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Assignment: 4

2] What is half adder? What's disadvantage of it over full adder?

⇒ A half adder is an adder which adds two binary digits together resulting in a sum and carry.

- We assign symbols x and y to the two inputs.

x	y	C	S
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

From the truth table,

$$S = x'y + xy' \text{ and } C = xy$$

$$\Rightarrow S = x \oplus y$$

- The disadvantage of half adder is it can only add two 1-bit numbers given as input but do not add the carry obtained from previous addition, while the full adder along with two 1-bit numbers can also add the carry obtained from previous addition.

3) With necessary sketch explain full adder in detail. Also explain a full adder designed using two half adders and an OR gate.

- ⇒ A full adder is a combination circuit consisting of three inputs and two outputs.
- Two inputs variables are denoted by x and y , represent the two significant bits to be added.
 - The truth table of full adder is given below.

Input			Output	
x	y	z	C	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

From the truth table

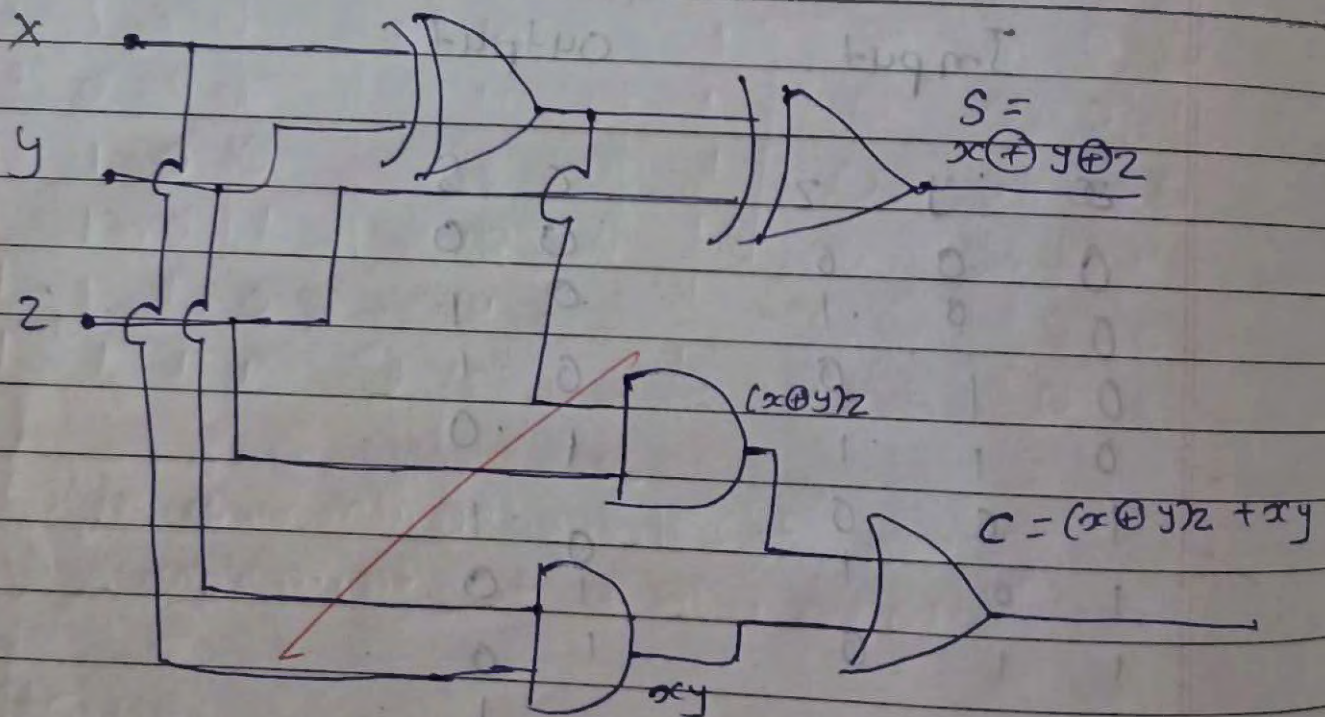
$$\begin{aligned}
 S &= x'y'z + x'yz' + xy'z' + xyz \\
 &= x'(y'z + yz') + x(y'z' + yz) \\
 &= x'(y \oplus z) + x(yz' + y'z) \\
 &= x'(y \oplus z) + x(y \oplus z)' \\
 S &= x \oplus y \oplus z
 \end{aligned}$$

