

Digital Electronics

Question Paper Solution

Section A

Q 1- Illustrate with examples cyclic, reflective and self-complementary nature of codes. Also design a 4-bit binary to gray and gray to binary code converter circuits with minimum number of NAND gates

Solution –

Cyclic Codes - Cyclic codes are those in which each successive code word differs from preceding one in only one-bit position. They are also called unit distance codes.

e.g. Gray code in shifter

[1.5 Marks]

Reflective Codes – A reflective code is a binary code in which the n significant bits for code words 2^n through $2^{n+1} - 1$ are the mirror images of those for 0 through $2^n - 1$.

e.g. Gray code

[1.5 Marks]

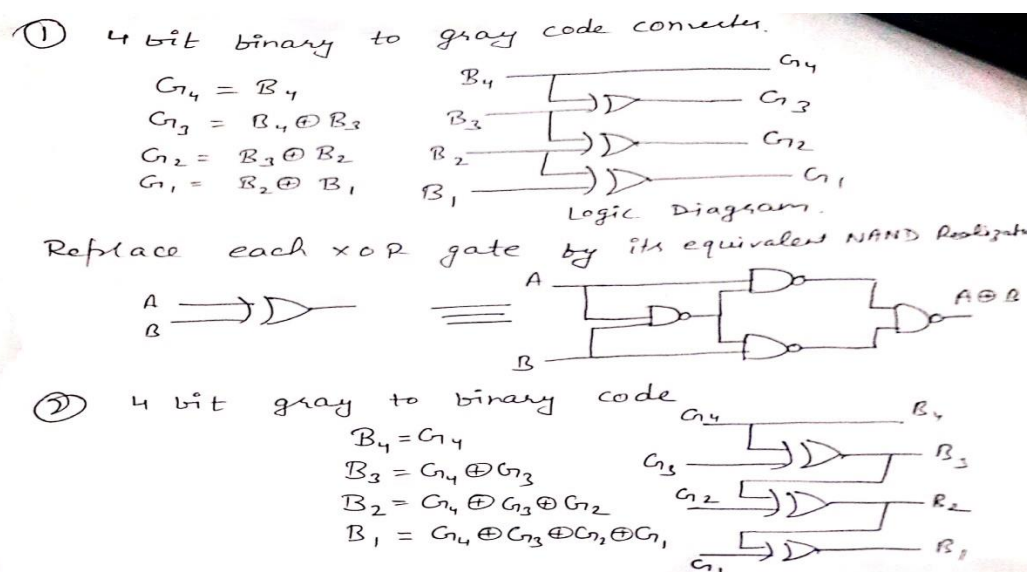
Self-complementary Codes – A code is said to be self-complementary if the code word of the 9's complement of N i.e. $9-N$ can be obtained from the code word of N by interchanging all the 0s and 1s.
e.g. 2421, 5211, 642-3, 84-2-1 and XS-3.

[1.5 Marks]

Design of 4 bit binary to gray -- [3 Marks] – Page 351-353 (FoDC by Anand Kumar)

Design of 4 bit gray to binary -- [3 Marks]

NAND Gate Realization [2 Marks]



Q 2- Design a counter that goes through the prime number states 0, 1, 3, 5, 7, 11, N, 0, 1... using D flip flop where N=17. If N=60, how many flip-flops are required. Also, Distinguish between Ring counter and Johnson counter. Comment on the states.

Solution – Counter States are 0,1,3,5,7,11,13,17, 0,1,.....

Q → Design of counter → 0, 1, 2, 3, 5, 7, 11, 13, 17, ...

Present State					Next State					Required Excitation				
Q_4	Q_3	Q_2	Q_1	Q_0	Q_4^+	Q_3^+	Q_2^+	Q_1^+	Q_0^+	D_4	D_3	D_2	D_1	D_0
0	0	0	0	0	0	0	0	0	1	0	0	0	0	1
0	0	0	0	1	0	0	0	1	0	0	0	0	1	0
0	0	0	1	0	0	0	0	1	1	0	0	0	1	1
0	0	0	1	1	0	0	1	0	1	0	0	1	0	1
0	0	1	0	1	0	0	1	1	1	0	0	1	1	1
0	0	1	1	1	0	1	0	1	1	0	1	0	1	1
0	1	0	1	1	0	1	1	0	1	0	1	1	0	1
0	1	1	0	1	1	0	0	0	1	1	0	0	0	1
1	0	0	0	1	0	0	0	0	0	0	0	0	0	0

