



## COA ASSIGNMENT

Submitted To :

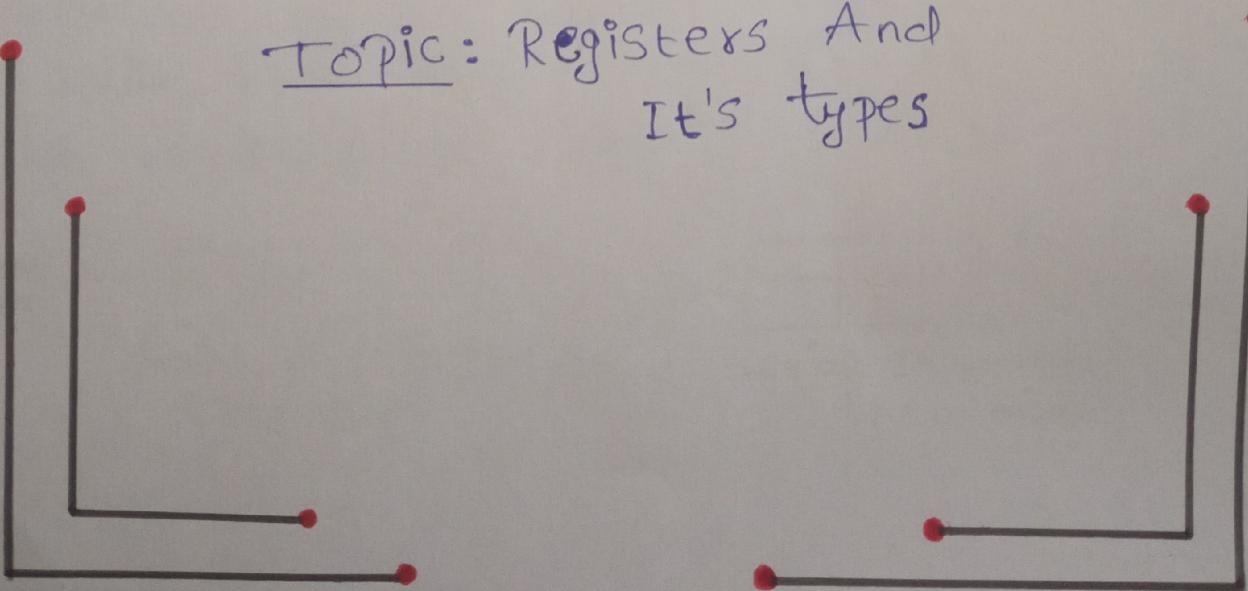
shajila miss

Submitted By :

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BSC .CS

Topic: Registers And  
It's types



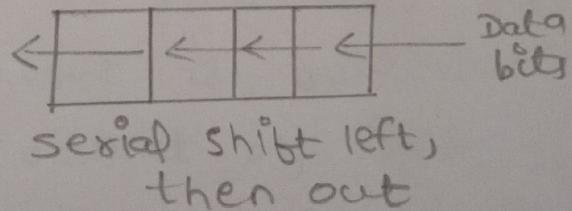
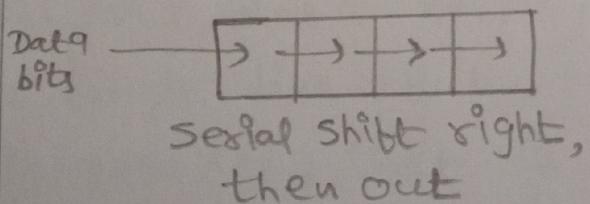
# Registers

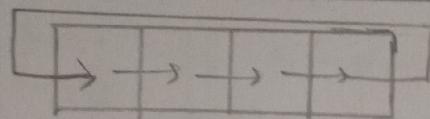
Registers are commonly used for the temporary storage of data within a digital system. A register is a data group of binary storage cells suitable for holding binary information. A group of flip-flop constitutes a register, since each flip-flop is a binary cell capable of storing 1 bit of information. An n-bit register has a group of n flip-flops and is capable of storing any binary information containing n-bits.

