

# Lab 9

## EE214: Digital Circuits Laboratory

B. Siddharth Prabhu  
Roll No. 200010003

25 February 2022

### 1 Aim

Design of a circuit for 4 bit universal shift register, (controlled by a 2 bit control input) that performs the required operation.

### 2 Summary of the experiment

Design of a 4-bit Universal Shift Register using D-Type Flip-Flops and 4-to-1 Multiplexers, then conducting its implementation on the breadboard. Then, testing and verification of the control input and given operations.

### 3 Components Used

IC 7474 (D-Type Flip-Flop), IC 74153 (4-to-1 Multiplexer), 1 kilo-ohm resistor array, DIP switches, LED displays, breadboard, conducting wires, power supply.

### 4 Design Procedure

Input A	Input B	Operation
1	1	Parallel Loading
1	0	Left Shift
0	1	Right Shift
0	0	No Change

Table 1: Operations performed by Universal Shift Register

*Note: Circuit Diagram is included with the snapshots.*

### 5 Circuit and Simulation Snapshots

*(Circuit snapshots are included in the later pages of this report. )*

## 6 Results and Discussions

- We designed the circuit for a 4-bit Universal Shift Register using D-Type Flip-Flops and 4-to-1 Multiplexers; by first designing the same for 2-bits, then “concatenating” them.
- Before connecting the pins of the chips, one must number them in a hand-drawn circuit so as to ensure systematic and clean circuitry.
- The clock signal should be drawn from the function generator, and should preferably have a peak-to-peak voltage of 5V. The frequency should be about 1Hz, for better observability.
- We must design a circuit in such a manner that testing and debugging goes smoothly.

## 7 Conclusion

We designed and implemented a 4-bit Universal Shift Register, and then verified the outputs by loading all 1's, then shifting left/right.

# DESIGN PROCEDURE

Page No.

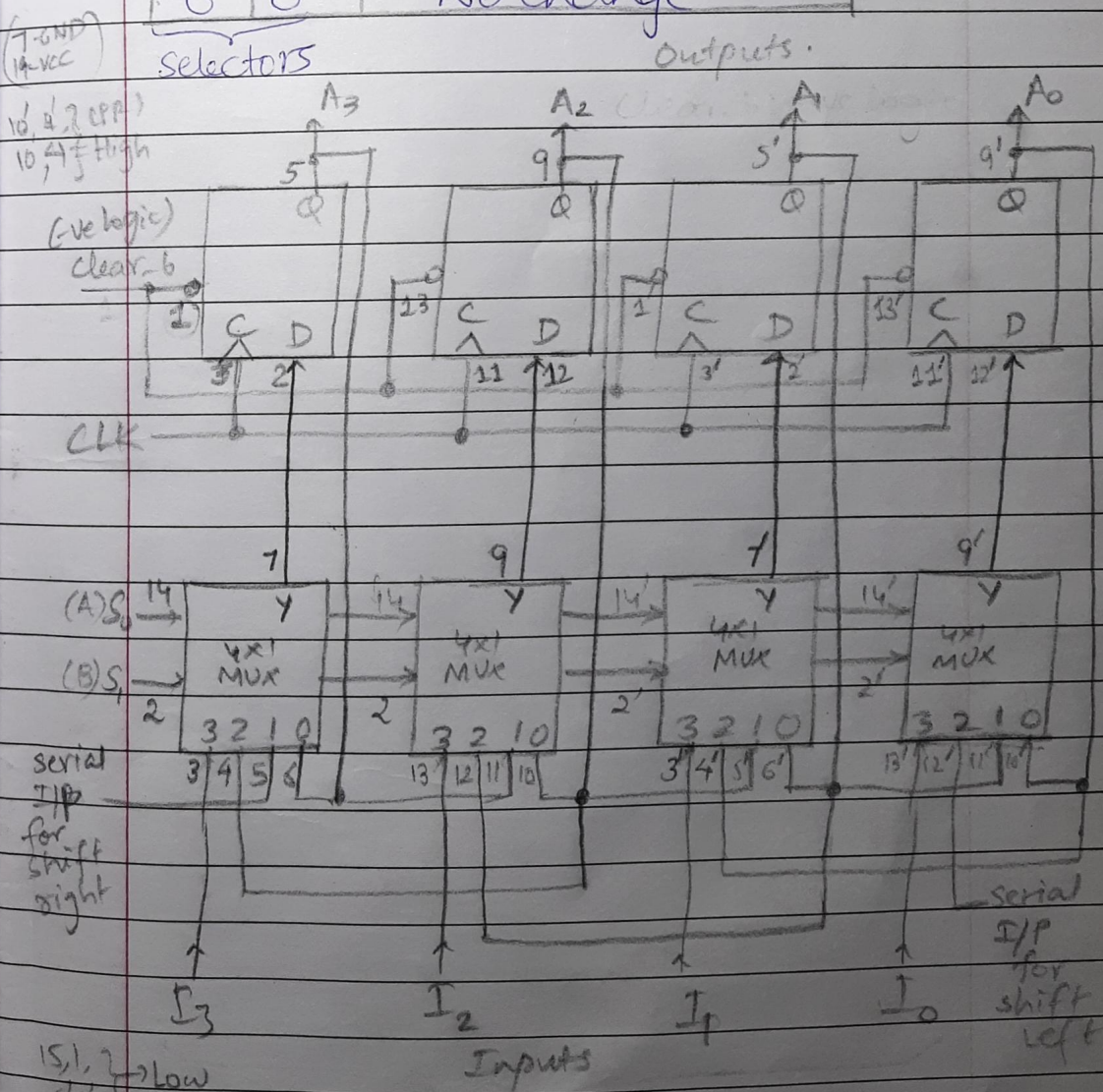
Date

## UNIVERSAL SHIFT REGISTER

Input		operation
A(S)	B(S)	
1	1	Parallel Loading
1	0	Left shift
0	1	Right shift
0	0	No change