$$\begin{aligned}
 C &= x'yz + xy'z + xyz + xy'z' \\
 &= (x'y + xy')z + xy(z + z') \\
 &= (x \oplus y)z + xy \\
 &\Rightarrow C = x \oplus y \oplus yz + xy
 \end{aligned}$$

using k-map

x \ yz	00	01	11	10
0			1	
1		1	1	1

$$C = xz + xy + yz$$

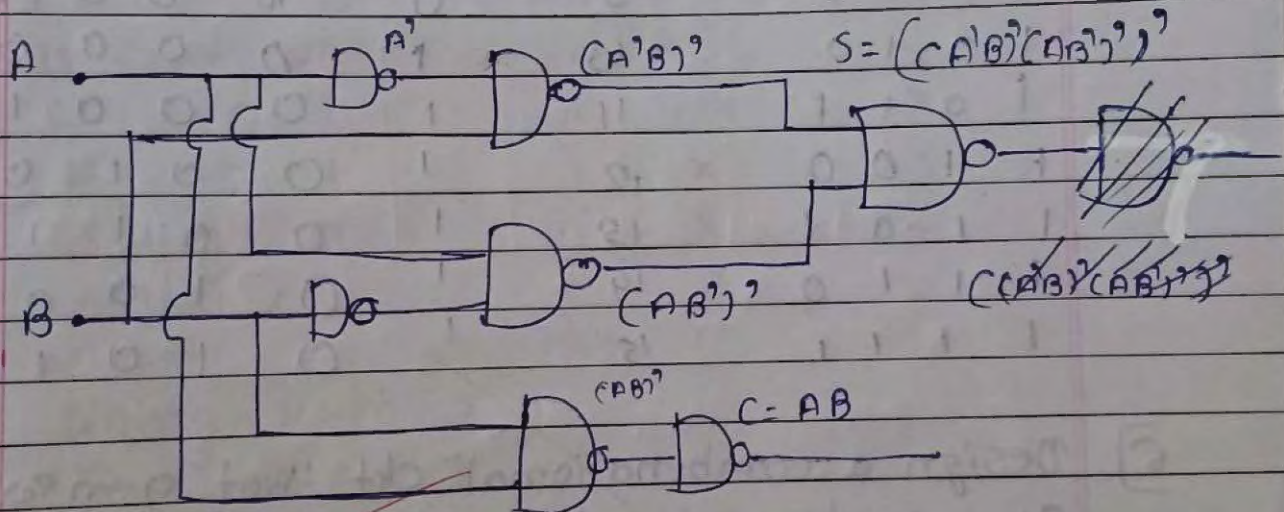
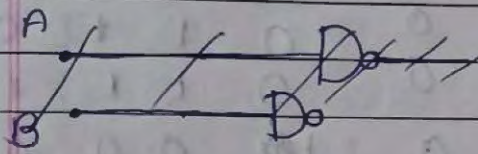


4) Design half adder NAND gate only
 \Rightarrow For half adder as known.

$$S = A'B + AB' \quad \text{--- (1)} \quad C = AB \quad \text{--- (2)}$$

$$= (A'B + AB')'$$

$$= ((A'B)'(AB'))'$$



5) Design ckt of 4-bit binary which indicates if the four bit input is BCD or not. If its BCD, then output must be high.

Binary code				Decimal numbers	BCD code				
A	B	C	D		B ₄	B ₃	B ₂	B ₁	B ₀
0	0	0	0	0	0	0	0	0	0
0	0	0	1	1	0	0	0	0	1
0	0	1	0	2	0	0	0	1	0
0	0	1	1	3	0	0	1	0	0
0	1	0	0	4	0	0	1	0	0
0	1	0	1	5	0	0	1	0	1
0	1	1	0	6	0	0	1	1	0
0	1	1	1	7	0	0	1	1	1
1	0	0	0	8	0	1	0	0	0
1	0	0	1	9	0	1	0	0	1
1	0	1	0	10	1	0	0	0	0
1	0	1	1	11	1	0	0	0	1
1	1	0	0	12	1	0	0	1	0
1	1	0	1	13	1	0	0	1	1
1	1	1	0	14	1	0	1	0	0
1	1	1	1	15	1	0	1	0	1

6] Design a combinational ckt that generate 9's complement of a BCD output.

