



Kuwait University
College Engineering and Petroleum
Computer Engineering Department

CpE-262: Fundamental of digital logic

Semester: Spring

HomeWork No. 6

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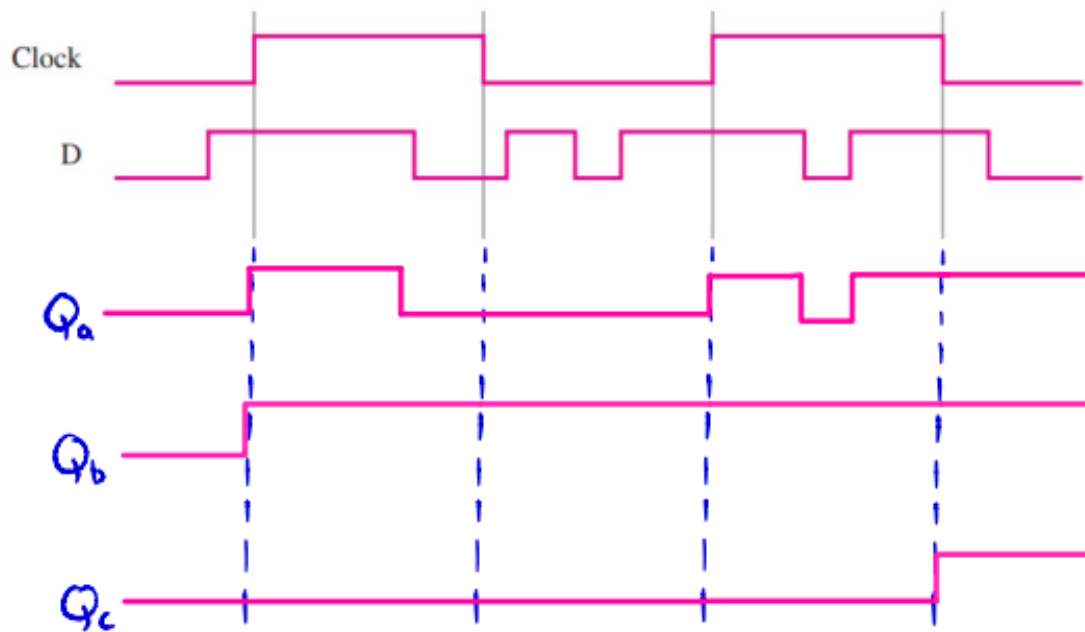
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Date: 24/4/2024

Problem #1

Consider the timing diagram in the Figure. Assuming that the D and Clock inputs shown are applied to the circuit in Figure 5.10 from the textbook, draw waveforms for the Q_a , Q_b , and Q_c signals.



Problem #2

a. Design T-flip-flop and JK-flip-flop using D-flipflop.

- JK-flip-flop using D-flipflop

$$Q_{n+1} = JQ' + K'Q, \quad D = Q_{n+1}$$

J	K	Q _n	Q _{n+1}	D	
0	0	0	0	0	m0
0	0	1	1	1	m1
0	1	0	0	0	m2
0	1	1	0	0	m3
1	0	0	1	1	m4
1	0	1	1	1	m5
1	1	0	1	1	m6
1	1	1	0	0	m7