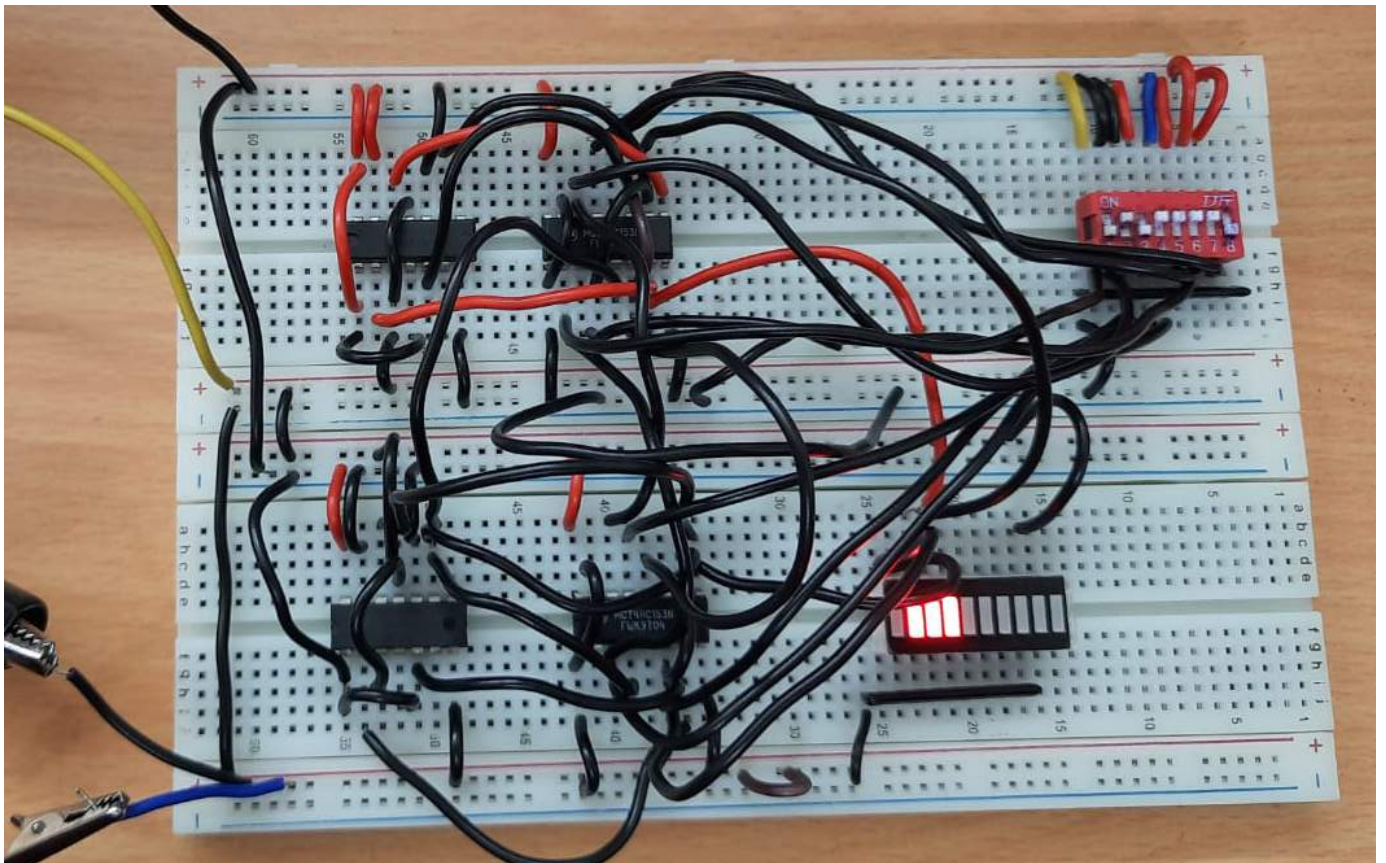
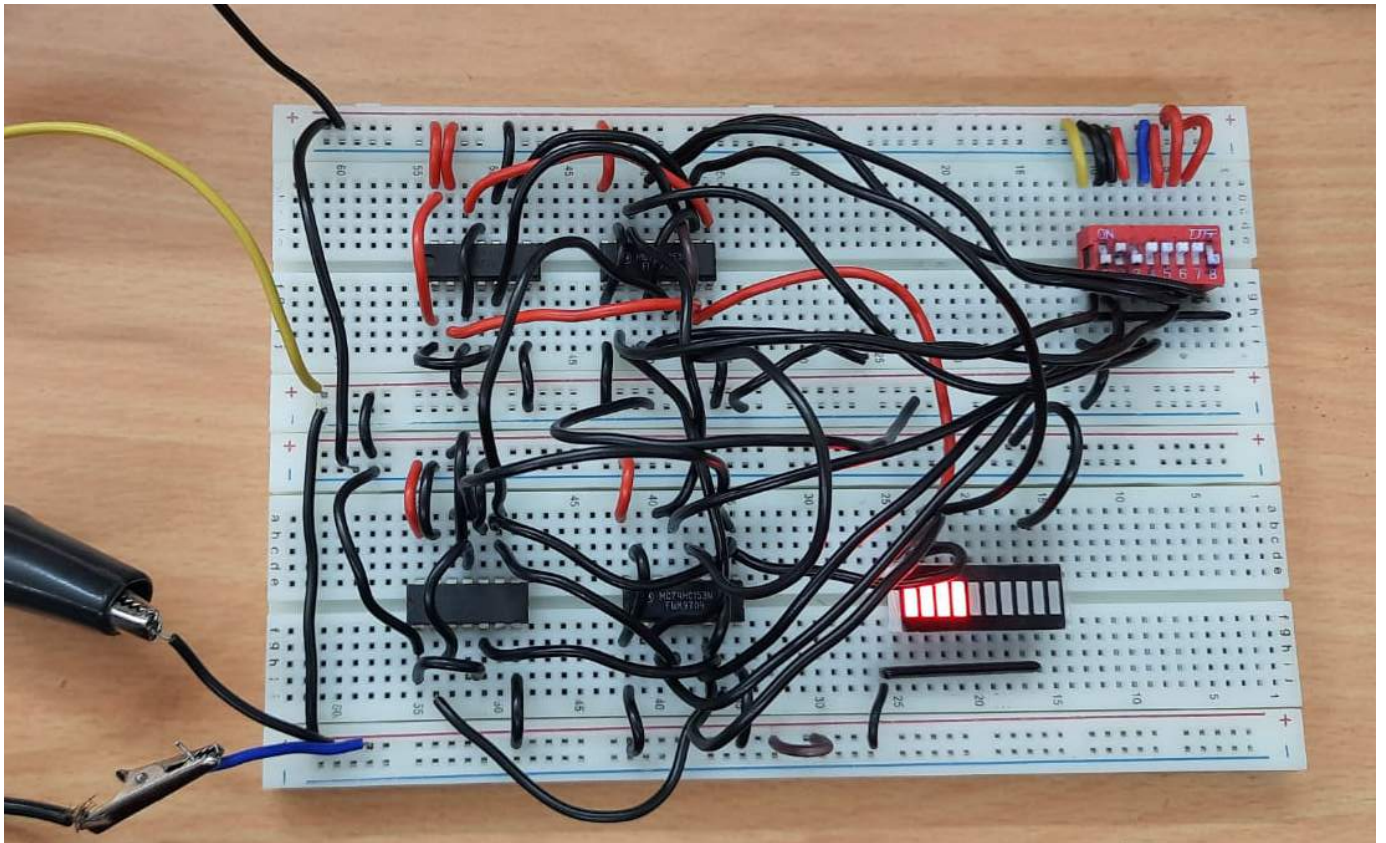
Selectors S

