

**Digital Circuits**  
**Final, Friday June 9th**

**Instructions:**

- You have **two hours**, 7PM - 9PM
- The exam has 3 questions, totaling 100 points.
- You are allowed to carry the textbook, your own notes and other course related material with you. Electronic reading devices [including cell phones, ipads, laptops, etc.] are not allowed.
- You are required to provide a detailed explanation of how you arrived at your answers.
- Good Luck!

**1. Mix of Questions** (30 points)

Answer the following 6 questions. Drawing waveform is enough for problem (a) to (e) (reasoning is not required). Each of them worth 5 points.

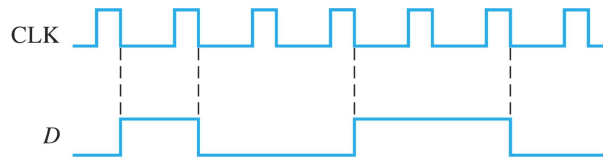
- (a) Draw the output of a gated D latch for the inputs in Figure 1. Assume  $Q$  is initially HIGH

Figure 1: Problem 1(a).



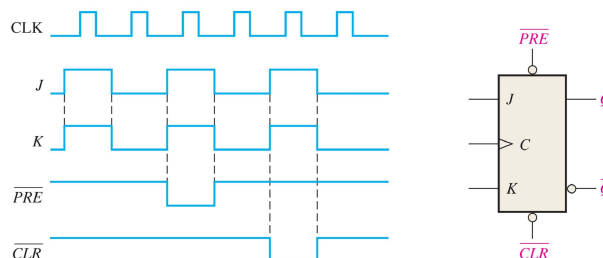
- (b) Draw the  $Q$  output relative to the clock for a positive edge-triggering D flip-flop with the inputs in Figure 2. Assume  $Q$  is initially LOW.

Figure 2: Problem 1(b).



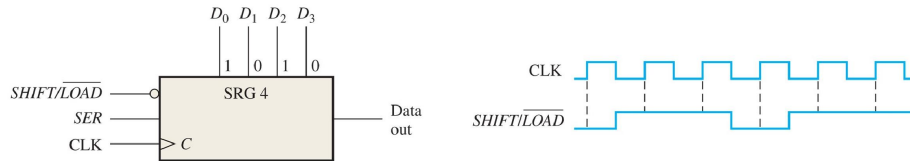
- (c) Draw the  $Q$  output relative to the clock for a positive edge-triggering J-K flip-flop with the inputs in Figure 3. Assume  $Q$  is initially LOW.

Figure 3: Problem 1(c).



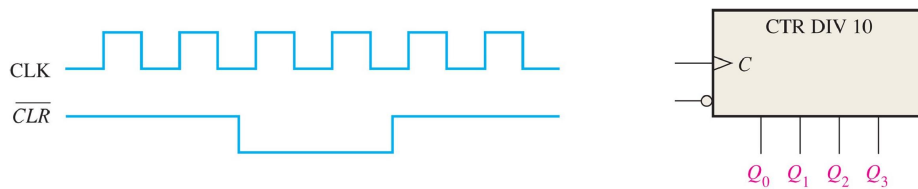
- (d) The shift register in Figure 4 has  $SHIFT/\overline{LOAD}$  and  $CLK$  inputs. The parallel data inputs are  $D_0 = 1$ ,  $D_1 = 0$ ,  $D_2 = 1$ , and  $D_3 = 0$  as shown. Assume the register is cleared initially, and the serial data input (SER) is a 0. Draw the data-output waveform in relation to the inputs.

Figure 4: Problem 1(d).



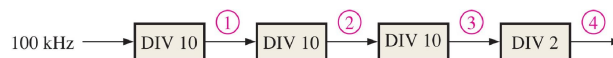
- (e) A BCD decade counter is shown in Figure 5. The waveforms are applied to the clock and clear inputs as indicated. Draw the counter output waveforms ( $Q_0$ ,  $Q_1$ ,  $Q_2$ , and  $Q_3$ ) in proper relation to these inputs. The clear input is asynchronous and the counter is initially in the binary 0111 state ( $Q_3 = 0$ ,  $Q_2 = Q_1 = Q_0 = 1$ ).

Figure 5: Problem 1(e).



- (f) For the cascaded counter in Figure 6, determine the frequency of the waveform at each point indicated by circled number.

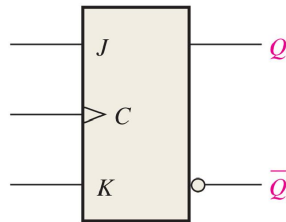
Figure 6: Problem 1(f).



## 2. Design Problems (30 points)

- (a) Design an asynchronous counter using four D flip-flops that counts from 0000 to 1110 (that has 15 states). (10 points)
- (b) Design 4-bit serial in/serial out shift register with four J-K flip-flops. Specify how your shift register takes data input and CLK. Also specify how your shift register outputs the data. You are NOT allowed to use D flip-flops. (10 points)

Figure 7: J-K flip-flop.



- (c) Design 4-bit Johnson counter with four J-K flip-flops. You are NOT allowed to use D flip-flops. (10 points)

Extra Pages for Problem 2.

### 3. Design of Synchronous Counters. (40 points)

Design a counter to produce the following binary sequence using J-K flip-flops.

$0, 2, 4, 6, 1, 3, 5, 0, 2, 4, 6, 1, 3, 5, \dots$

Please follow 6 steps to design the counter.

- (a) Draw a state diagram. (5 points)  
(Hint: We have 7 states from 000 to 110)
- (b) Fill the next-state table. (10 points)  
(Hint: Use don't care when the present state is 111)
- (c) Draw the flip-flop transition table. (5 points)
- (d) Draw the Karnaugh maps. (10 points)
- (e) Show the logic expressions. (5 points)
- (f) Implement the counter (draw the circuit with flip-flops). (5 points)

Extra Pages for Problem 3.

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