

DIGITAL LOGIC AND DESIGN

LAB ASESSMENT – 6

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Teacher: **Sairabanu J.**

Q1) Design Bi-directional shift register.

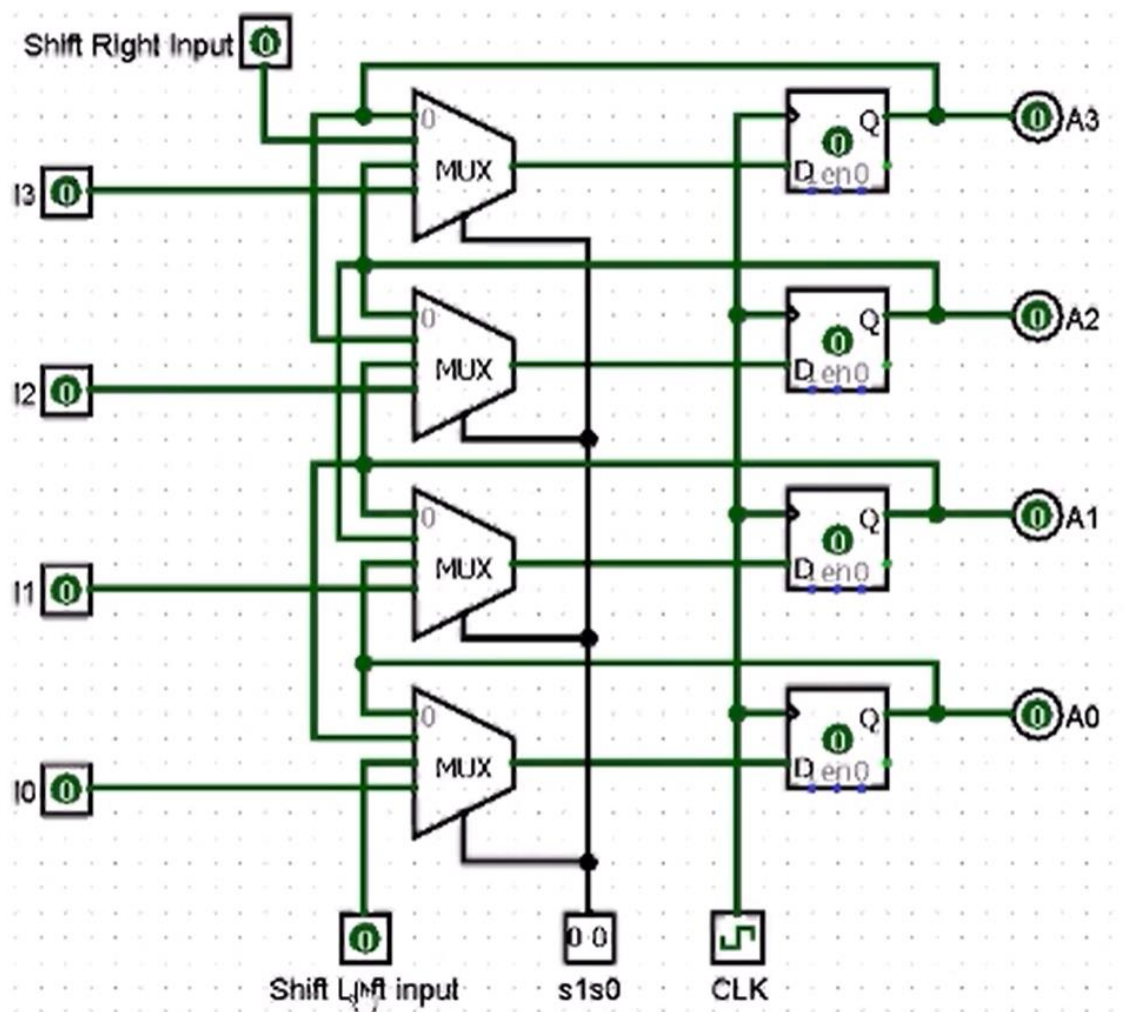
A1) Design:

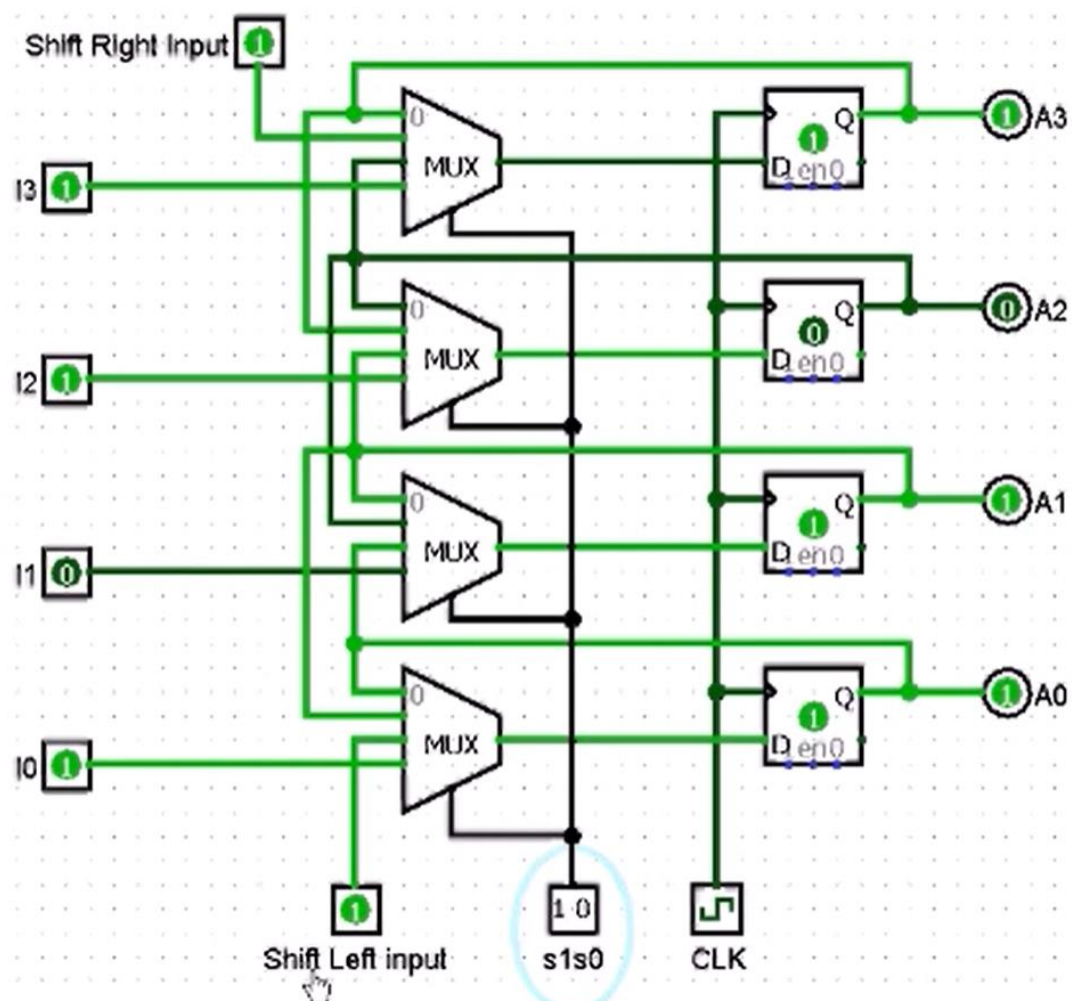
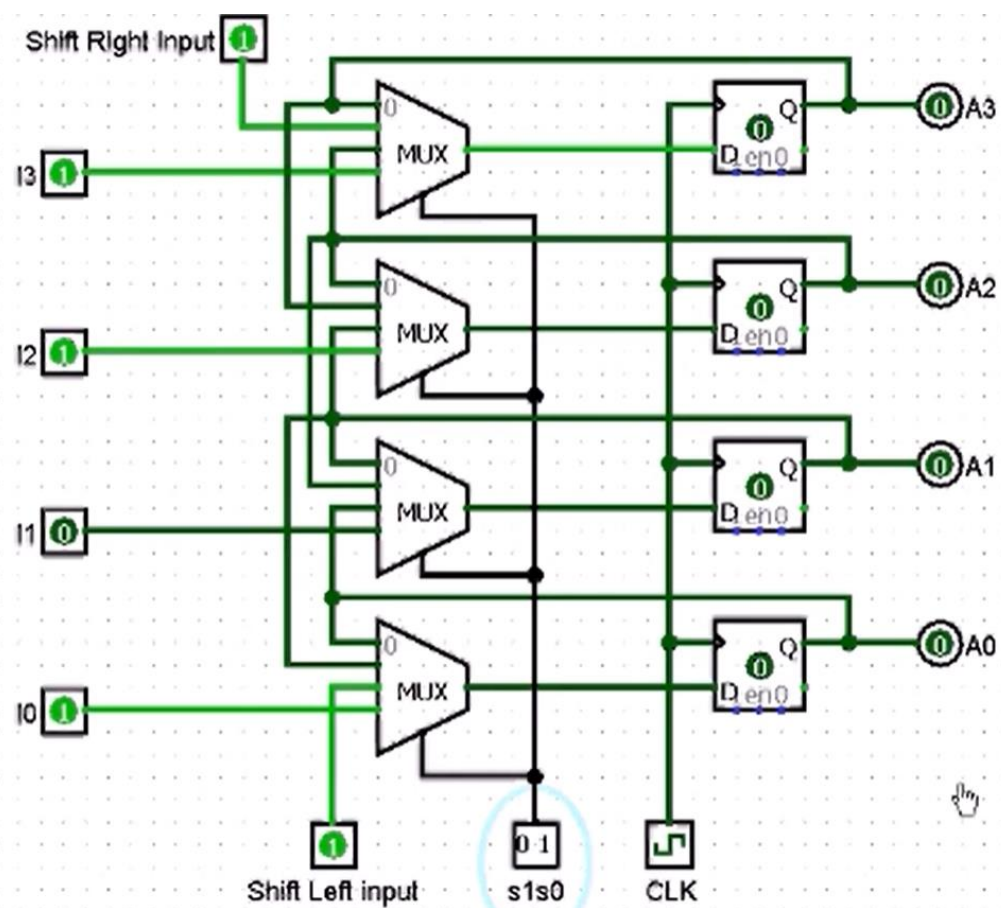
using D flip flops and Multiplexers.