Outputs.

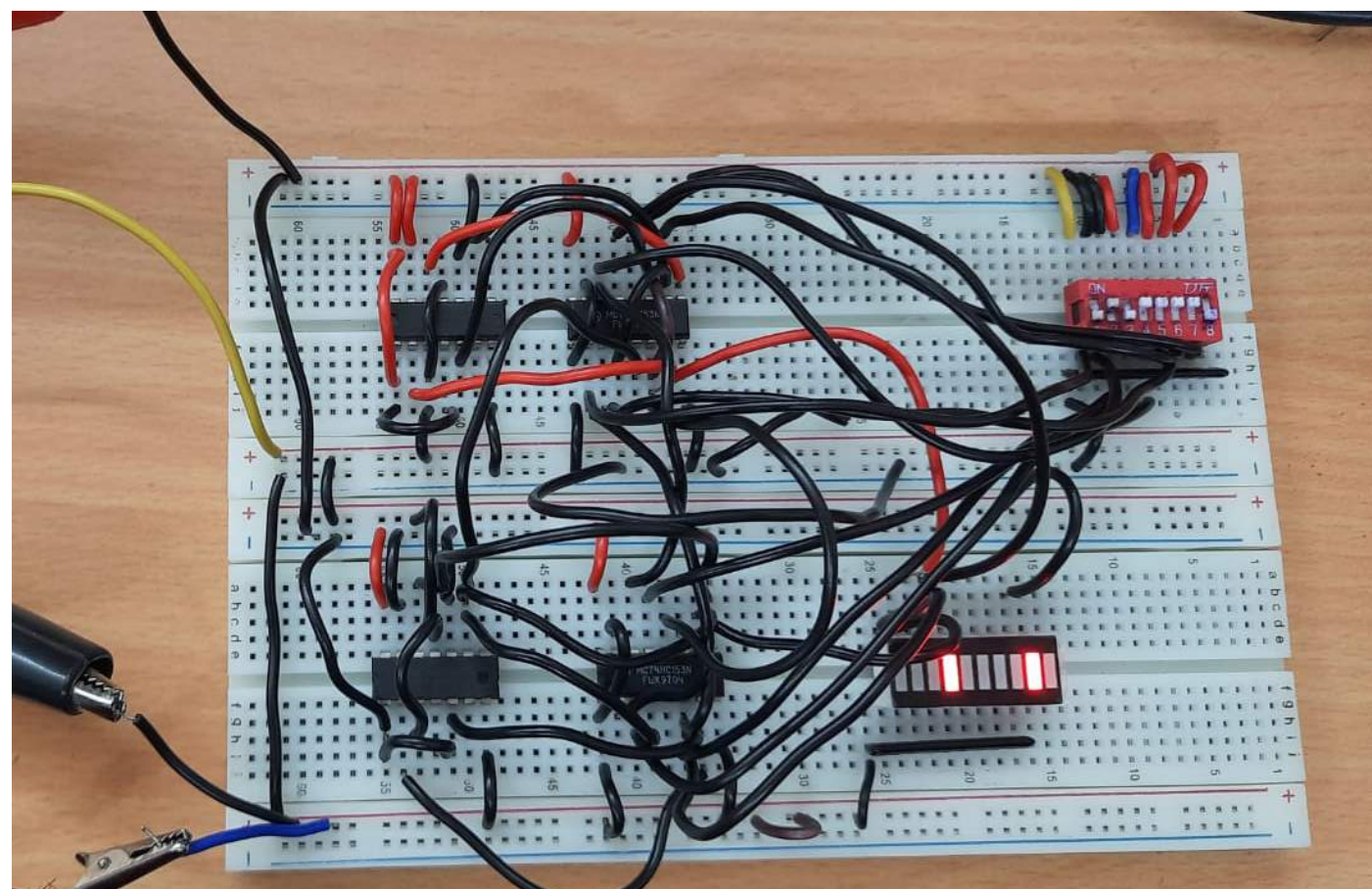