⇒ Here,
 For all functions don't care condition

$$d = AB'CD' + AB'CD + ABC'D' + ABC'D + ABCD' + ABCD$$

A	B	C	D	W	x	y	z
0	0	0	0	1	0	0	1
0	0	0	1	1	0	0	0
0	0	1	0	0	1	1	1
0	0	1	1	0	1	1	0
0	1	0	0	0	1	0	1
0	1	0	1	0	1	0	0
0	1	1	0	0	0	1	1
0	1	1	1	0	0	1	0
1	0	0	0	0	0	0	1
1	0	0	1	0	0	0	0
1	0	1	0	x	x	x	x
1	0	1	1	x	x	x	x
1	1	0	0	x	x	x	x
1	1	0	1	x	x	x	x
1	1	1	0	x	x	x	x
1	1	1	1	x	x	x	x

Using k-map
four co.

AB \ CD	00	01	11	10
00		1	1	1
01	1	1	1	1
11				
10	1			

$$W = A'B + A'D + A'C + AB'C'D'$$

for x ,

$\begin{array}{c} CD \\ \swarrow \searrow \\ AB \end{array}$	00	01	11	10
00		1	1	1
01	1			
11		1	1	
10		1	1	1

$$x = Bc'D' + Bb + B'c$$

for z ,

$\begin{array}{c} CD \\ \swarrow \searrow \\ AB \end{array}$	00	01	11	10
00		1	1	
01		1	1	
11		1	1	
10		1	1	

$$z = D$$

output

for y ,

$\begin{array}{c} CD \\ \swarrow \searrow \\ AB \end{array}$	00	01	11	10
00		1	1	1
01		1		1
11		1		1
10		1		1

$$y = c'b + cb' = c \oplus b$$

Q.7

	A	B	C	D	w	x	y	z
0	0	0	0	0	0	0	0	0
1	0	0	0	1	1	1	1	1
2	0	0	1	0	1	1	1	0
3	0	0	1	1	1	1	0	1
4	0	1	0	0	1	1	0	0
5	0	1	0	1	1	0	1	1
6	0	1	1	0	1	0	1	0
7	0	1	1	1	1	0	0	1
8	1	0	0	0	0	1	1	1
9	1	0	0	1	0	1	1	1
10	1	0	1	0	0	1	1	0
11	1	0	1	1	0	1	0	1
12	1	1	0	0	1	0	1	0
13	1	1	0	1	0	0	1	1
14	1	1	1	0	0	0	1	0
15	1	1	1	1	0	0	0	1

$$w = A'B + A'D + A'C + AB'C'D$$

$$x = B'C'D + B'D + B'C$$

$$y = C + D$$

$$z = D$$

$$(B'A + B'A)C = B'AC + B'AC = 0$$

$$B'C(B + B') = B'C$$

$$B'C = B'CA + B'CA = 0$$

$$0 = 0$$

$$B'AC + B'AC + B'AC + B'AC = 0$$

$$B'AC = 0$$

8) Design a combinational ckt. that accept a 3 bit binary number and generates an output equal to square of input.

Input				Output					
A	B	C		x_5	x_4	x_3	x_2	x_1	x_0
0	0	0	0	0	0	0	0	0	0
1	0	0	1	0	0	0	0	0	1
2	0	1	0	0	0	0	1	0	0
3	0	1	1	0	0	1	0	0	0
4	1	0	0	0	1	0	0	0	0
5	1	0	1	0	1	1	0	0	1
6	1	1	0	1	0	0	1	0	0
7	1	1	1	1	1	0	0	0	1

