

DIGITAL LOGIC DESIGN

LAB -13

REGISTERS & COUNTERS

Objective: Students should be able to implement the Flip-Flops to study the design of shift registers and counters. A register is used to store n-bits of information, where n is the number of flip flops. A register consists of a set of flip flops, together with gates that perform data processing tasks. The shift register is capable of shifting its stored bits laterally in one or both direction.

Task #1: Implement a synchronous up- down counter on logic works + trainer

Task #2: Implement an asynchronous ripple counter on logic works