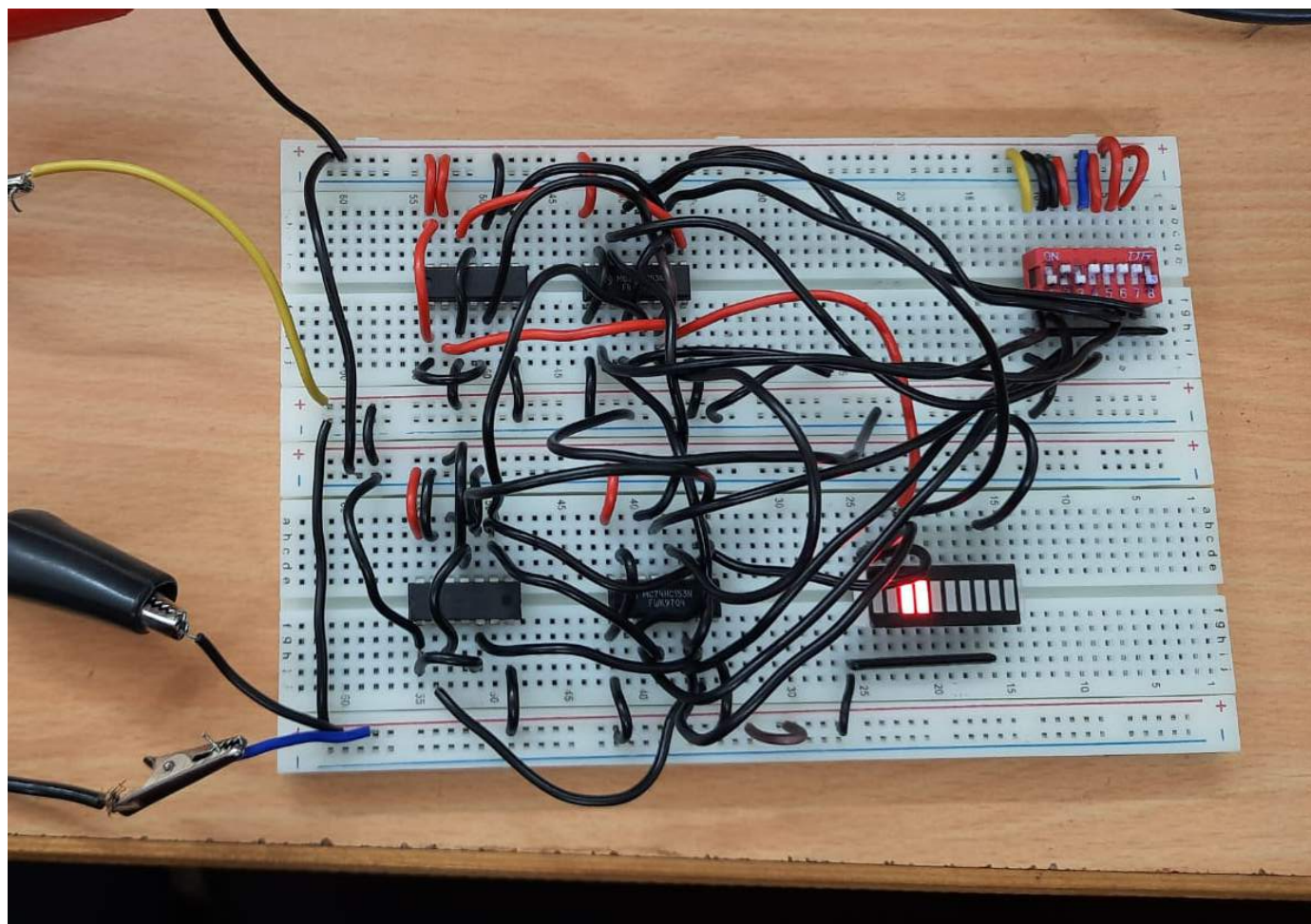