$$x_5 = ABC' + AB'C$$

$$x_5 = AB$$

$$x_4 = AB'C' + AB'C + ABC$$

$$= AB' + ABC = A(B' + BC) = A(B + C)$$

$$x_4 = AB + AC$$

$$x_3 = A'B'C + AB'C = C(A'B + AB')$$

$$x_3 = (A + B)C$$

$$x_2 = A'B'C' + AB'C' = B'C$$

$$x_1 = 0$$

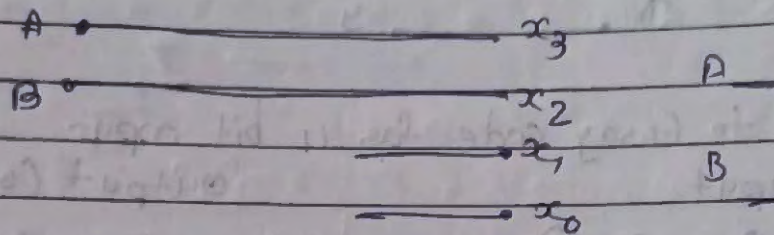
$$x_0 = A'B'C + A'BC + AB'C + ABC$$

$$= A'C + AC$$

$$x_0 = C$$

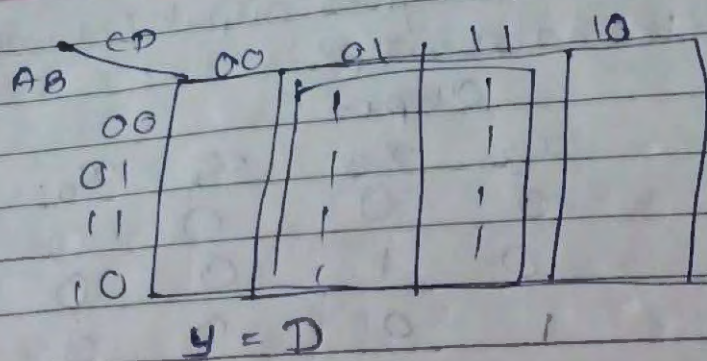
9] Construct a ckt that gives output 1, time of two bit binary variable input

	Input		Output			
	A	B	x_3	x_2	x_1	x_0
0	0	0	0	0	0	0
1	0	1	0	1	0	0
2	1	0	1	0	0	0
3	1	1	1	1	0	0



10] Design a ckt which has 4 bit binary input output 1 when input logic is in odd no.

	A	B	C	D	Output (Y)
0	0	0	0	0	0
1	0	0	0	1	1
2	0	0	1	0	0
3	0	0	1	1	1
4	0	1	0	0	0
5	0	1	0	1	1
6	0	1	1	0	0
7	0	1	1	1	1
8	1	0	0	0	0
9	1	0	0	1	1
10	1	0	1	0	0
11	1	0	1	1	1
12	1	1	0	0	0
13	1	1	0	1	1
14	1	1	1	0	0
15	1	1	1	1	1



$D \rightarrow Y$

12] BCD to Gray code for 4 bit input
Input Output (Gray code)

	A	B	C	D	w	x	y	z
0	0	0	0	0	0	0	0	0
1	0	0	0	1	0	0	0	1
2	0	0	1	0	0	0	1	0
3	0	0	1	1	0	0	1	1
4	0	1	0	0	0	1	0	0
5	0	1	0	1	0	1	1	0
6	0	1	1	0	0	1	0	1
7	0	1	1	1	0	1	0	0
8	1	0	0	0	1	0	0	0
9	1	0	0	1	1	0	0	1
10	1	0	1	0	1	1	1	0
11	1	0	1	1	1	1	1	1
12	1	1	0	0	1	0	1	0
13	1	1	0	1	1	0	1	1
14	1	1	1	0	1	0	0	1
15	1	1	1	1	1	0	0	0

$W =$

$AB \backslash CD$	00	01	11	10
00				
01				
11	1	1	1	1
10	1	1	1	1

$W = A$

$X =$

$AB \backslash CD$	00	01	11	10
00				
01	1	1	1	1
11				
10	1	1	1	1

$X = A'B + AB' = A \oplus B$

$Y =$

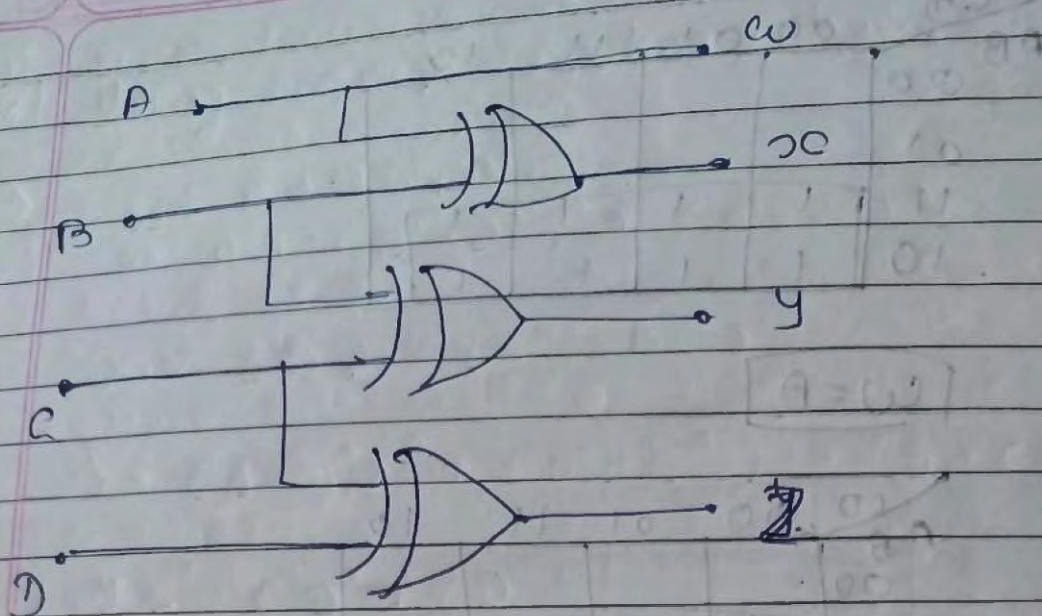
$AB \backslash CD$	00	01	11	10
00			1	1
01	1	1		
11	1	1		
10		1	1	1