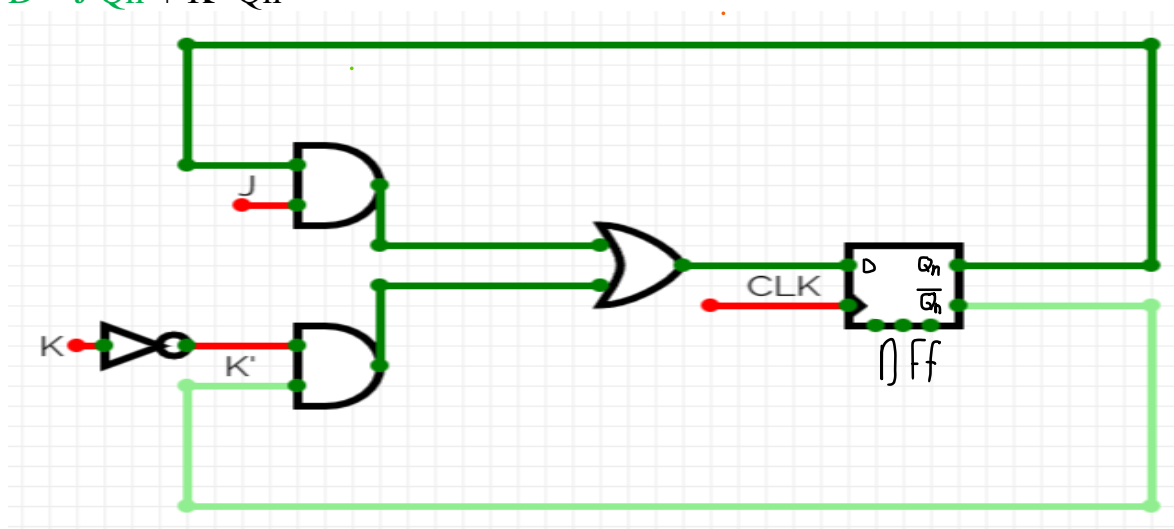
EXCITATION TABEL FOR D-flipflop

Q _n	Q _{n+1}	D
0	0	0
0	1	1
1	0	0
1	1	1

K-MAP

J K	00	01	11	10
Q _n				
0	0 m0	0 m2	1 m5	1 m4
1	1 m1	0 m3	0 m7	1 m6

$$D = JQ_n' + K'Q_n$$



- T-flip-flop using D-flipflop

$$Q_{n+1} = T \text{ XOR } Q_n, \quad D = Q_{n+1}$$

CHARACTERISTIC TABLE

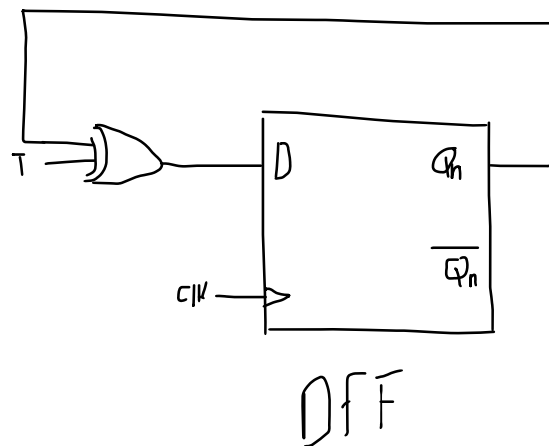
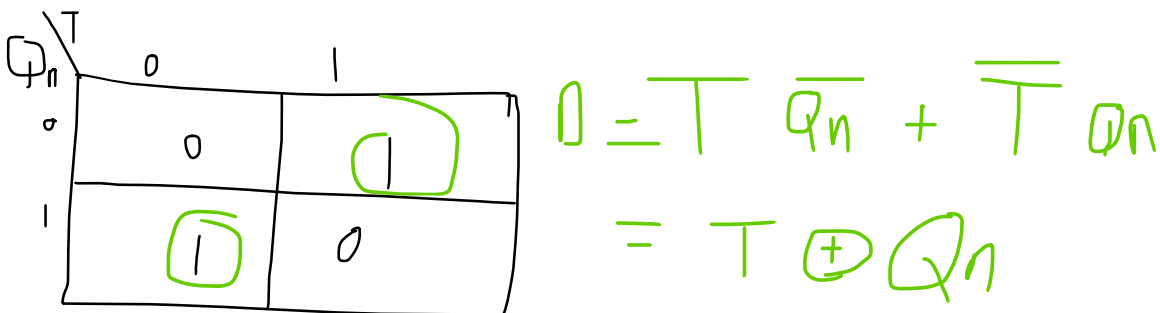
T	Q_n	Q_{n+1}	D
0	0	0	0
0	1	1	1
1	0	1	1
1	1	0	0

EXCITATION TABLE FOR D-flipflop

Q_n	Q_{n+1}	D
0	0	0
1	1	1
0	1	1
1	0	0

K-MAP

K-MAP



Problem #6

Compare between D-flip-flop, T-flip-flop, and JK-flip-flop with positive-edge trigger.