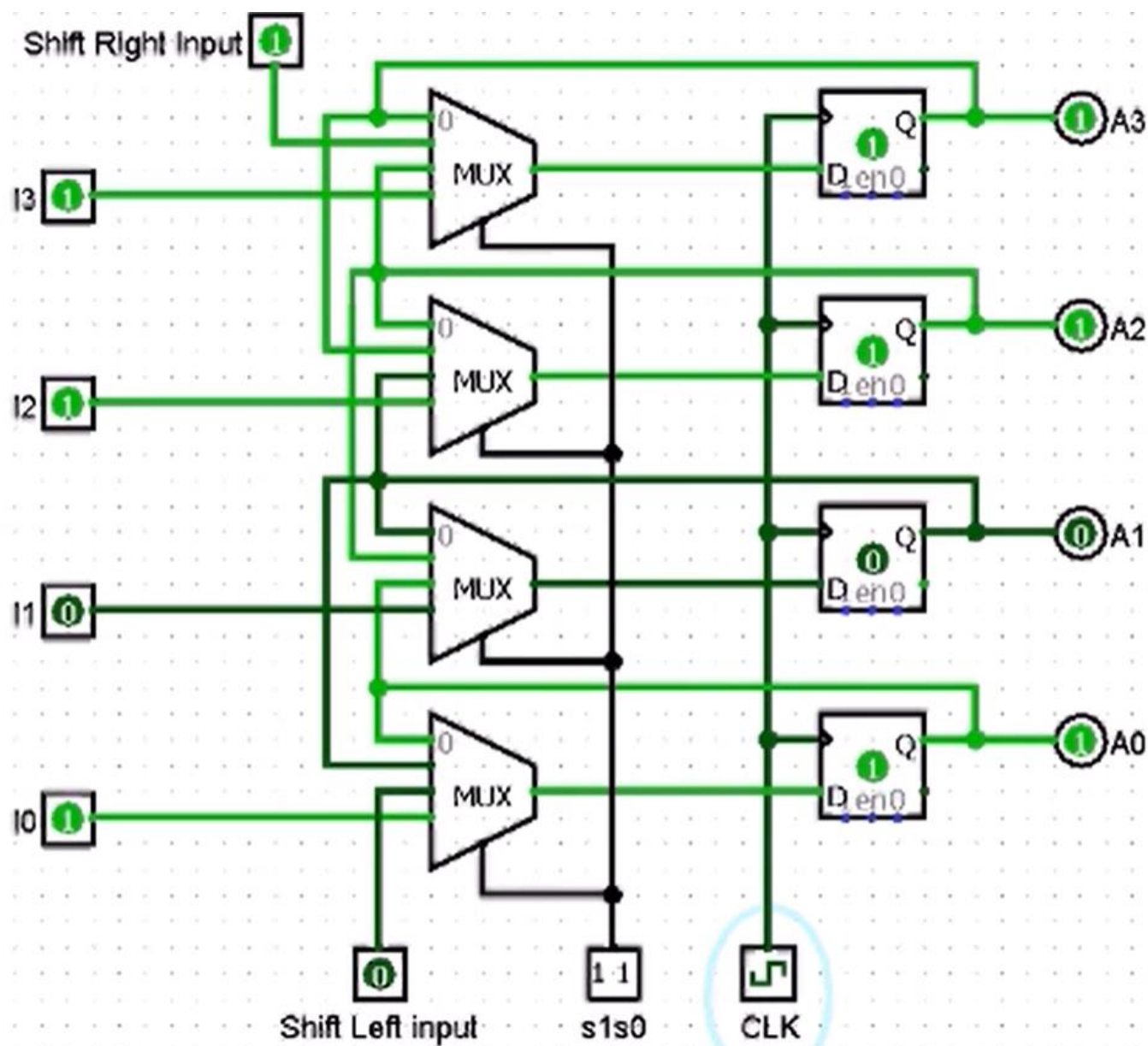
Truth Table:

Mode Control		Register Operation
S_1	S_0	
0	0	No change
0	1	Shift Right
1	0	Shift Left
1	1	Parallel Load

SCREENSHOTS:







Q2) To design and implement a binary counter with the repeated sequence as 0, 1, 3, 7, 6, 4 using SR flip flops.

A2)

Design:

SR Flip flops are used.

EQUATIONS:

Present state			Next state		
A	B	C	A	B	C
[0]	0	0	0	0	1
[1]	0	0	1	1	1
[3]	0	1	1	1	1
[7]	1	1	1	1	0
[6]	1	1	1	0	0
[4]	1	0	0	0	0

	S_A	R_A	S_B	R_B	S_C	R_C
[0]	0	X	0	X	1	0
[1]	0	X	1	0	X	0
[3]	1	0	X	0	X	0
[7]	X	0	X	0	0	1
[6]	X	0	0	1	0	X
[4]	0	1	0	X	0	X

Don't cares = 2, 5.

$S_A \Rightarrow$

A \ BC	00	01	11	10
0	0	0	1	X
1	1	X	X	X

$S_A = B$

$R_A \Rightarrow$

A \ BC	00	01	11	10
0	0	X	X	X
1	1	X	0	0

$R_A = \overline{B}$

$S_B \Rightarrow$

A \ BC	00	01	11	10
0	0	1	X	X
1	1	X	X	0

$S_B = C$

$R_B \Rightarrow$

A \ BC	00	01	11	10
0	0	X	0	X
1	1	X	X	1

$R_B = \overline{C}$

$S_C \Rightarrow$

A \ BC	00	01	11	10
0	1	X	X	X
1	0	X	0	0

$S_C = A$

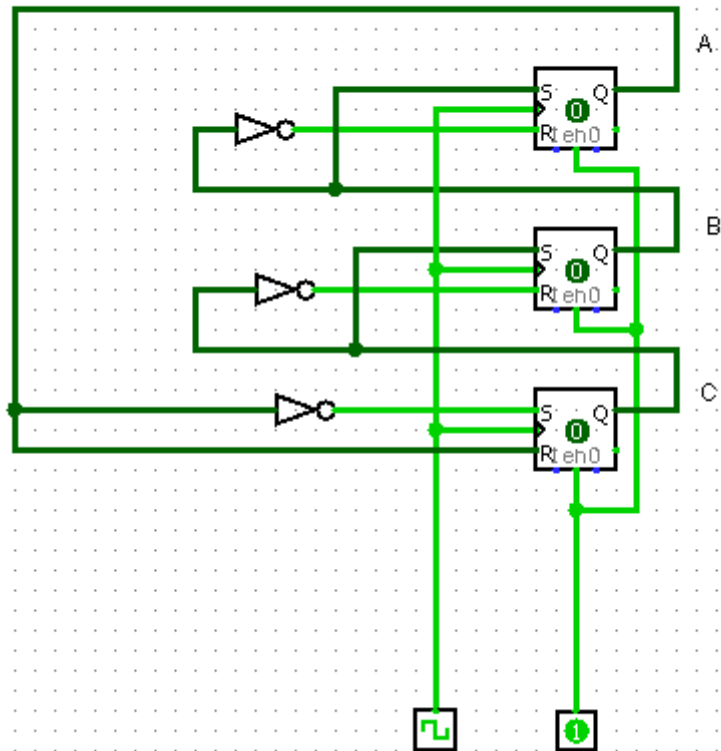
$R_C \Rightarrow$

A \ BC	00	01	11	10
0	0	0	0	X
1	X	X	1	X

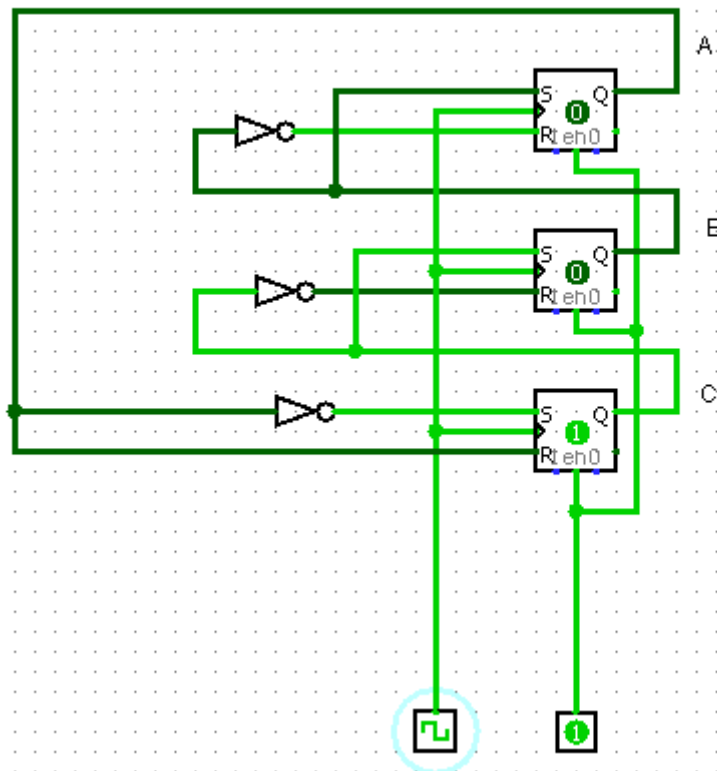
$R_C = A$

SCREENSHOTS:

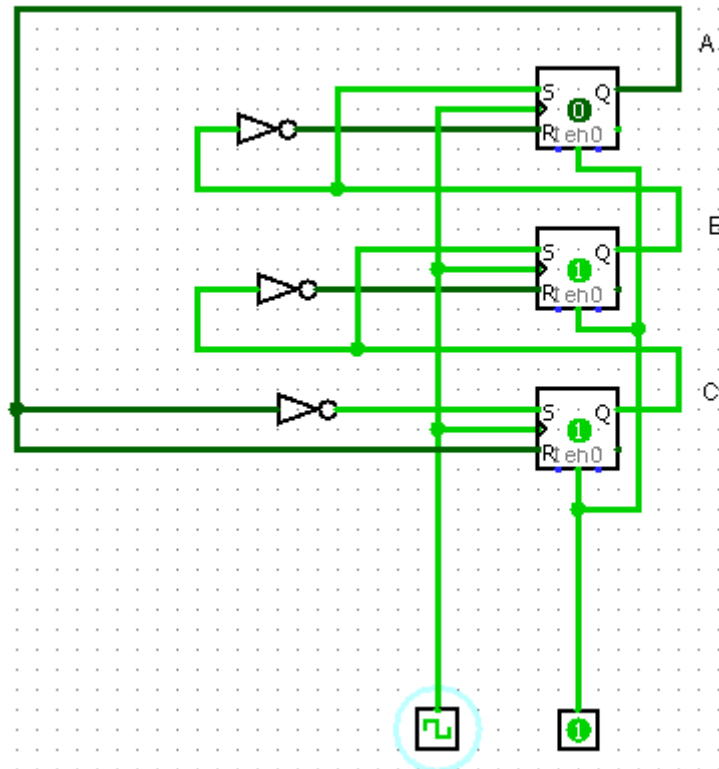
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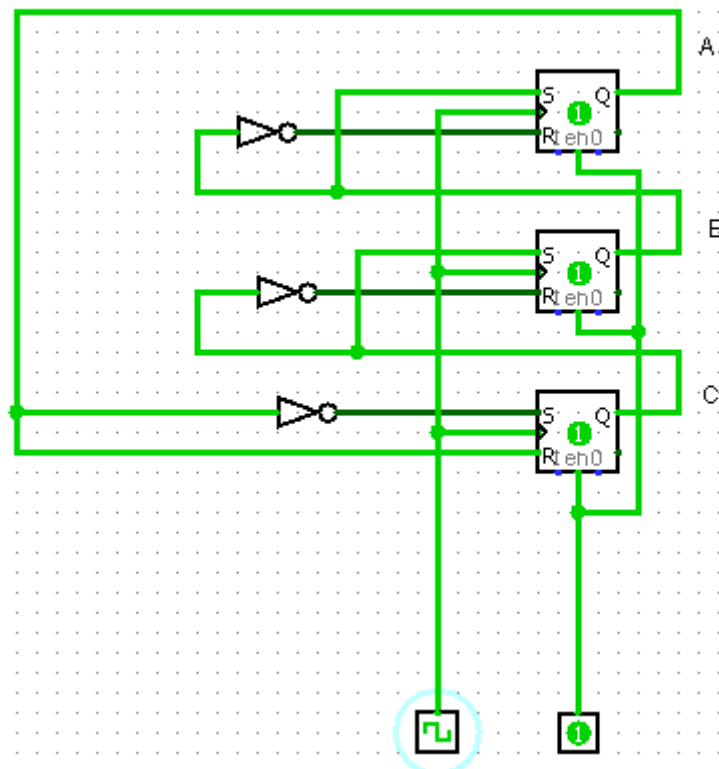
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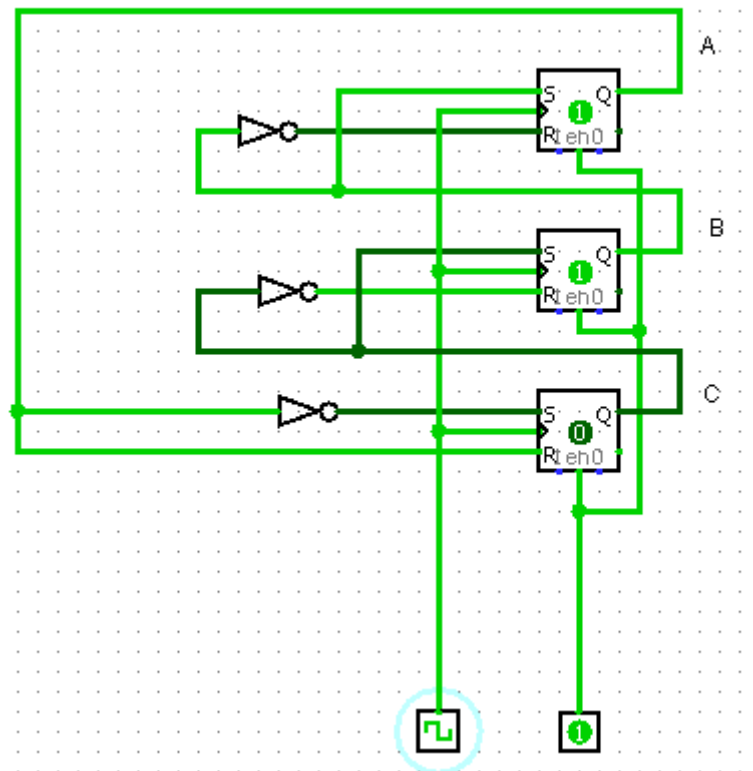
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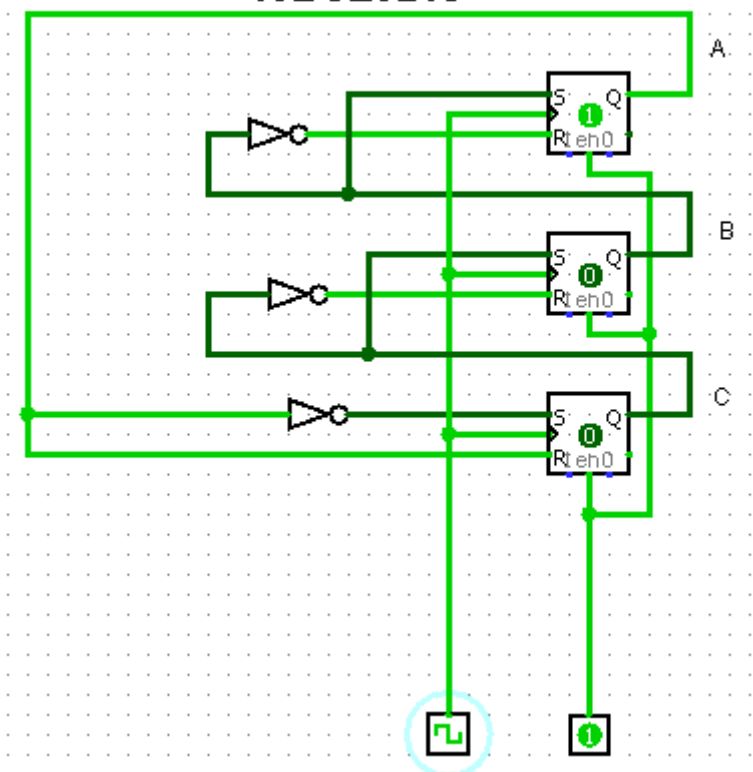
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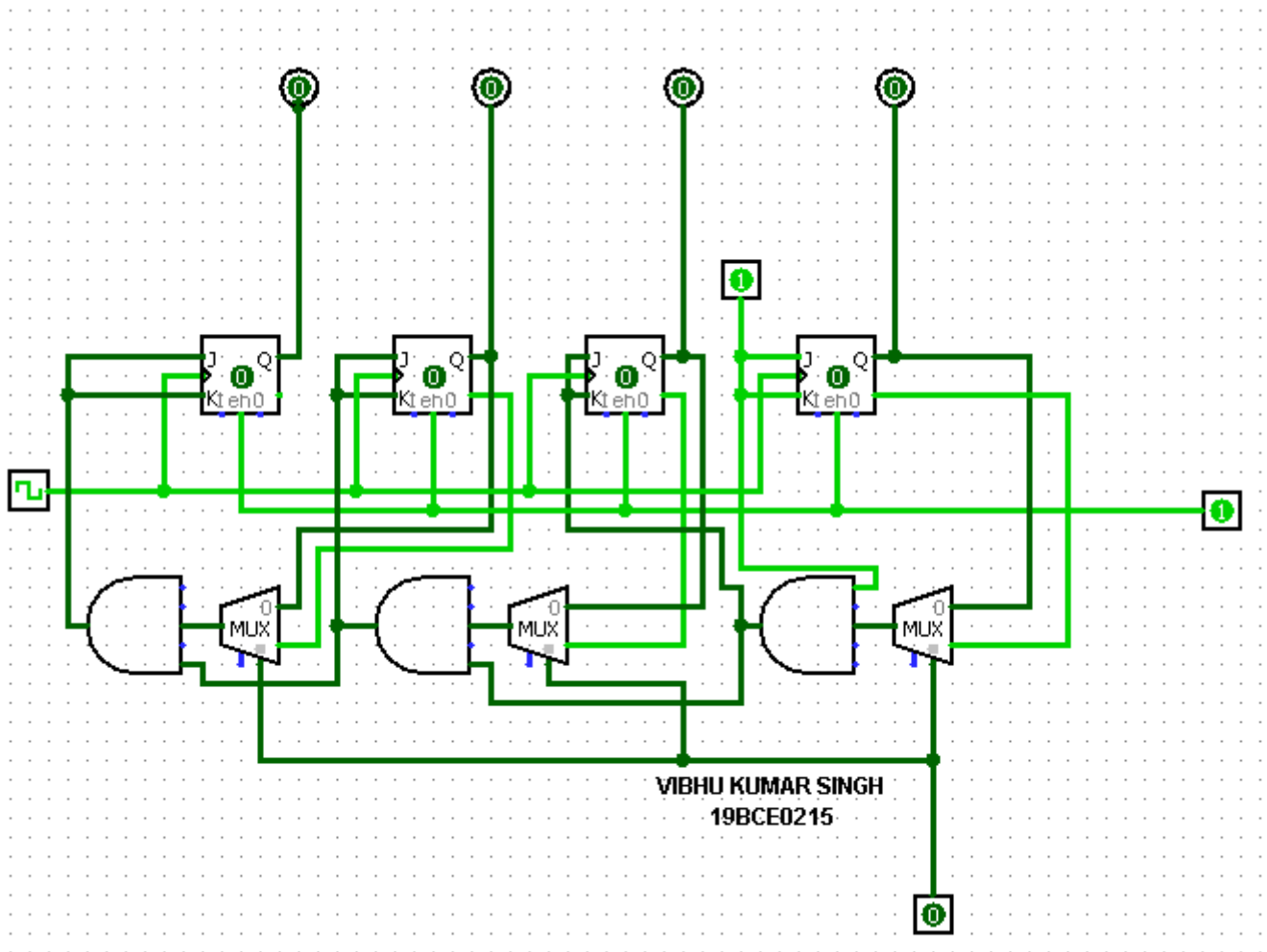