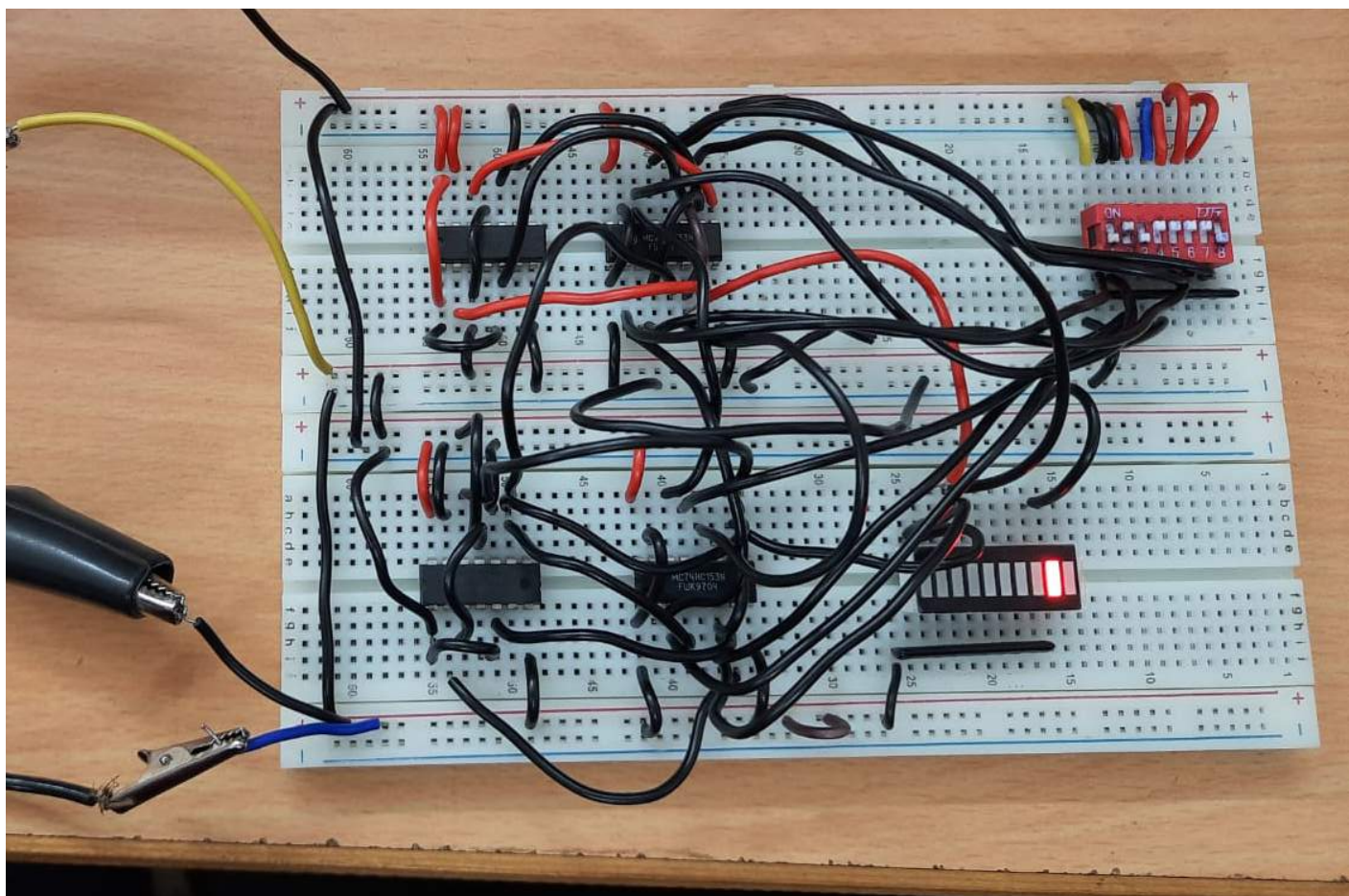
Right Shift (0\_1):