By solving K-map - 5 variable →

$$D_4 = Q_3 Q_2$$

$$D_3 = Q_3 \bar{Q}_2 + Q_2 Q_1$$

$$D_2 = Q_3 \bar{Q}_2 + \bar{Q}_3 Q_2 Q_1 + Q_1 Q_0 \bar{Q}_2$$

$$D_1 = \bar{Q}_3 Q_2 + Q_1 \bar{Q}_0 + Q_3 \bar{Q}_2 + Q_4 \bar{Q}_3 \bar{Q}_2 \bar{Q}_1 Q_0$$

$$D_0 = Q_1 + Q_2 + Q_3 + \bar{Q}_0$$

[7 Marks]

If N=60, how many flip-flops are required. - 6 Flip- Flops

[0.5 Marks]

Distinguish between Ring counter and Johnson counter.

[4 Marks]

Comment on the states.

[1 Marks]

Section B

Q3 - Obtain a minimized expression for the following Boolean expression using K Map and implement the same using minimum number of NAND gate.

$$F(A, B, C, D) = \sum m(2, 3, 6, 9, 12) \cdot \sum d(5, 8, 15)$$

If $F1 = \sum m(1, 2, 4, 7)$ and $F2 = \sum m(3, 5, 6, 7)$, implement them using 3 to 8 line decoder. Comment on their logic operations.

Solution -

Solution

$$F(A, B, C, D) = \sum m(2, 3, 6, 9, 12) \cdot \sum d(5, 8, 15)$$

CD \ AB	00	01	11	10
00	0	0	1	1
01	0	X	0	1
11	1	0	X	0
10	X	1	0	0

$$F(A, B, C, D) = A\bar{B}\bar{C} + A\bar{C}\bar{D} + \bar{A}C\bar{D} + \bar{A}\bar{B}C$$

$$= A\bar{C}(\bar{B} + \bar{D}) + \bar{A}C(\bar{B} + \bar{D})$$

$$= (\bar{B} + \bar{D})(A\bar{C} + \bar{A}C)$$

$$F(A, B, C, D) = (\bar{B}\bar{D}) \cdot (A \oplus C) = X \cdot Y$$

$$= \overline{(\bar{B}\bar{D})} \cdot (A \oplus C) = \overline{X \cdot Y}$$

$$F(A, B, C, D) = \overline{X \cdot Y}$$

[5 +2 Marks]

$F1 = \sum m(1, 2, 4, 7) = \text{Sum}$ and $F2 = \sum m(3, 5, 6, 7) = \text{Carry Out}$ -

[1 Marks]

Diagram Implementation of 3-8 Decoder

[4.5 Marks]

$S = \bar{A}\bar{B}C_{in} + \bar{A}B\bar{C}_{in} + A\bar{B}\bar{C}_{in} + ABC_{in} = A \oplus B \oplus C_{in} = \sum m(1, 2, 4, 7)$
 and $C_{out} = \bar{A}BC_{in} + A\bar{B}C_{in} + AB\bar{C}_{in} + ABC_{in} = AB + (A \oplus B)C_{in} = \sum m(3, 5, 6, 7)$
 Since there are 3 inputs and a total of 8 minterms, we need a 3-to-8 line decoder. The implementation is shown in Figure 7.71. The decoder generates the 8 minterms for A, B, C_{in} . The OR gate for output S forms the logical sum of minterms 1, 2, 4 and 7. The OR gate for C_{out} forms the logical sum of the minterms 4, 5, 6 and 7.

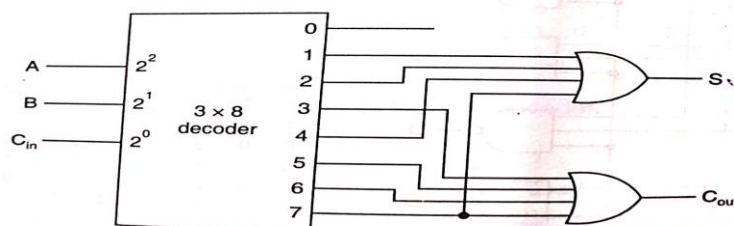


Figure 7.71 Logic diagram of a full adder using a decoder.