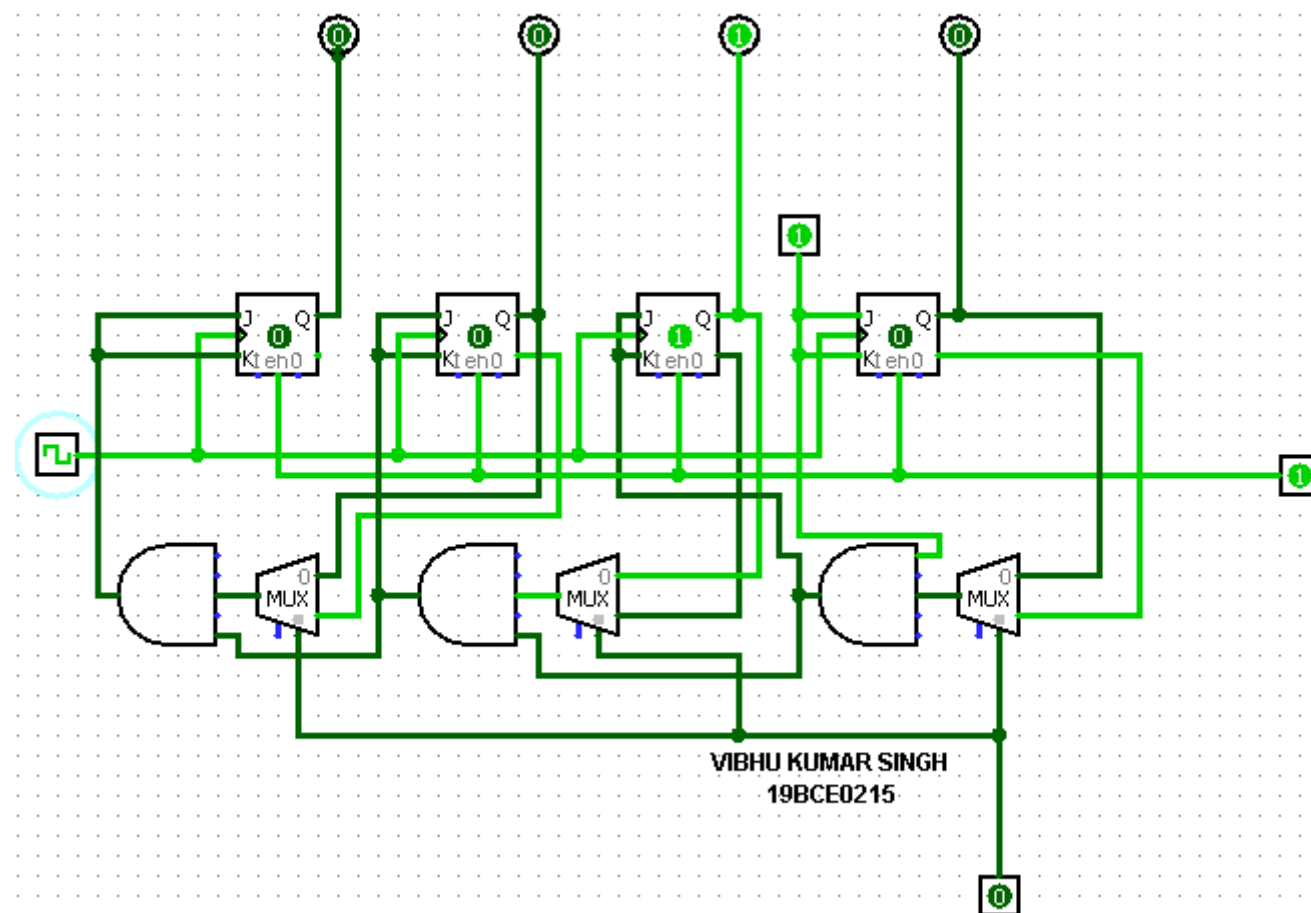
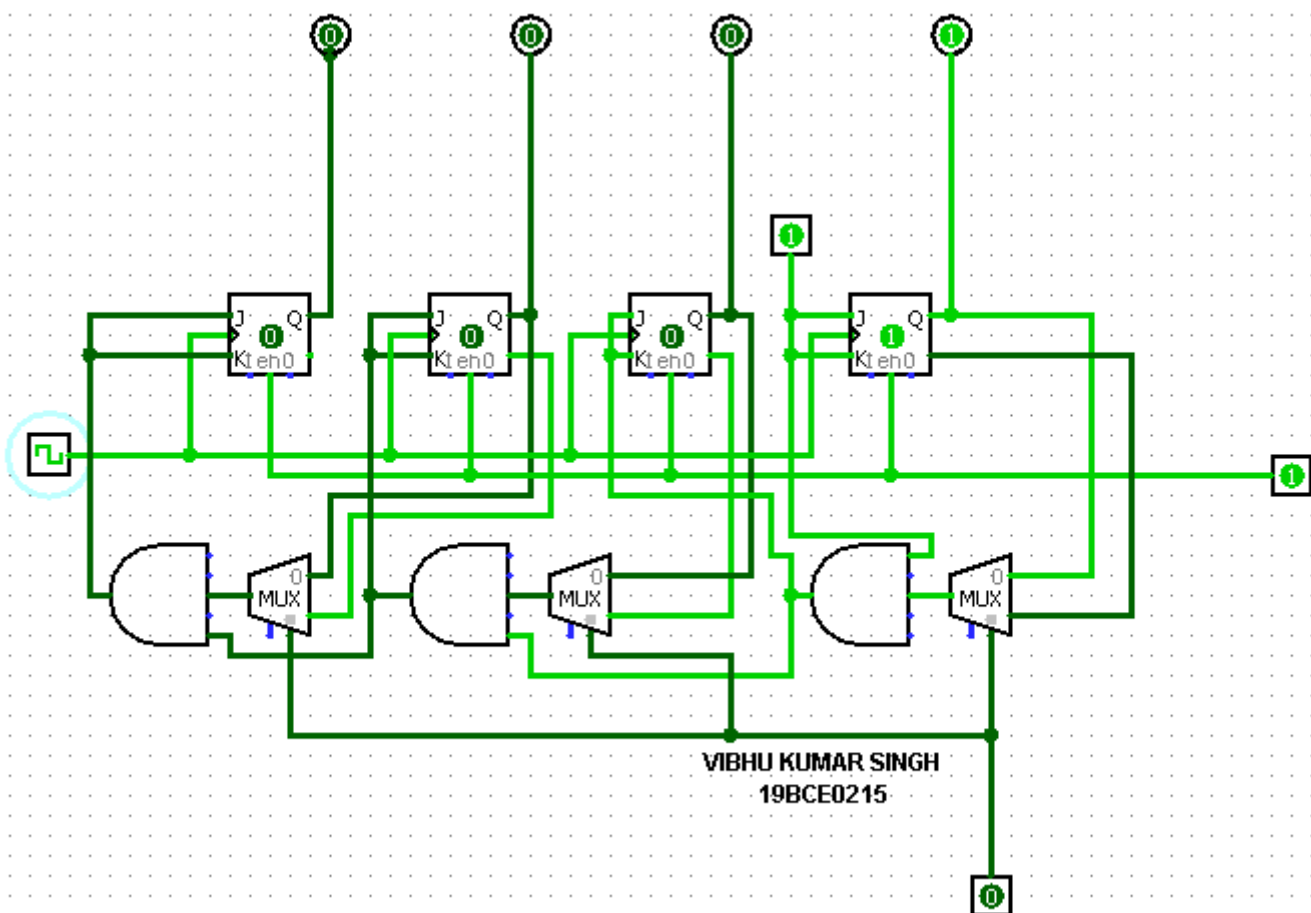
Q3) To design and implement four bit synchronous up –down binary counter.