A counter is a special type of register that goes through a predetermined sequence of states upon the application of the input pulses. There are 5 types of registers -

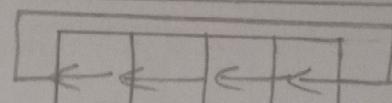
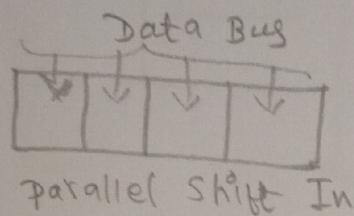
## i) Shift Registers =

A register that permits the movement of data from stage to stage within the register or into or out of the register is known as shift register.

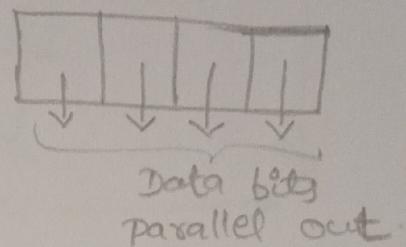




rotate right

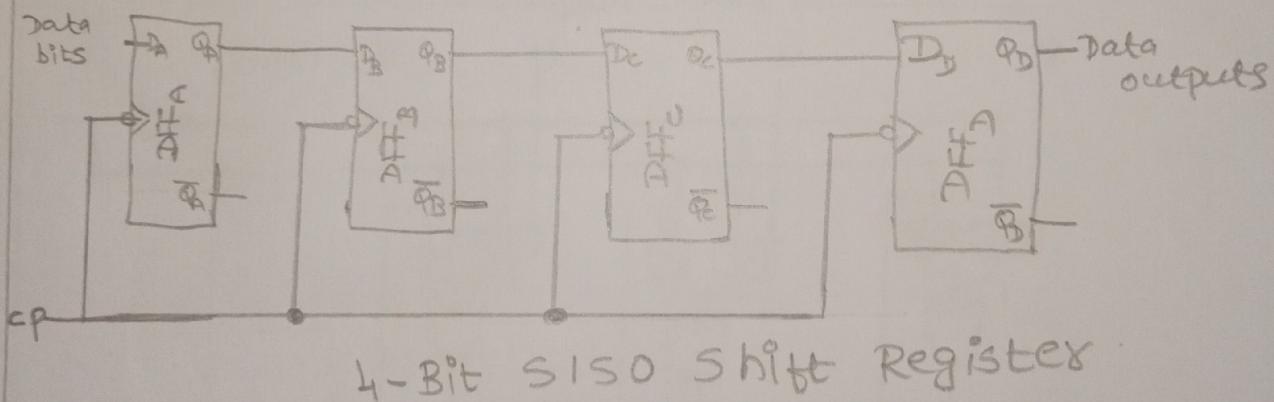


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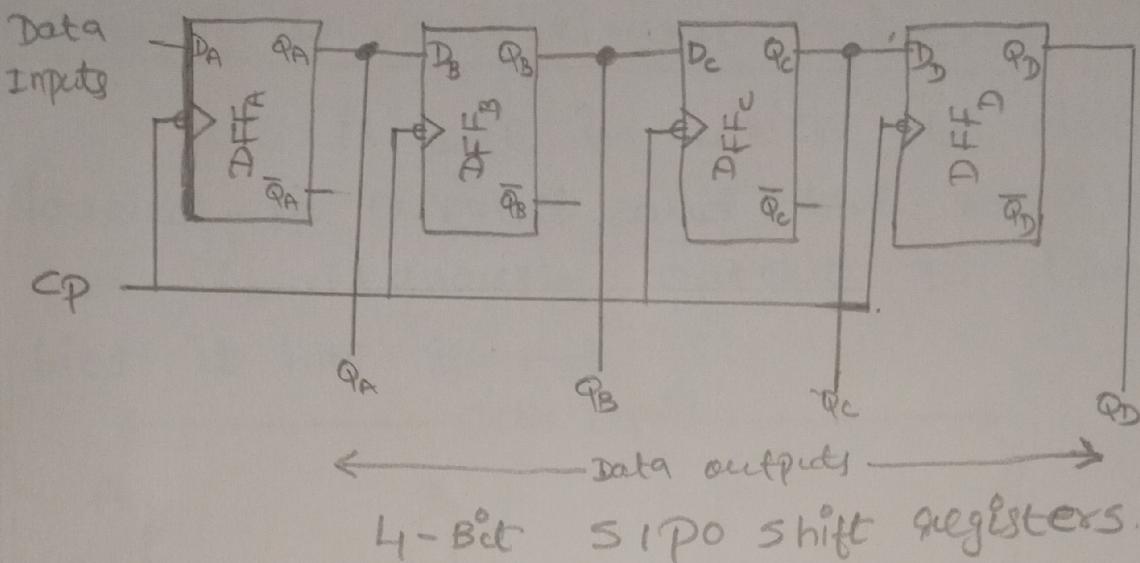
### 2) Serial-In, serial-out registers =