$Y = Bc' + B'c = B \oplus C$

$Z =$

$AB \backslash CD$	00	01	11	10
00		1		1
01		1		1
11		1		1
10		1		1

$Z = c'd + cd' = C \oplus D$



16] BCD to excess 3-code using min no. of NAND gate.

⇒

	Input				Output			
	A	B	C	D	$A \oplus B$	$A \oplus C$	$A \oplus D$	$B \oplus C$
0	0	0	0	0	0	0	0	0
1	0	0	0	1	0	0	1	0
2	0	0	1	0	0	1	0	1
3	0	0	1	1	0	1	1	0
4	0	1	0	0	1	0	0	1
5	0	1	0	1	1	0	1	0
6	0	1	1	0	1	1	0	1
7	0	1	1	1	1	1	1	0
8	1	0	0	0	1	1	0	0
9	1	0	0	1	1	1	1	0
10	1	0	1	0	X	X	X	X
11	1	0	1	1	X	X	X	X
12	1	1	0	0	X	X	X	X
13	1	1	0	1	X	X	X	X
14	1	1	1	0	X	X	X	X
15	1	1	1	1	X	X	X	X

W =

AB \ CD	00	01	11	10
00		1	1	1
01				
11	X	X	X	X
10	1	1	X	X

$$W = A + BD + BC$$

$$W = (A' \cdot (BD)'(BC)')'$$

X =

AB \ CD	00	01	11	10
00		1	1	1
01	1			
11	X	X	X	
10		1	X	X

$$X = B'D + B'C + BC'D'$$

$$X = (B'D)'(B'C)'(BC'D')'$$

Y =

AB \ CD	00	01	11	10
00	1	1		
01	1			
11	X	X	X	X
10	1		X	X

$$Y = C'D' + CD = [CC'D']'(C'D)'$$

Z =

AB \ CD	00	01	11	10
00	1			1
01	1			1
11	X	X	X	X
10	1		X	X

$$Z = D'$$

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$$X = B'D + (B'C) + B'C'D$$