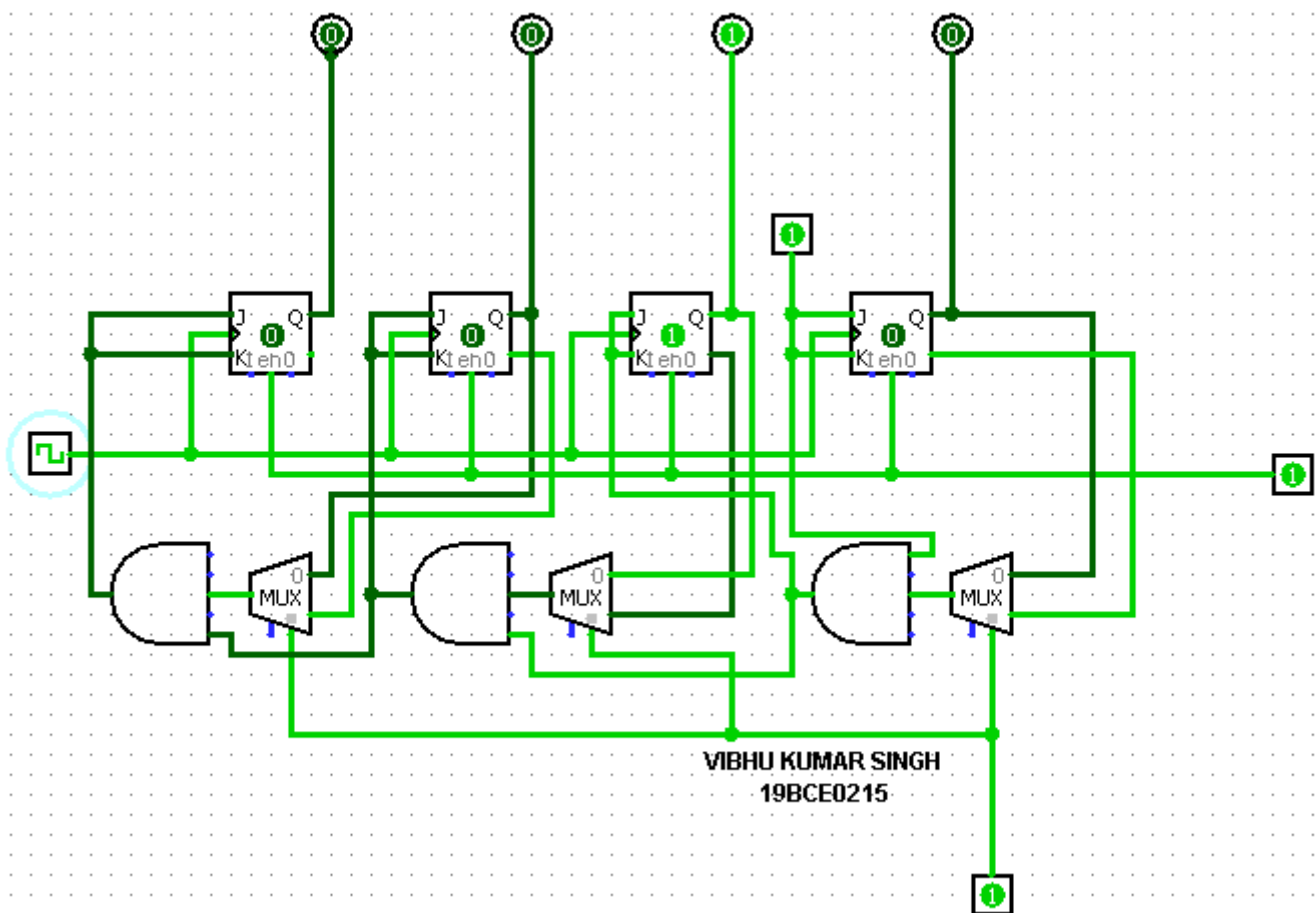
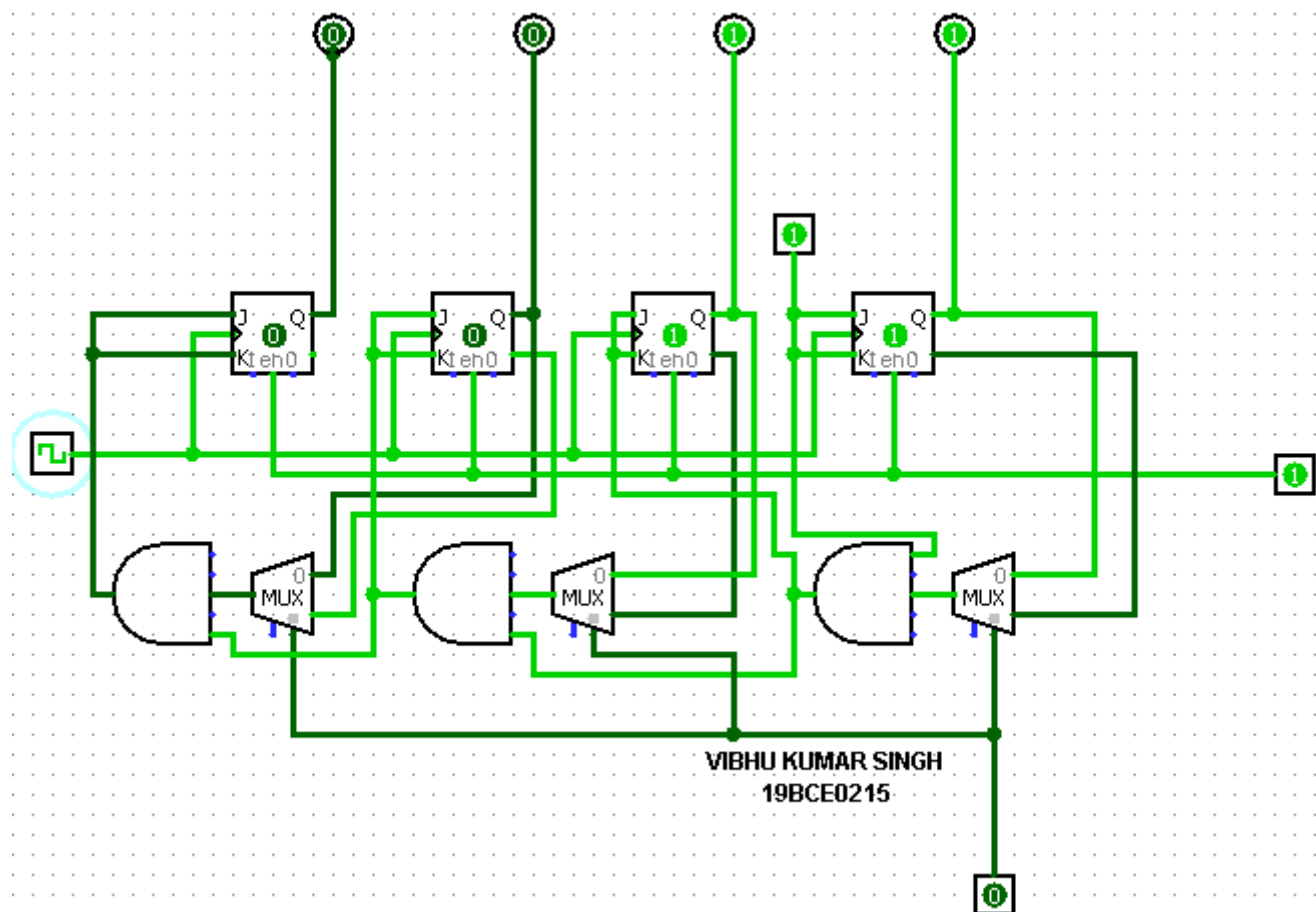
A3) Design:

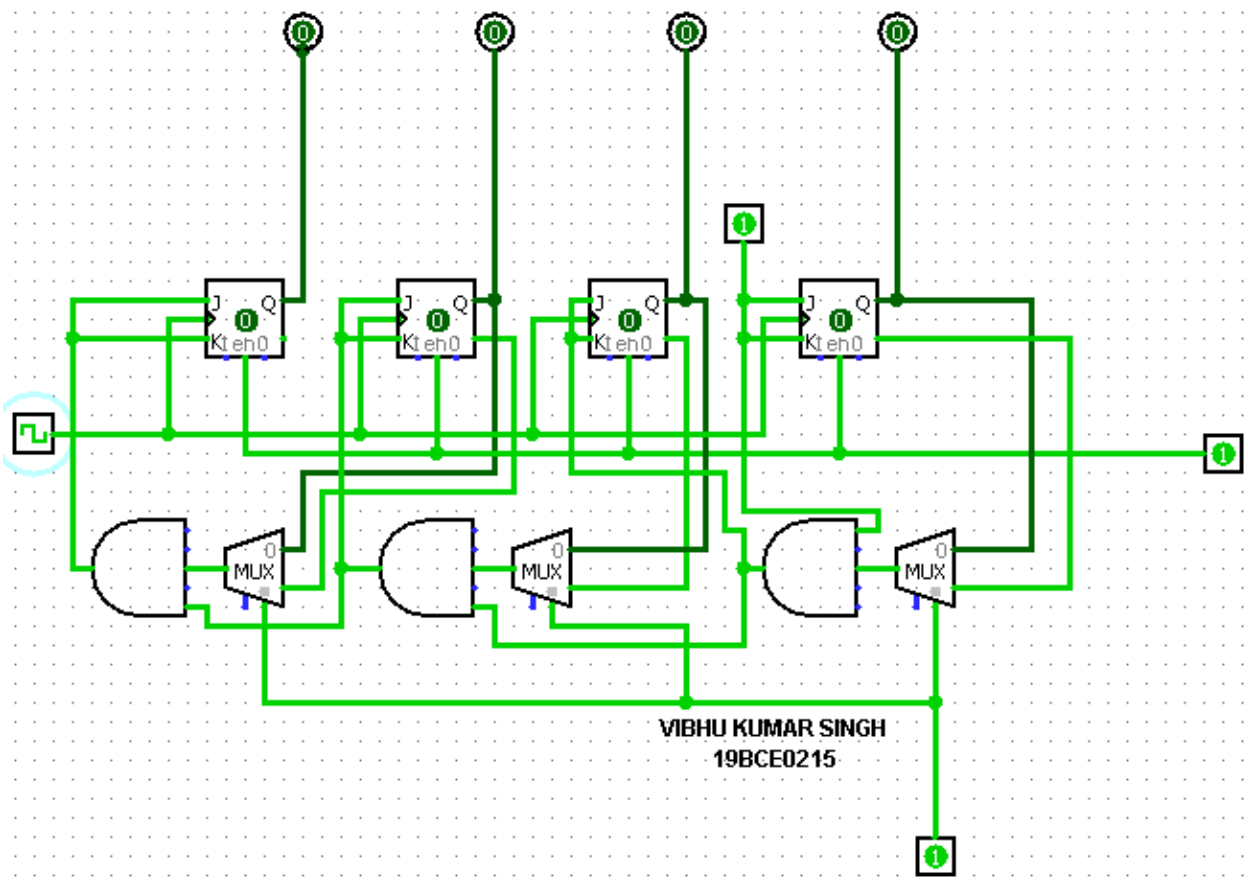
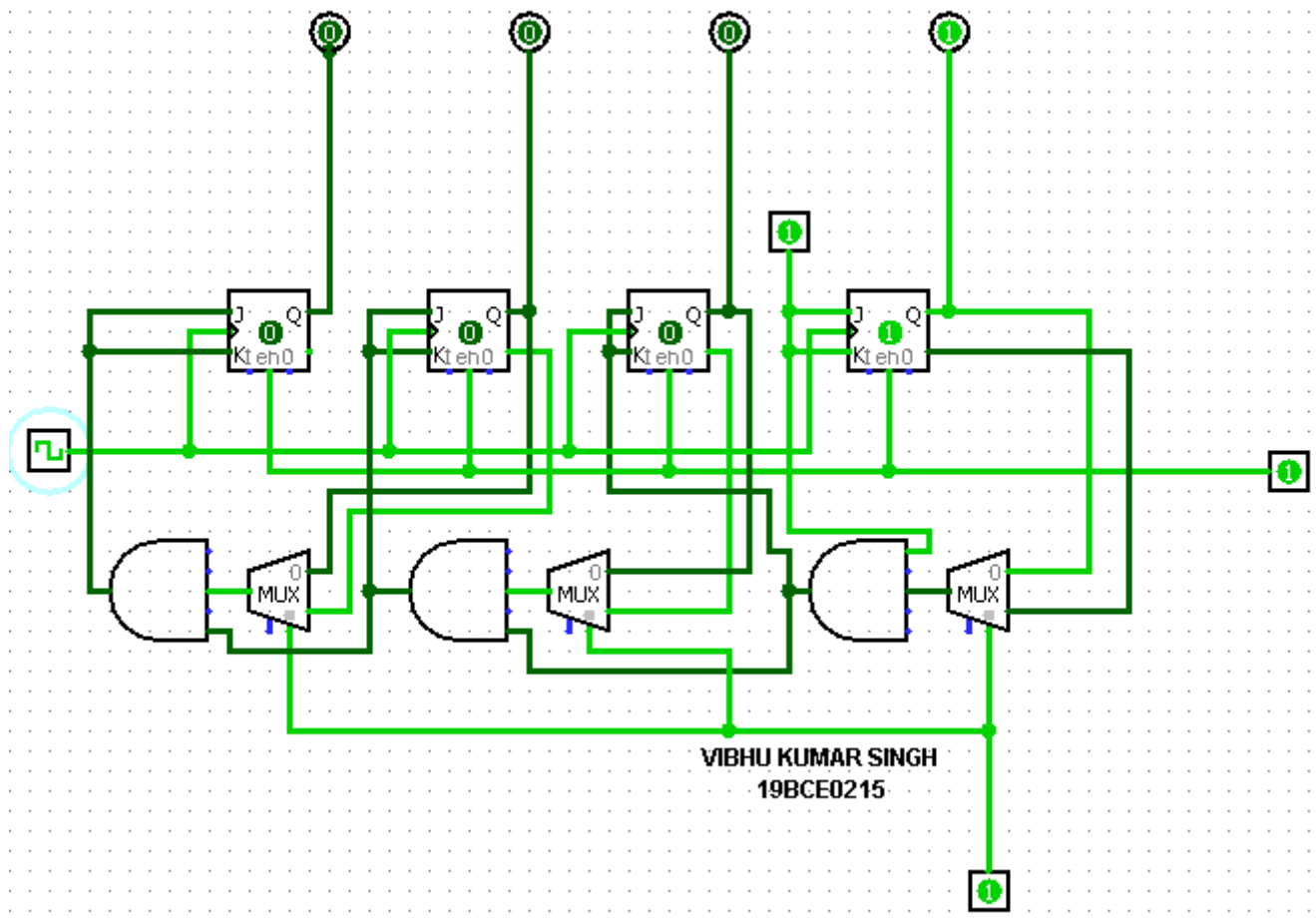
Using Multiplexer we can do both up and down in the same circuit. When the enable to the MUX is 0, its UP and if it is 1, it is DOWN counter.

SCREENSHOTS:









Q4) To design and implement synchronous BCD counter

A4) Design:

Three T Flip flops are used to simulate BCD Counter.

EQUATIONS:

	Present State				Next State			
	Q ₈	Q ₄	Q ₂	Q ₁	Q ₈	Q ₄	Q ₂	Q ₁
[0]	0	0	0	0	0	0	0	1
[1]	0	0	0	1	0	0	1	0
[2]	0	0	1	0	0	0	1	1
[3]	0	0	1	1	0	1	0	0
[4]	0	1	0	0	0	1	0	1
[5]	0	1	0	1	0	1	1	0
[6]	0	1	1	0	0	1	1	1
[7]	0	1	1	1	1	0	0	0
[8]	1	0	0	0	1	0	0	1
[9]	1	0	0	1	0	0	0	0

	TQ ₈	TQ ₄	TQ ₂	TQ ₁
	0	0	0	1
	0	0	1	1
	0	0	0	1
	0	1	1	1
	0	0	0	1
	0	0	1	1
	0	0	0	1
	1	1	1	1
	0	0	0	1
	1	0	0	1

Don't cares = 10, 11, 12, 13, 14, 15

$TQ_8 \Rightarrow Q_8 Q_1$

$Q_8 \backslash Q_1$	00	01	11	10
00	0	1	3	2
01	4	5	7	6
11	X_{11}	X_{13}	X_{17}	X_{19}
10	8	9	X_7	X_{10}

$$TQ_8 = Q_8 Q_1 + Q_4 Q_2 Q_1$$

$TQ_4 \Rightarrow Q_4 Q_1$

$Q_4 \backslash Q_1$	00	01	11	10
00	0	1	3	2
01	4	5	7	6
11	X_2	X_3	X_5	X_{14}
10	8	9	X_1	X_{10}

$$TQ_4 = Q_4 Q_1$$

$TQ_2 \Rightarrow Q_8 Q_1$

$Q_8 \backslash Q_1$	00	01	11	10
00		1	1	
01		1	1	
11	X	X	X	X
10			X	X

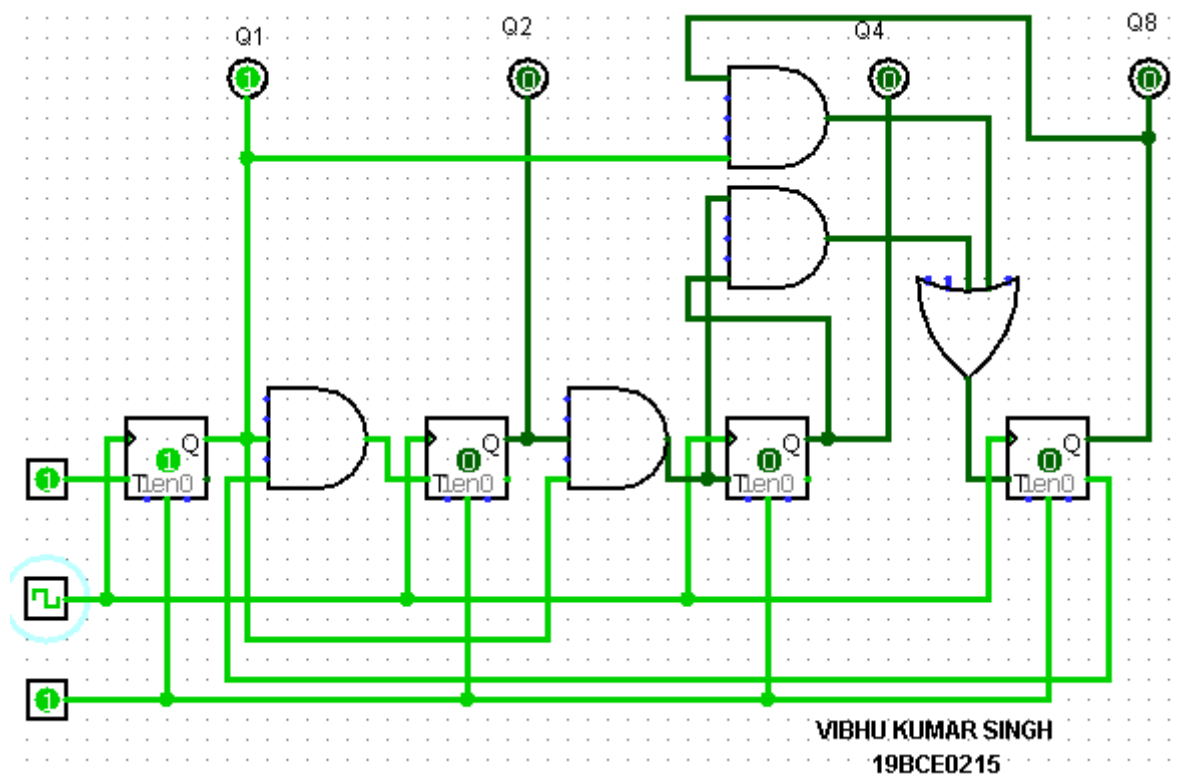
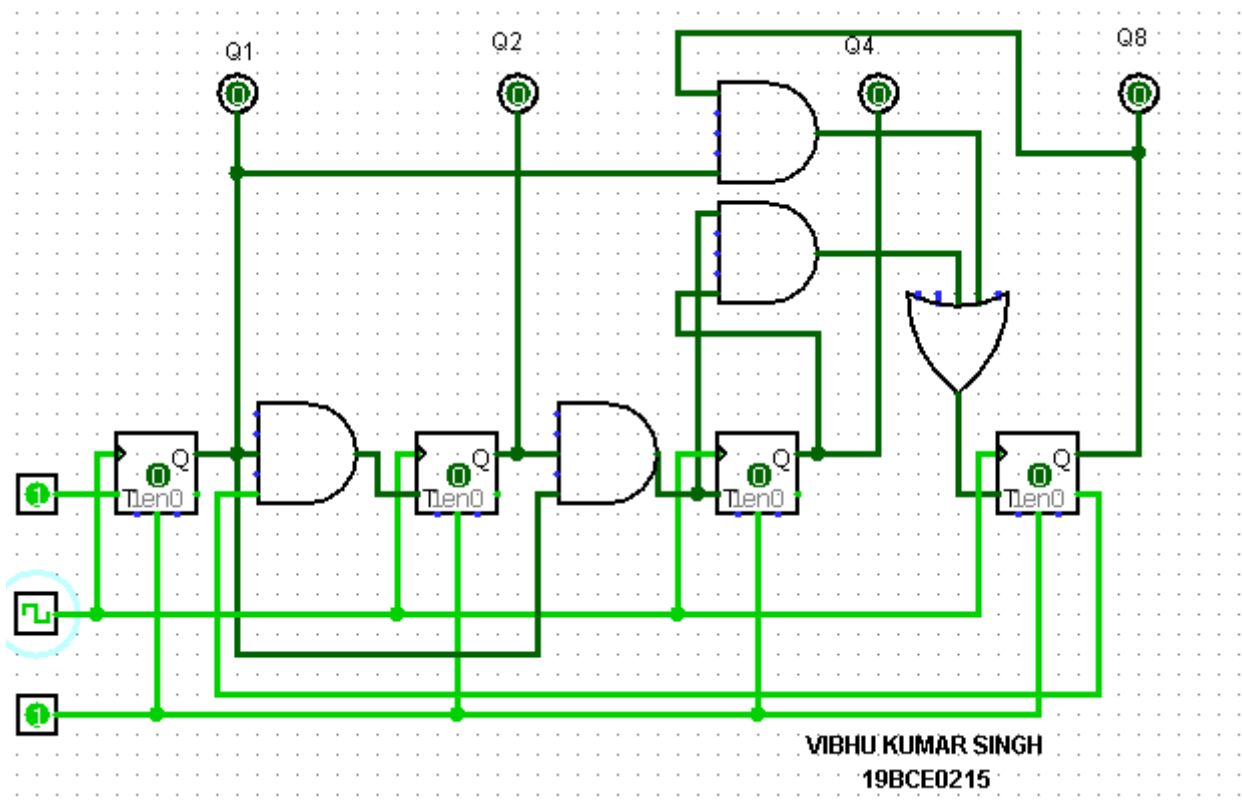
$$TQ_2 = Q_8' Q_1$$