Q4 - Explain the working of Successive Approximation and Flash type analog to digital converter. Which one is the fastest and why? How many bits are required for a DAC so that full scale output is 15 V and resolution 200 mV.

Solution –

working of Successive Approximation and Flash type analog to digital converter. [3 + 3 Marks]

Fastest and Why ? - **Flash type** [0.5 + 1 Marks]

$$\text{resolution} = \frac{1}{\text{no. of steps}} \Rightarrow 200 \times 10^{-3} = \frac{1}{\text{no. of steps}}$$

$$\text{no. of steps} = \frac{1}{200 \times 10^{-3}} = 2^n - 1$$

$$2^n - 1 = 5 \Rightarrow 2^n = 6$$

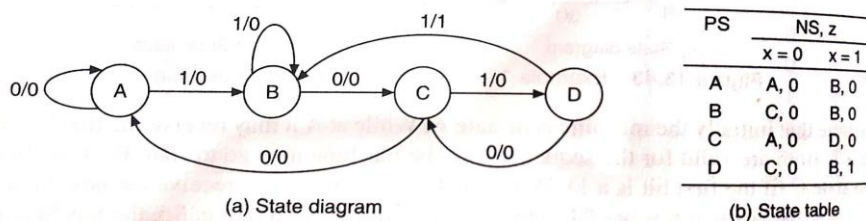
$$n = \log_2 6 = 2.58 \cong 3 \text{ bits} \quad \text{[5 Marks]}$$

Q5 - Distinguish between Mealy and Moore model. Design a synchronous sequential circuit using Mealy model and D Flip flops which produces an output Z=1, when “1011” is detected. Assume Overlapping Detection is used.

Solution –

Distinguish between Mealy and Moore model [5 Marks]

Design of Sequence Detector [3+1+1+2.5=7.5 Marks]



[3 Marks]

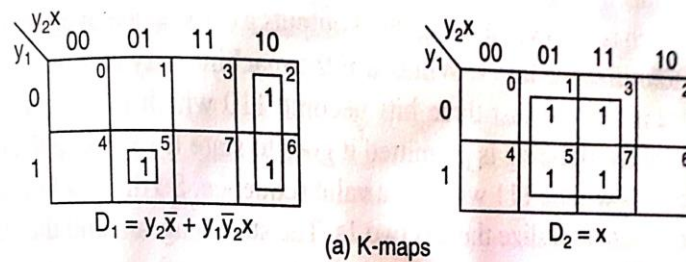
PS	NS ($Y_1 Y_2$)		O/P (z)	
	$y_1 y_2$	x = 0	x = 1	
A →	0 0	0 0	0 1	0
B →	0 1	1 0	0 1	0
C →	1 0	0 0	1 1	0
D →	1 1	1 0	0 1	1

[1 Marks]

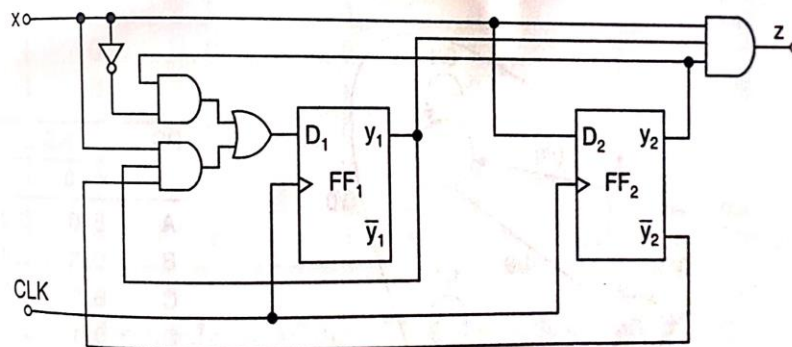
Table 13.19 Example 13.9: Excitation table

PS		I/P	NS		I/P to FFs		O/P
y_1	y_2	x	Y_1	Y_2	D_1	D_2	z
0	0	0	0	0	0	0	0
0	0	1	0	1	0	1	0
0	1	0	1	0	1	0	0
0	1	1	0	1	0	1	0
1	0	0	0	0	0	0	0
1	0	1	1	1	1	1	0
1	1	0	1	0	1	0	0
1	1	1	0	1	0	1	1

[1 Marks]



(a) K-maps



(b) Logic diagram

[2.5 Marks]