$$x = (b+d')' + (b+c')' + (b'+c+d)'$$

$$y = C'D' + CD$$

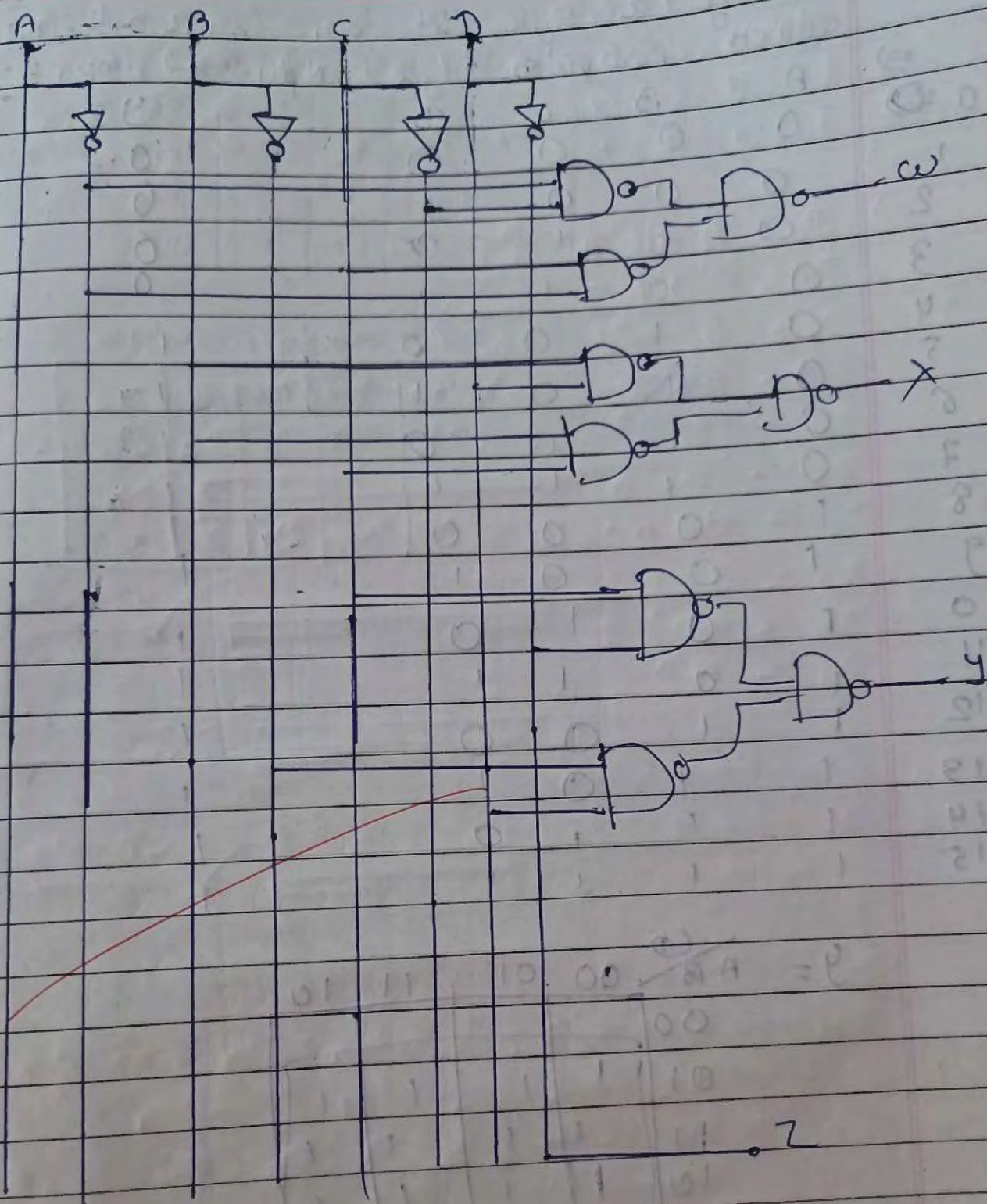
$$y = (c+d)^n + (c'+d')^n$$

$$Z = \mathbb{D}'$$

$$X = B'D + B'C + B'D + B'C = X$$

1. (a) $\frac{1}{2}$ (b) $\frac{1}{2}$ (c) $\frac{1}{2}$ (d) $\frac{1}{2}$ (e) $\frac{1}{2}$ (f) $\frac{1}{2}$ (g) $\frac{1}{2}$ (h) $\frac{1}{2}$ (i) $\frac{1}{2}$ (j) $\frac{1}{2}$ (k) $\frac{1}{2}$ (l) $\frac{1}{2}$ (m) $\frac{1}{2}$ (n) $\frac{1}{2}$ (o) $\frac{1}{2}$ (p) $\frac{1}{2}$ (q) $\frac{1}{2}$ (r) $\frac{1}{2}$ (s) $\frac{1}{2}$ (t) $\frac{1}{2}$ (u) $\frac{1}{2}$ (v) $\frac{1}{2}$ (w) $\frac{1}{2}$ (x) $\frac{1}{2}$ (y) $\frac{1}{2}$ (z) $\frac{1}{2}$

01 11 10 00 00 00



19) Design a logicckt. for four-bit inputs which provides high output if input is > 3

\Rightarrow	A	B	C	D	y
0	0	0	0	0	0
1	0	0	0	1	0
2	0	0	1	0	0
3	0	0	1	1	0
4	0	1	0	0	1
5	0	1	0	1	1
6	0	1	1	0	1
7	0	1	1	1	1
8	1	0	0	0	1
9	1	0	0	1	1
10	1	0	1	0	1
11	1	0	1	1	1
12	1	1	0	0	1
13	1	1	0	1	1
14	1	1	1	0	1
15	1	1	1	1	1

$y =$

$\begin{matrix} C D \\ A B \end{matrix}$	00	01	11	10
00				
01	1	1	1	1
11	1	1	1	1
10	1	1	1	1

$$y = A + B$$