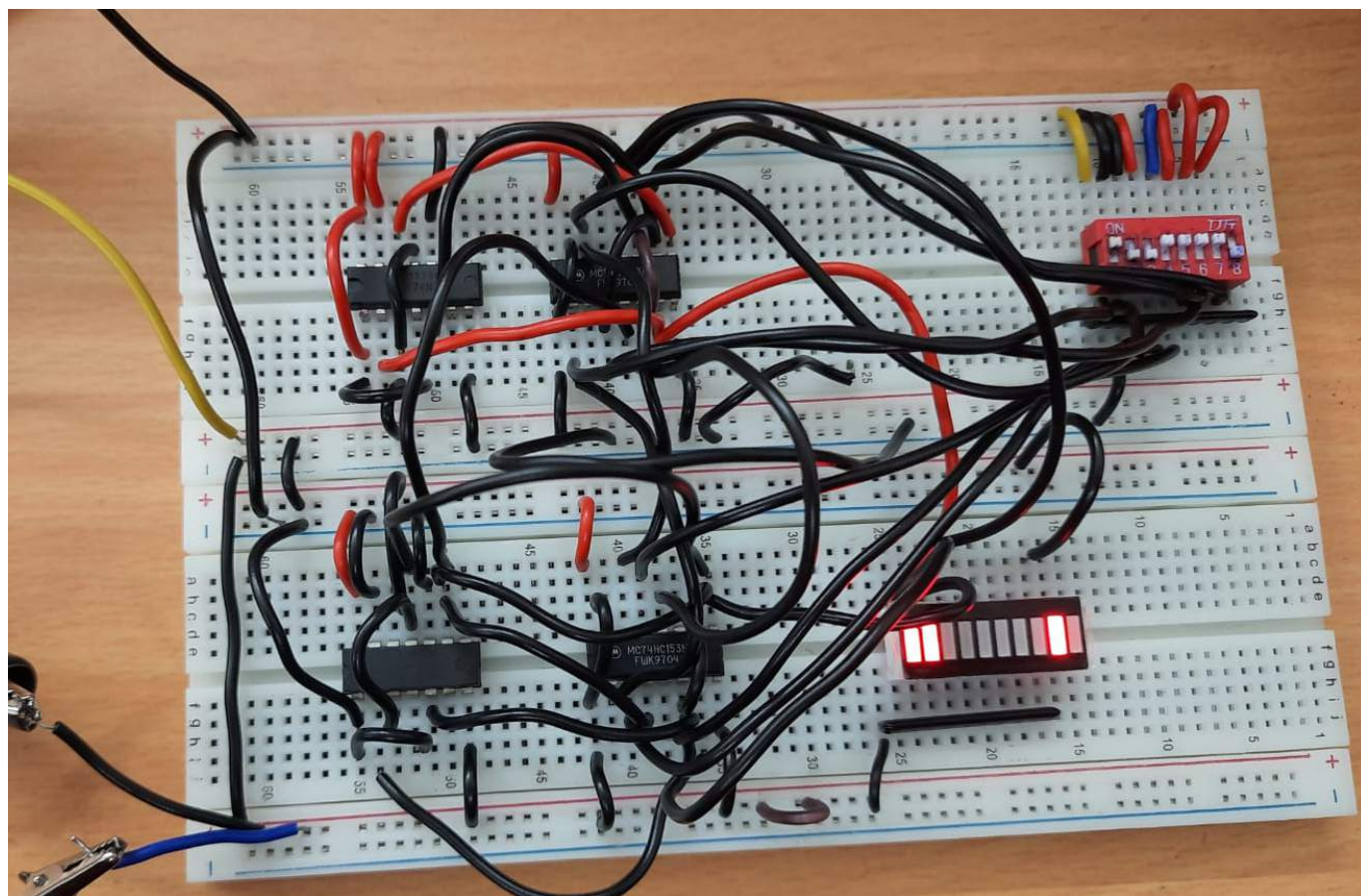
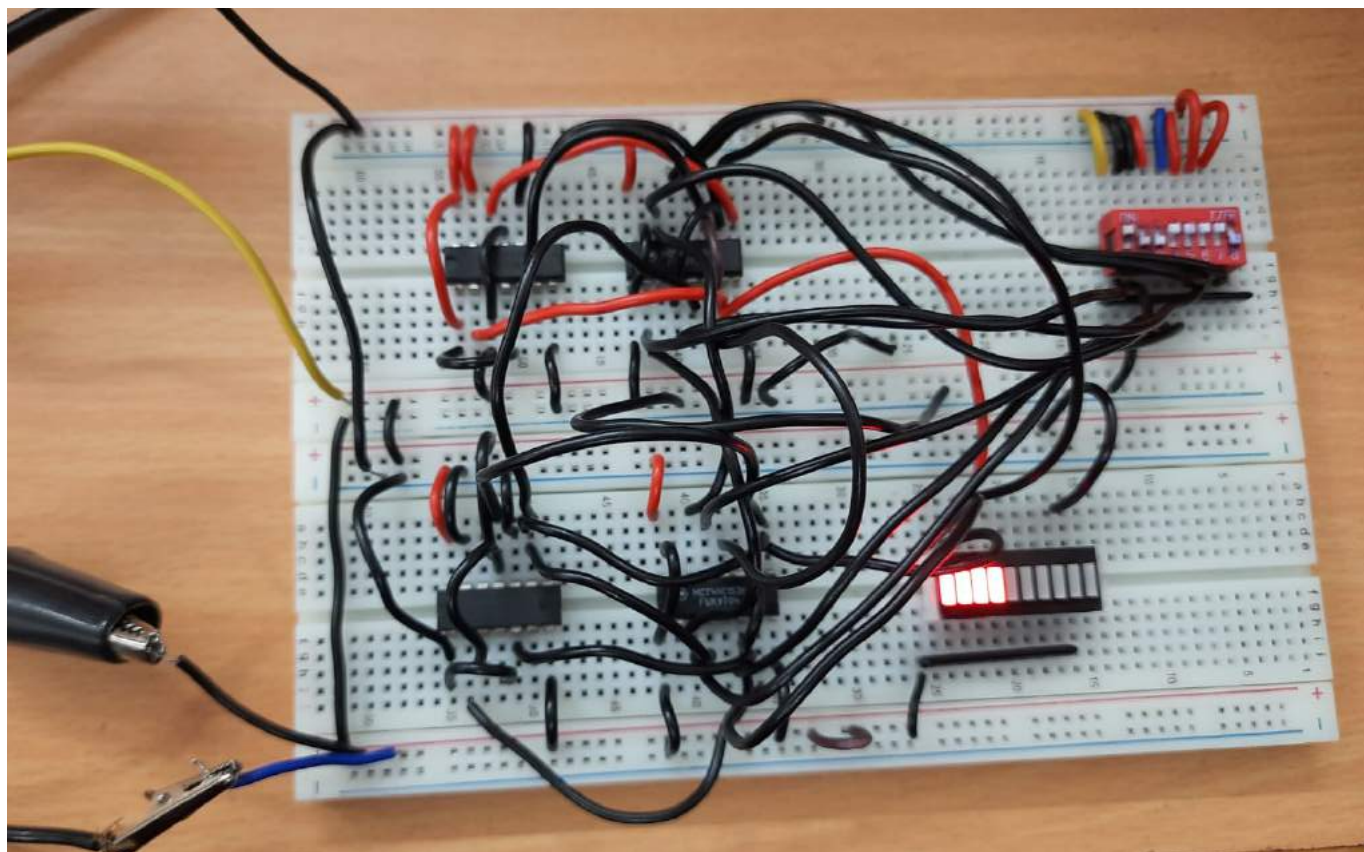