This kind of shift registers accepts data serially—that is, 1 bit at a time on a single line. It produces the stored information on its output also in serial form.



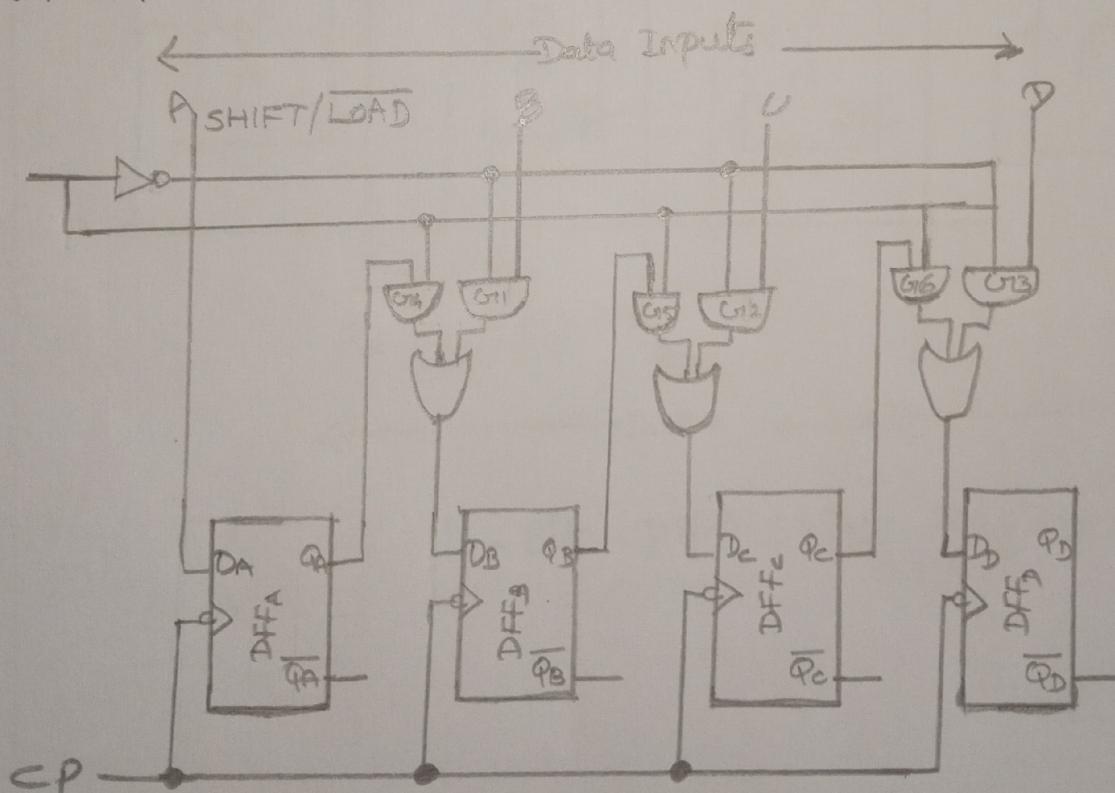
### 3) serial in, parallel-out Registers =

This kind of shift registers also accepts data serially—one bit at a time on a single line. But the output is available in parallel, that is the output of each stage is available. Once the data is stored, each bit appears on its respective output line.



4) parallel In, serial-out registers =

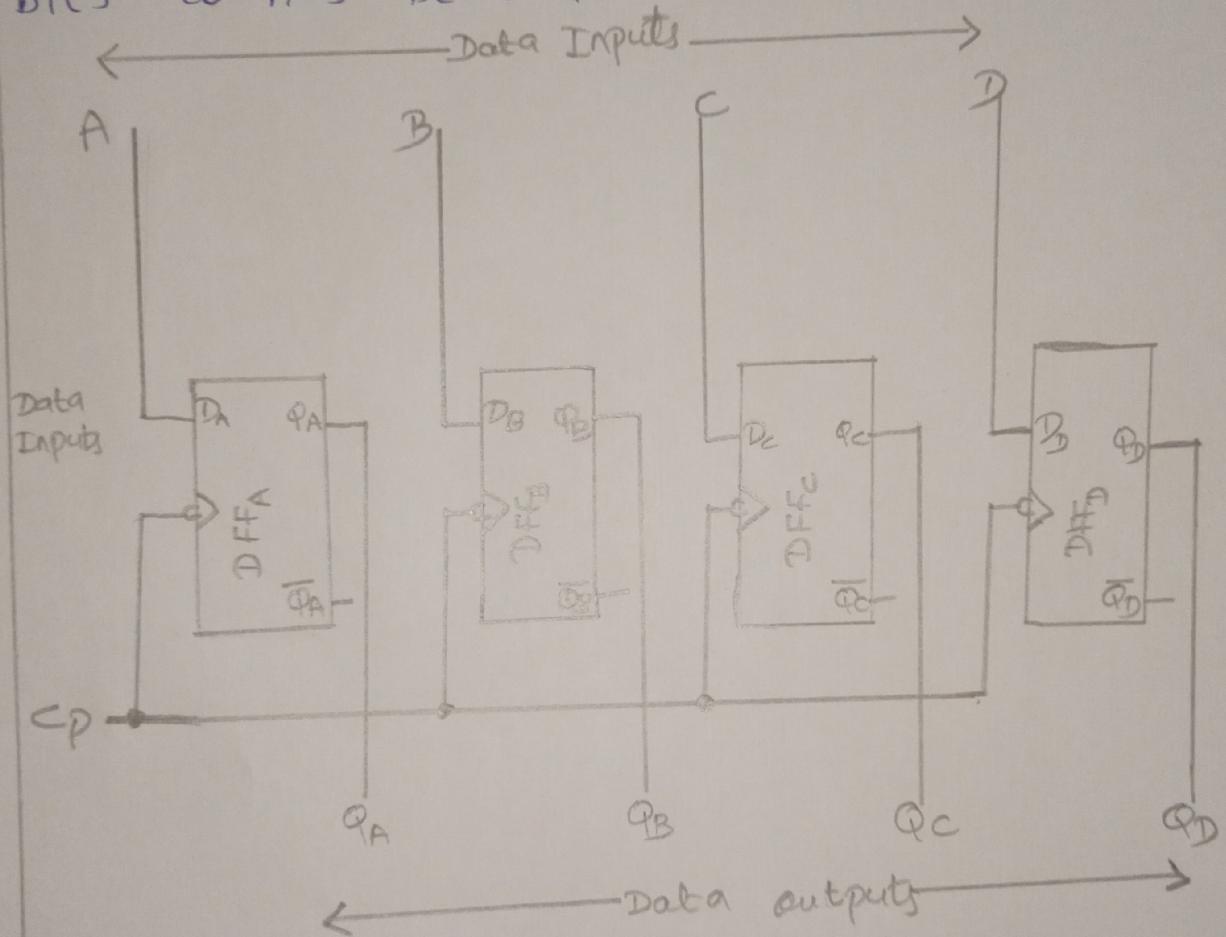
once the data are completely stored in the registers, the serial out is executed in the same manner as in PISO shift register.



4-Bit PISO shift registers

### 5) Parallel-In, Parallel-out Registers =

It is one in which the data are loaded in parallel and the register can simultaneously output all the bits it has stored.



4-Bit PIPo Shift Register