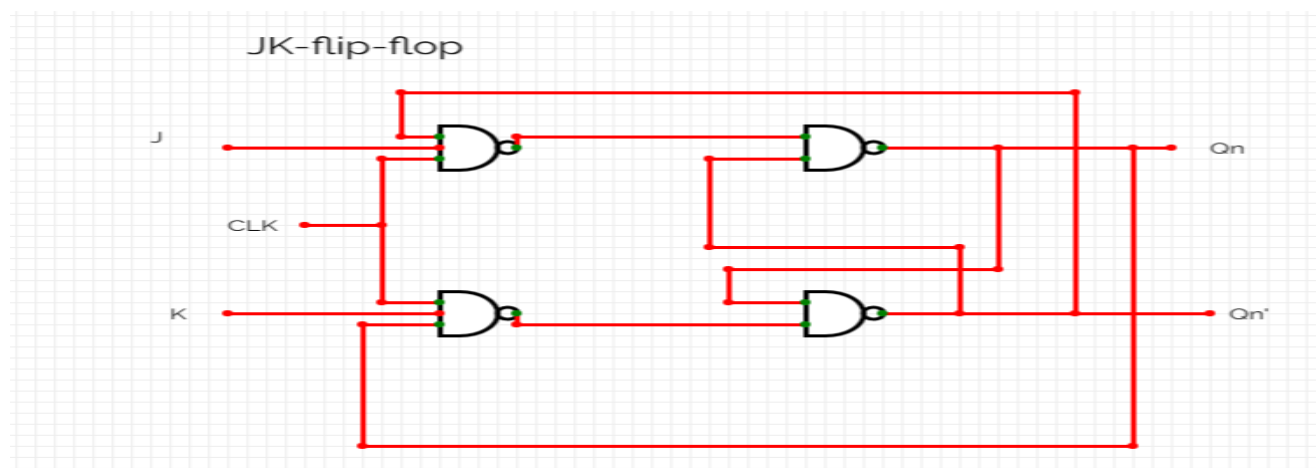
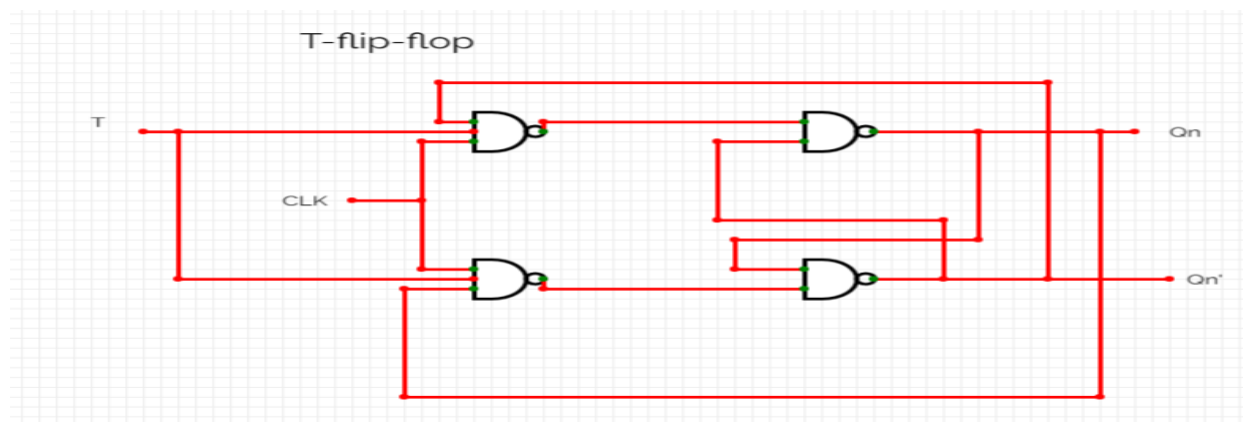
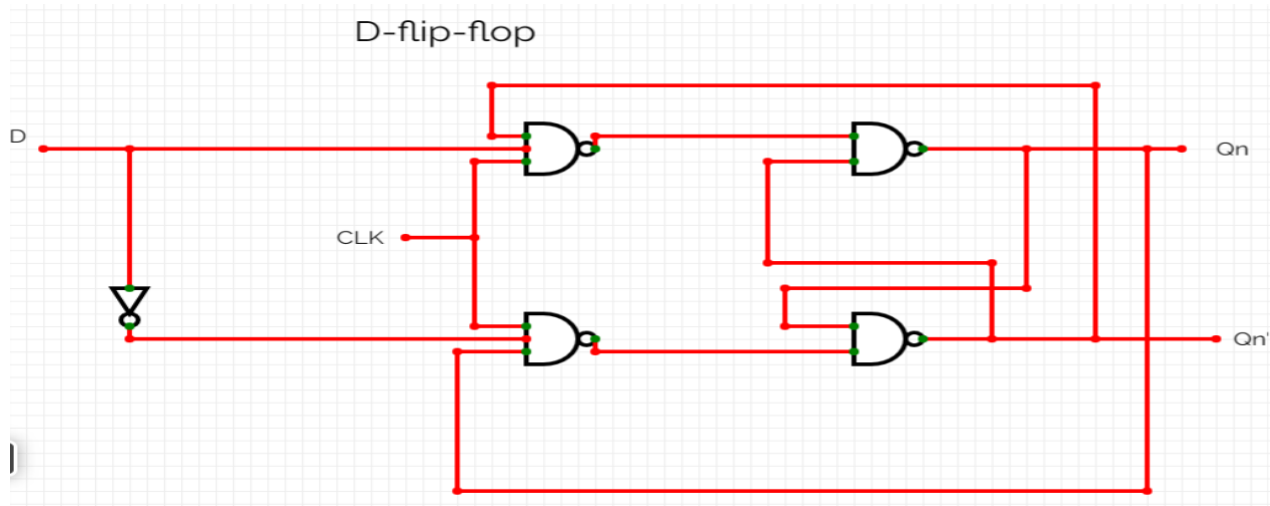
a. Gate level for each gate.

