0	1	1	0	1
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1
1	0	1	0	0
1	0	1	1	0
1	1	0	0	1
1	1	0	1	0
1	1	1	0	0
1	1	1	1	0

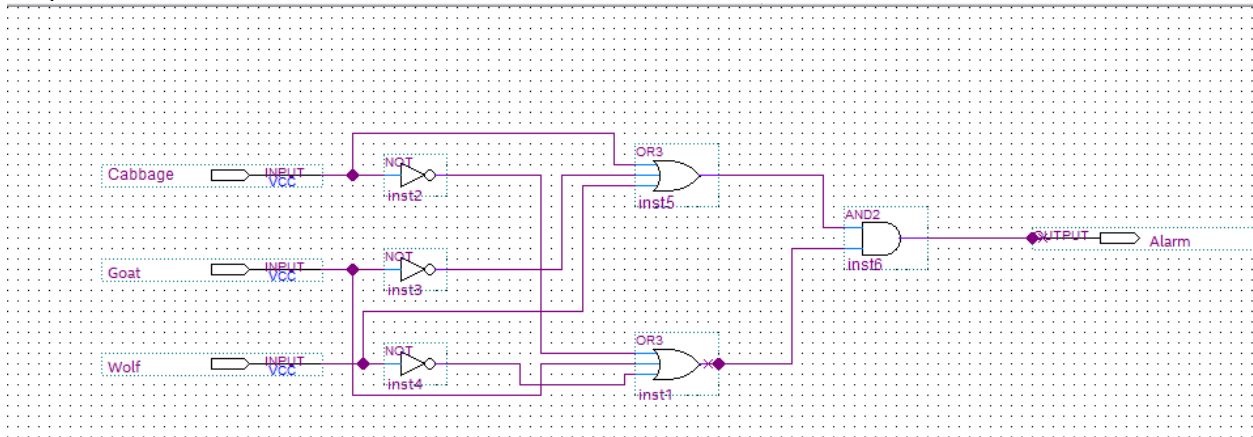
Canonical SOP Logic Expression: $\neg F!CGW + \neg FCG!W + \neg FCGW + F!C!G!W + F!C!GW + FCG!W = \text{Alarm}$

Simplified SOP Logic Expression: $F!C!G + !FGW + F!G!W + !FCG = \text{Alarm}$

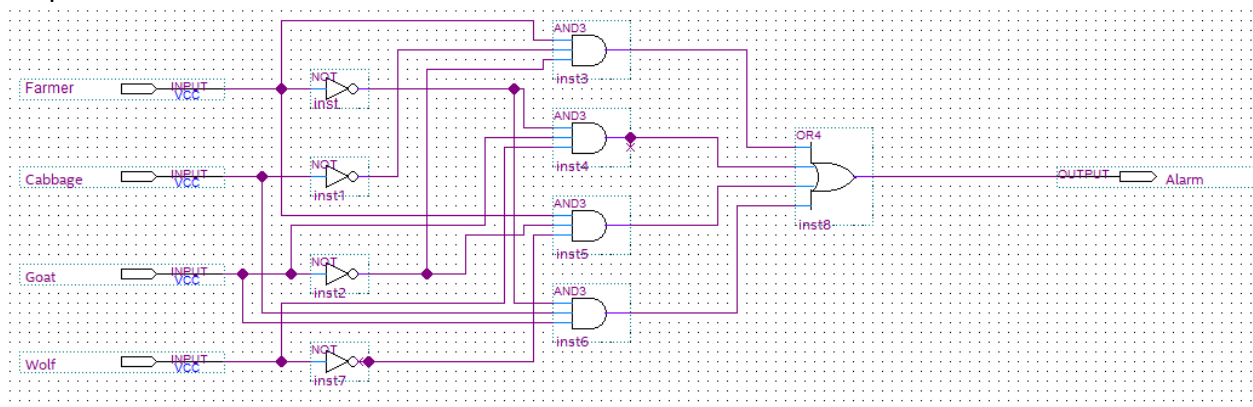
LAB:

3.0 Hardware results demonstrate correct code. TA Initials:
Schematic screenshot:

Step 0:



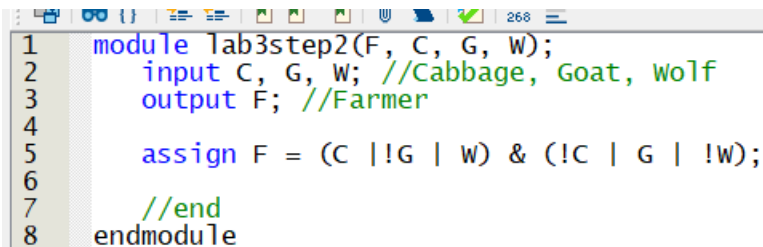
Step3:



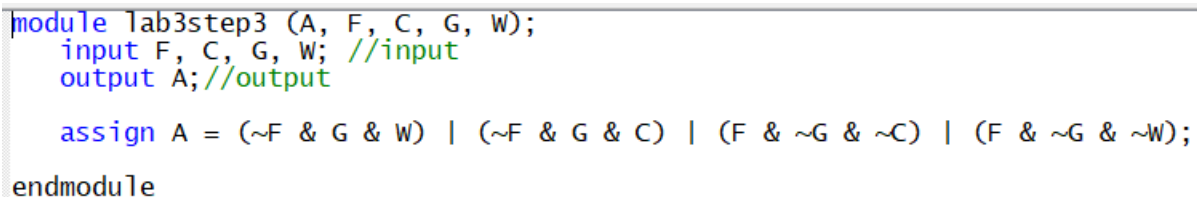
Structural Screenshots:

```
1 module lab3step1(A, C, G, W);
2   input C, G, W; //input
3   output A; //output
4
5   //inverted
6   not(G, ~G);
7   not(C, ~C);
8   not(W, ~W);
9
10  //sum
11  //w1 = the first wire
12  or(w1, ~C, G, ~W);
13  //w2 = the second wire
14  or(w2, C, ~G, W);
15
16  and(A, w1, w2);
17
18 endmodule
```

Behavioral Screenshots:



```
1 module lab3step2(F, C, G, W);
2   input C, G, W; //Cabbage, Goat, wolf
3   output F; //Farmer
4
5   assign F = (C | !G | W) & (!C | G | !W);
6
7   //end
8 endmodule
```



```
module lab3step3 (A, F, C, G, W);
  input F, C, G, W; //input
  output A; //output

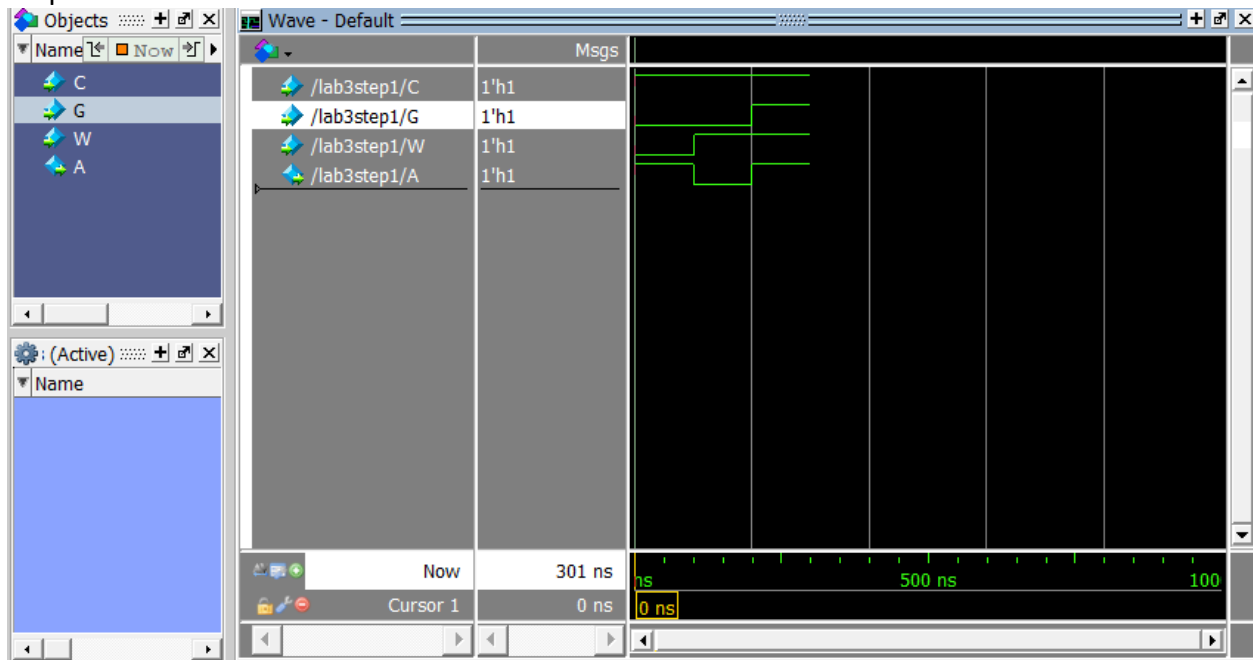
  assign A = (~F & G & W) | (~F & G & C) | (F & ~G & ~C) | (F & ~G & ~W);

endmodule
```

4.0 Hardware results demonstrate correct code.

Screenshot:

Step 1:



Step 3:

