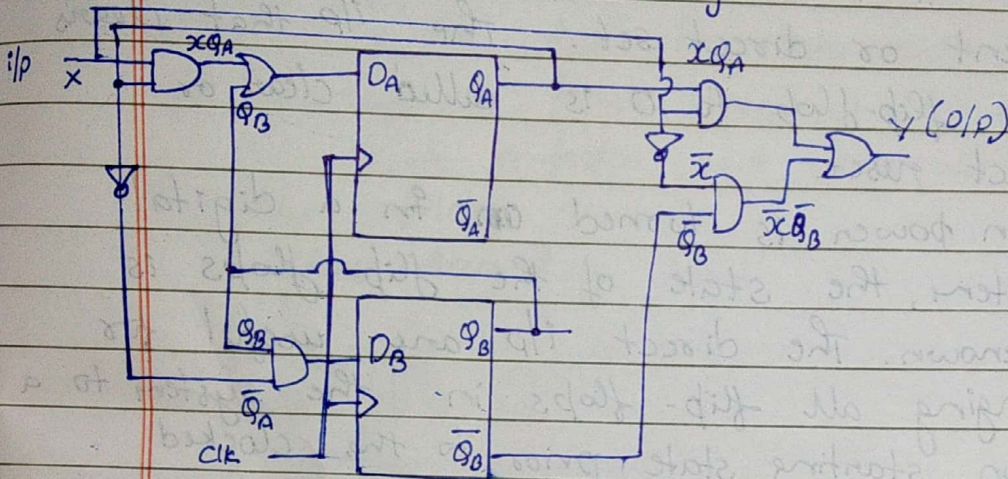


## DAY 2: LOGIC DESIGN:

### Analysis of Clocked Sequential Circuits (with D-FF)

To find State diagram:



STEP 1: Find out input and o/p equations.

$$D_A = XQ_A + Q_B$$

$$D_B = Q_B + \bar{Q}_A \quad D = Q_{n+1}$$

$$Y = \bar{X}Q_B + XQ_A \quad Q_A^+ = D_A$$

$$Q_B^+ = D_B$$

Step 2: State table

P.S			N.S		
$Q_A$	$Q_B$	$X$	$Q_A^+$	$Q_B^+$	$Y$
0	0	0	0	0	0
0	0	1	0	0	0
0	1	0	1	1	0
0	1	1	1	1	0
1	0	0	0	0	1
1	0	1	0	0	1
1	1	0	1	0	0
1	1	1	1	0	0

Step 3: State diagram:

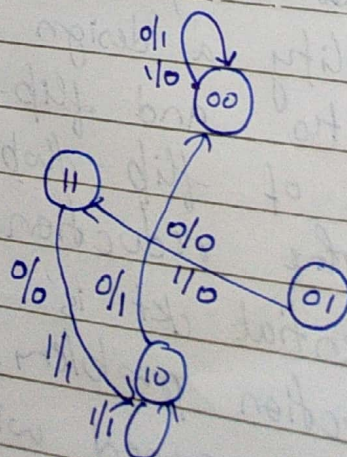
There are 4 states:

$$S_0 = 00$$

$$S_2 = 10$$

$$S_1 = 01$$

$$S_3 = 11$$





→ Some flip-flops have asynchronous i/p that are used to force the flip-flop to a particular state independently of the clock.

→ The i/p that sets the flip-flop to 1 called present or direct set. The i/p that clears the flip-flop to 0 is called clear or direct reset.

→ when power is turned on in a digital system, the state of the flip-flops is unknown. The direct i/p are useful for bringing all flip-flops in the system to a known starting state prior to the clocked operation.

#### • Positive Edge triggered D-FF

• A ckt diagram of a positive edge triggered D F-F is shown below. It has an additional reset i/p connected to the 3 NAND gates.

#### • State Reduction And Assignment.

• Two sequential ckt may exhibit the same i/p-o/p behaviours but have a different number of internal states in their state diagrams.

• Certain properties of sequential ckt may simplify a design by reducing the no. of gates and flip-flop it uses. Reducing the no. of flip-flop reduces the cost of a ckt.

• The reduction in the no. of FF in a sequential ckt is referred to as the state reduction problem. State reduction algorithms are concerned with procedures for reducing the number of states in a stable table.



## • Python:

→ Object Oriented programming Explained.

It is just to over-ride the code.

→ Turning the Application into OOP style, Part-1

→ Turning the Application into OOP style, Part-2.

→ Creating a bank account object.

Create a folder and put all the files in that folder.

1. class - Account:

2.

3. def \_\_init\_\_(self, filepath) then balance.txt  
grab this value. 1000

4. with open(filepath, 'r') as file:

self.balance = int(file.read())

7. account = Account("account / balance.txt")

8. print(account).

o/p: Account object at 0x00580750>

→ Inheritance: The process of creating a new class in a base class.

We have transfer the amount we have to add transfer method.

Class checking (Account):

def \_\_init\_\_(self, filepath, fee):

Account.\_\_init\_\_(self, filepath)

self.fee = fee

→ OOP Glossary:

GUI in OOP Design.

After the script containing the GUI code by functional - oriented design into an OOP design.

For your convenience, the field frontend.py.



Sol<sup>n</sup>:

```
#fronted.py
```

```
from tkinter import *
```

```
from backend import database
```

```
database = Database('books.db')
```

```
class window (object):
```

```
    def __init__(self, window):
```

```
        self.window = window
```

```
        self.window.wn_title("Bookstore")
```

```
        L1 = Label(window, text = "Title")
```

```
        L2 = grid(row=0, column=0)
```

```
        L2 = Label(window, text = "Author")
```

```
        L3 = Label(window, text = "Year")
```

```
        L4 = Label(window, text = "ISBN")
```

```
        self.author_text = StringVar()
```

```
        self.year_text = StringVar()
```

```
        window = Tk()
```

```
        window(window)
```

```
        window.mainloop()
```