b. Characteristic table.

c. Graphical Symbol.

d. Complete the following timing diagram showing the output of each gate based on the given input and the clock

a. Gate level for each gate.



b. Characteristic table.

D-flip-flop

D	Q_n	Q_{n+1}
0	0	0
0	1	0
1	0	1
1	1	1

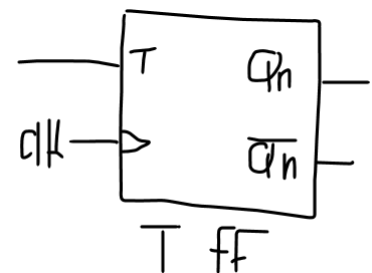
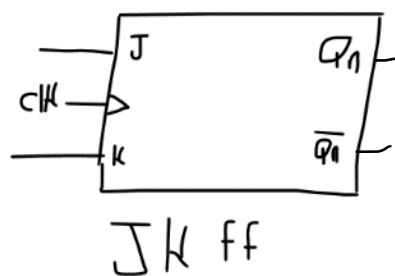
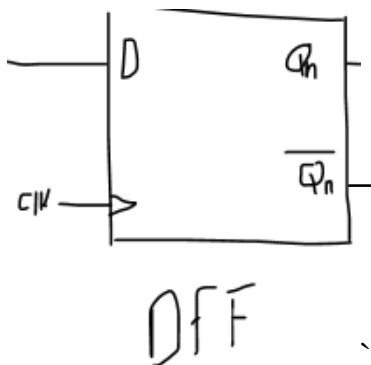
T-flip-flop