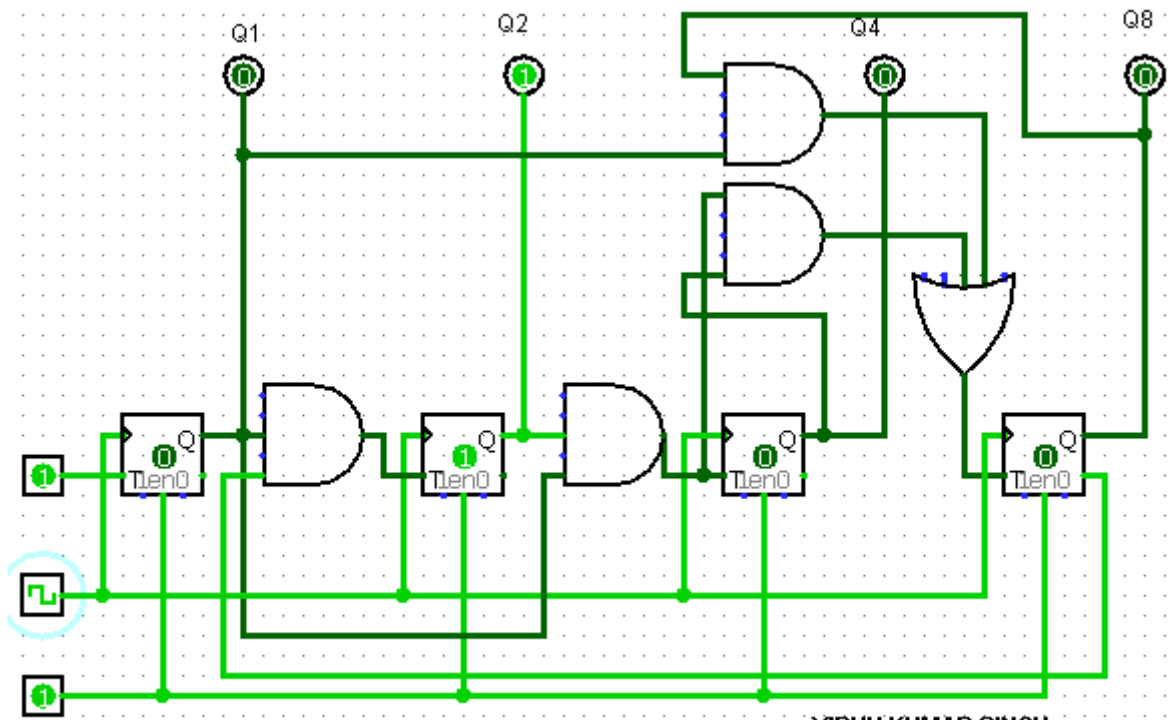
$TQ_1 \Rightarrow Q_8 Q_1$

$Q_8 \backslash Q_1$	00	01	11	10
00	1	1	1	1
01	1	1	1	1
11	X	X	X	X
10	1	1	X	X

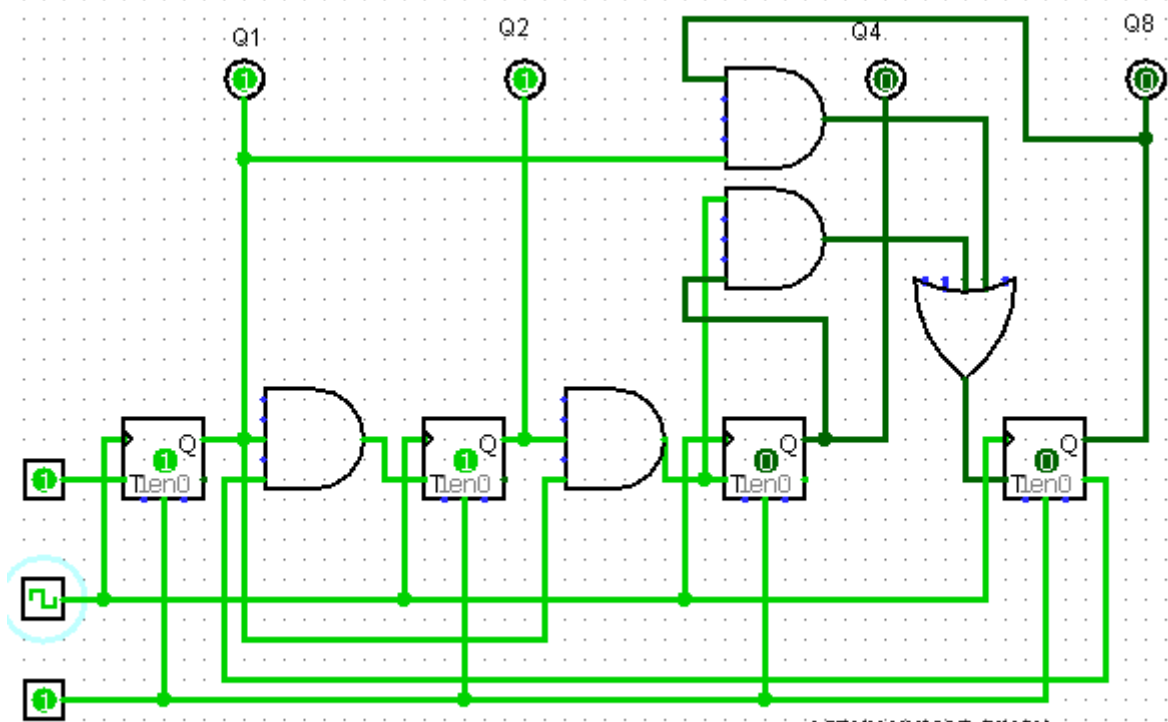
$$TQ_1 = 1$$

SCREENSHOTS:

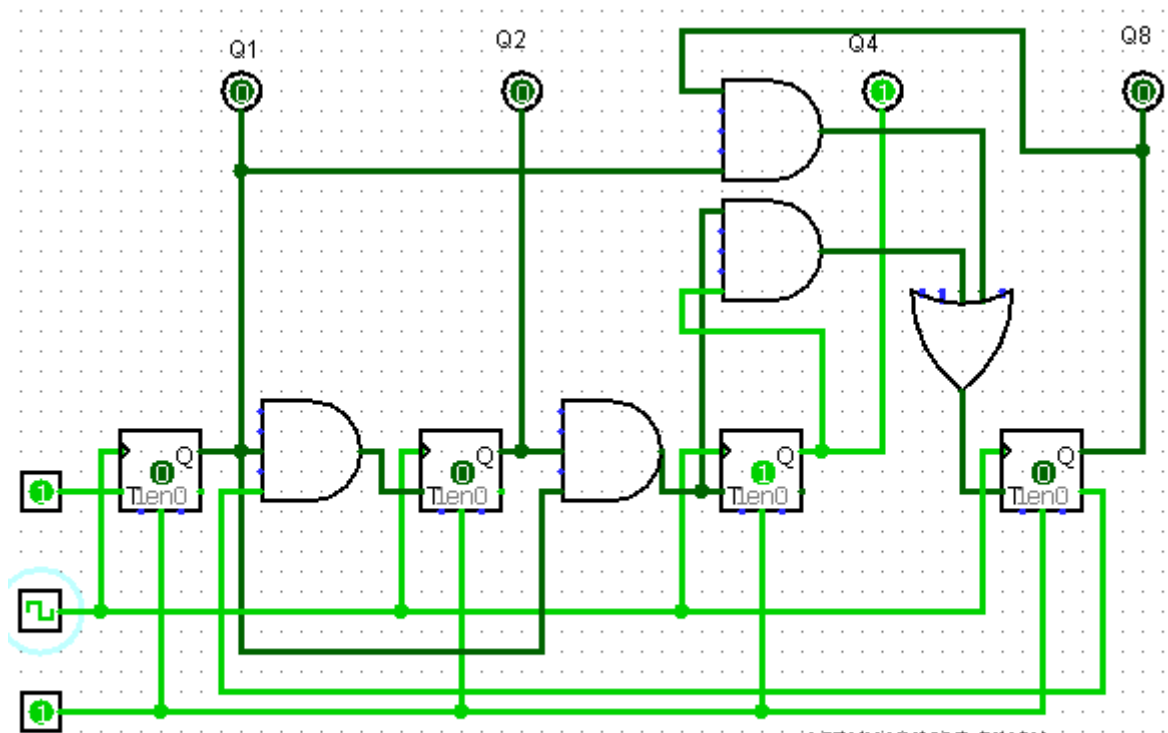




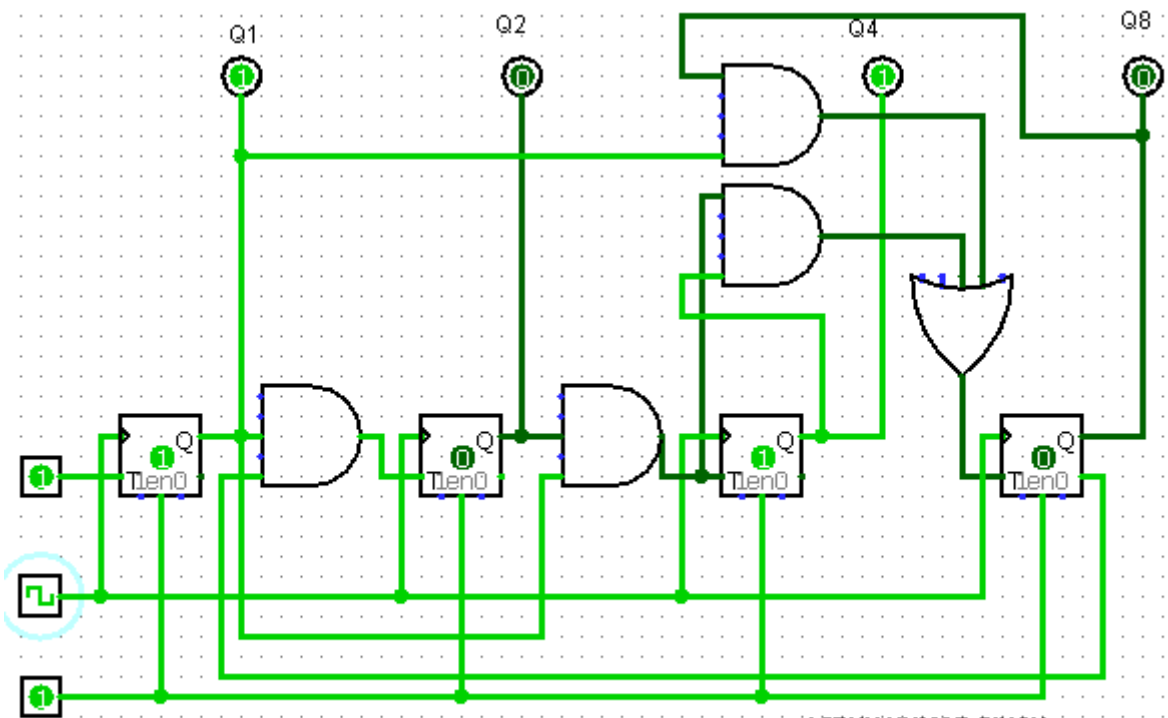
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