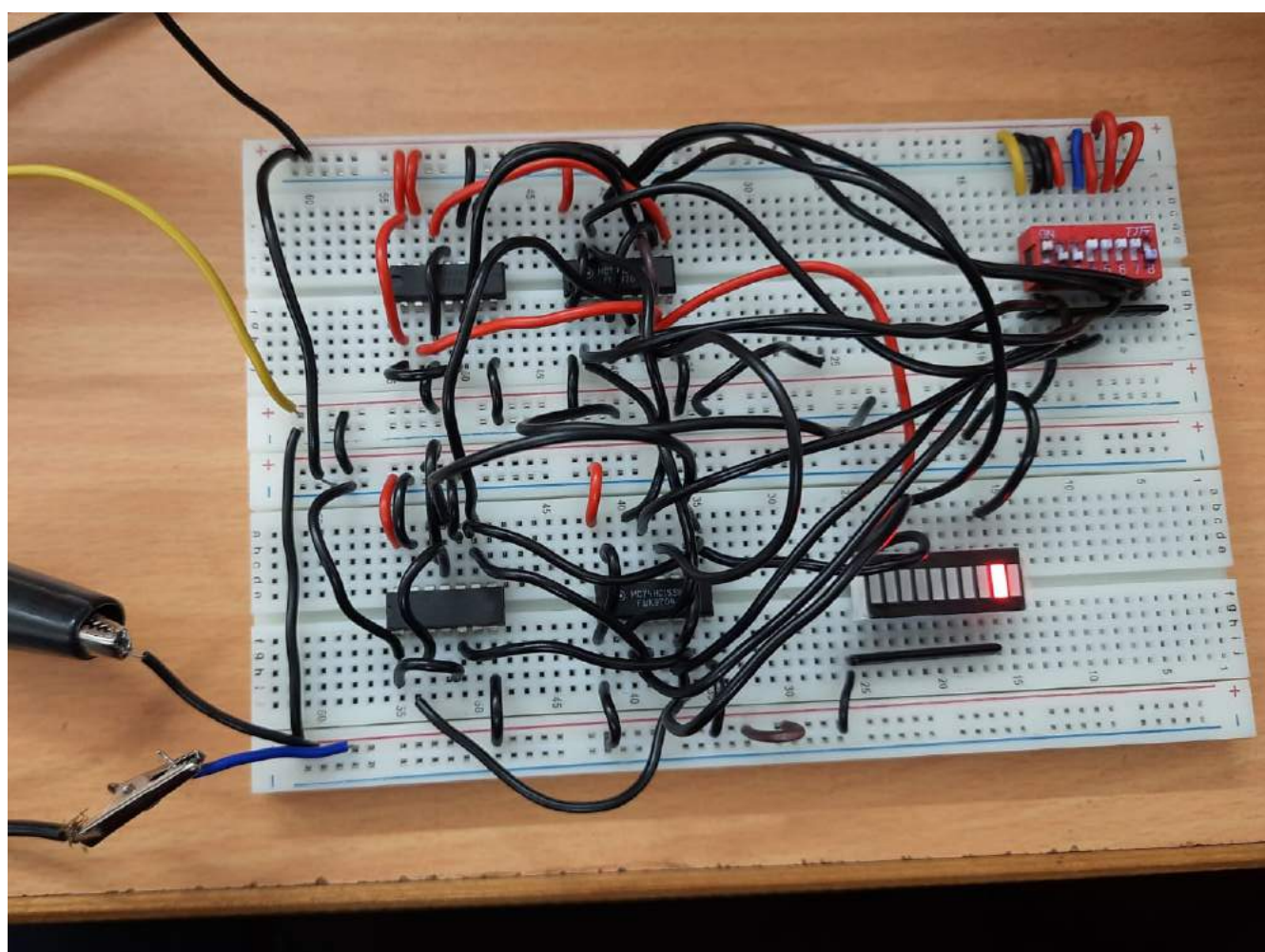
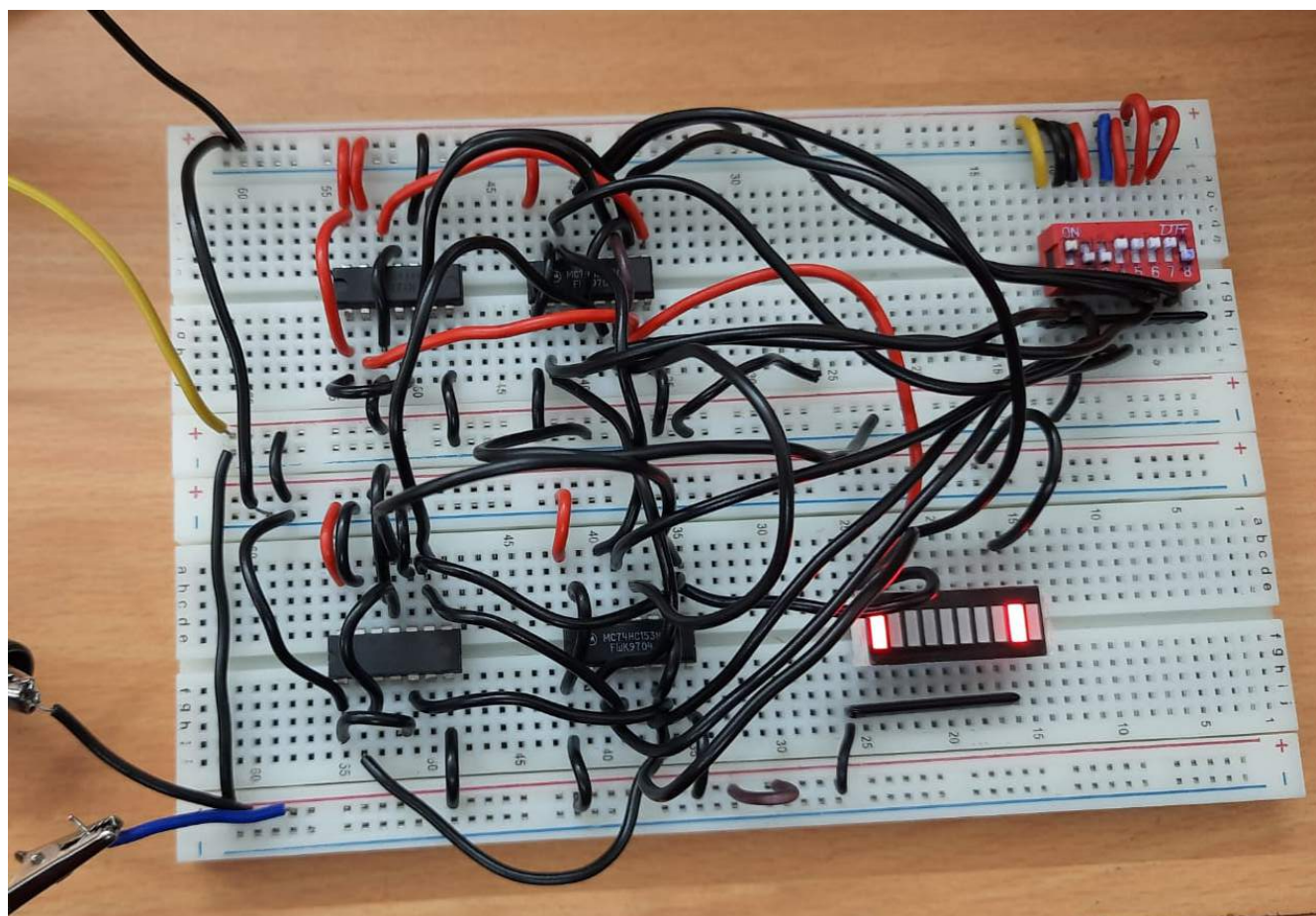




left shift (1\_0):

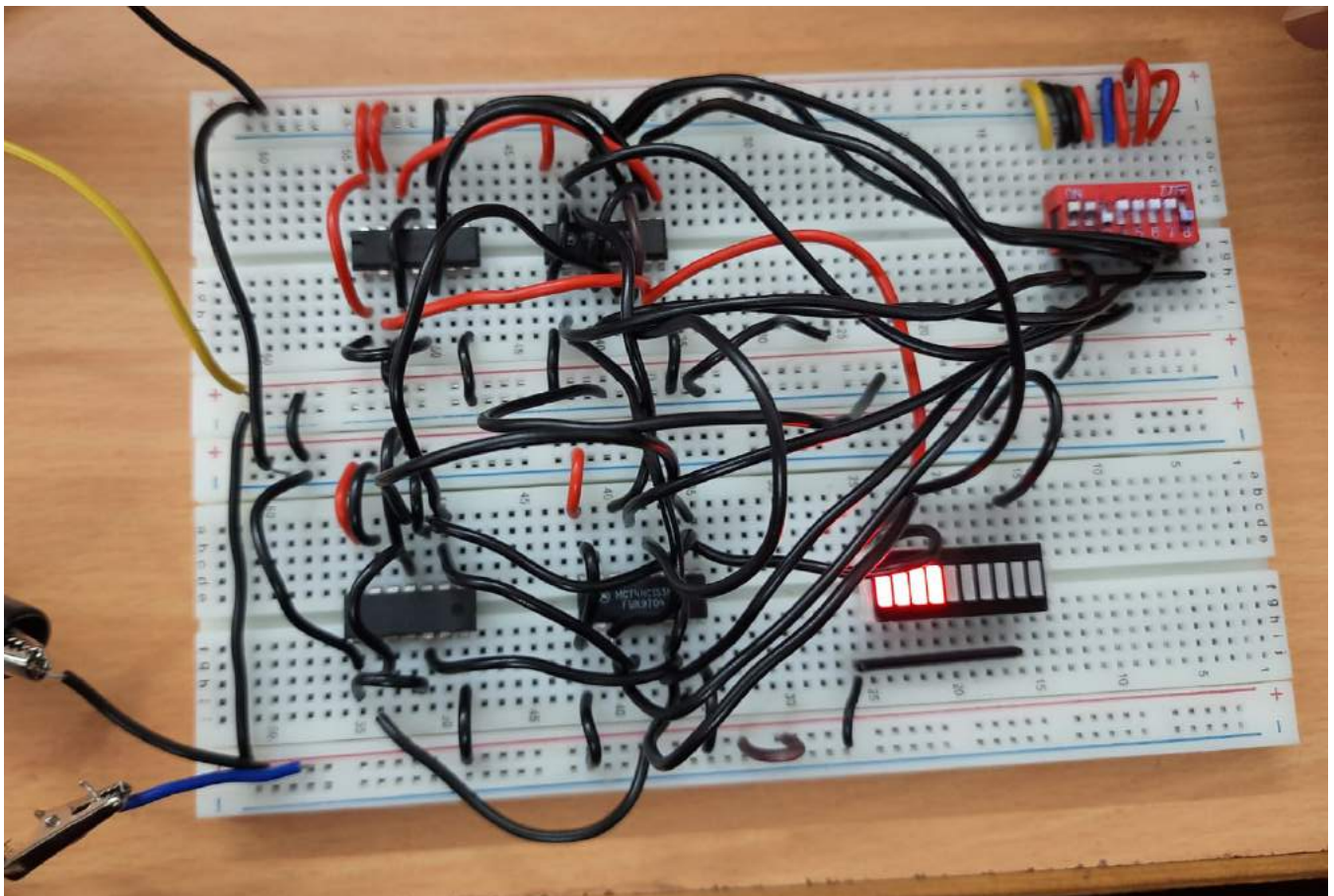
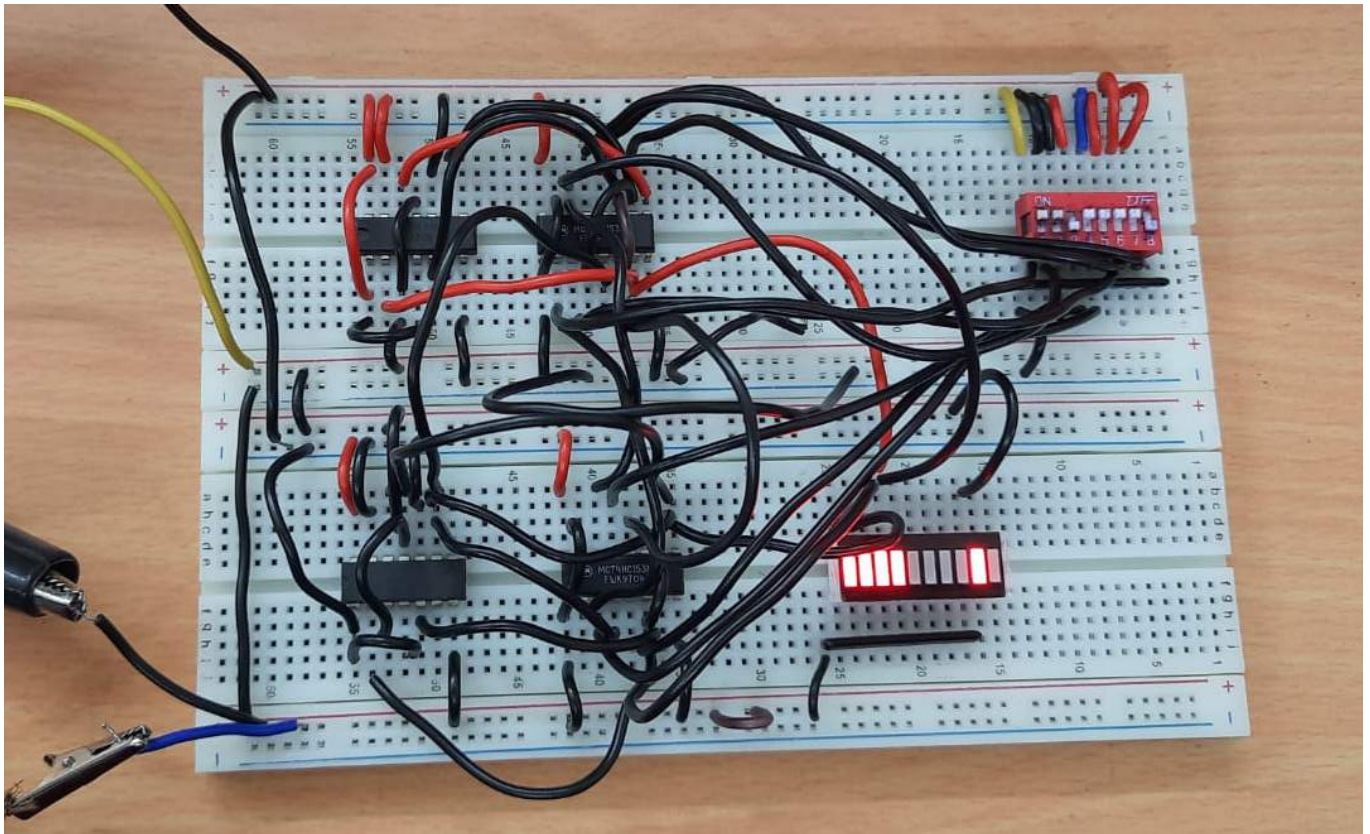








## Parallel loading (1\_1)





No change (0\_0)