T	Q_n	Q_{n+1}
0	0	0
0	1	1
1	0	1
1	1	0

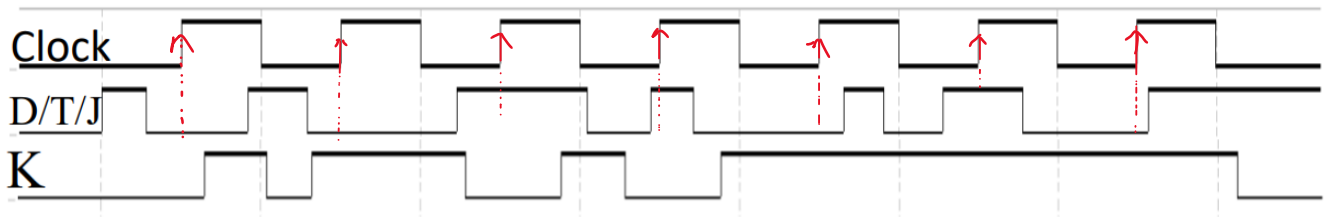
JK-flip-flop

J	K	Q_n	Q_{n+1}
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	0

c. Graphical Symbol.



d. Complete the following timing diagram showing the output of each gate based on the given input and the clock



Q_D _____

Q_T _____

Q_{JK} _____

Problem #7

Design an equality comparator circuit for 4-bit binary numbers A and B, which represent unsigned binary numbers. The comparator produces an output E. E is set to 1 if A equals B, otherwise 0.

$$A = A_3 A_2 A_1 A_0$$

$$B = B_3 B_2 B_1 B_0$$

A	B	Y
0	0	1
0	1	0
1	0	0
1	1	1

} XNOR Gate

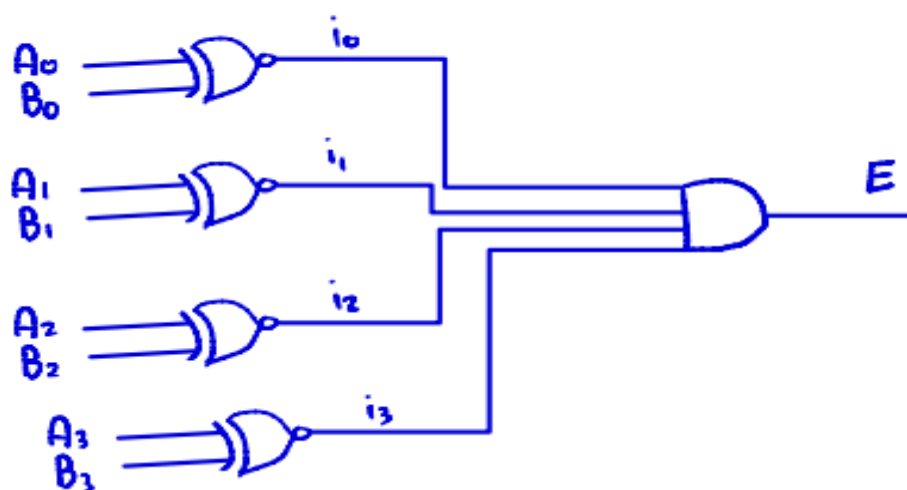
$$i_0 = \overline{A_0 \oplus B_0} =$$

$$i_1 = \overline{A_1 \oplus B_1} =$$

$$i_2 = \overline{A_2 \oplus B_2} =$$

$$i_3 = \overline{A_3 \oplus B_3} =$$

$$A = B = i_0 \cdot i_1 \cdot i_2 \cdot i_3$$



Problem #10

Create a Verilog code that represents 8-to-1 multiplexer using an if-else statement.

```
module muX (in,out,s);
input [7:0] in;
input [2:0] s;
output out;

reg out;
Wire [2:0] s;
wire [7:0]in;
always @(s or in)
begin
  If (s==0)
out = in[0];

  else If (s==1)
out = in[1];

  else If (s==2)
out = in[2];

  else If (s==3)
out = in[3];

  else If (s==4)
out = in[4];

  else If (s==5)
out = in[5];

  else If (s==6)
out = in[6];

  else (s==7)
out = in[7];
end
endmodule
```