



DIGITAL CIRCUITS 2nd MIDTERM SOLUTIONS

SOLUTION 1 (30 Points):

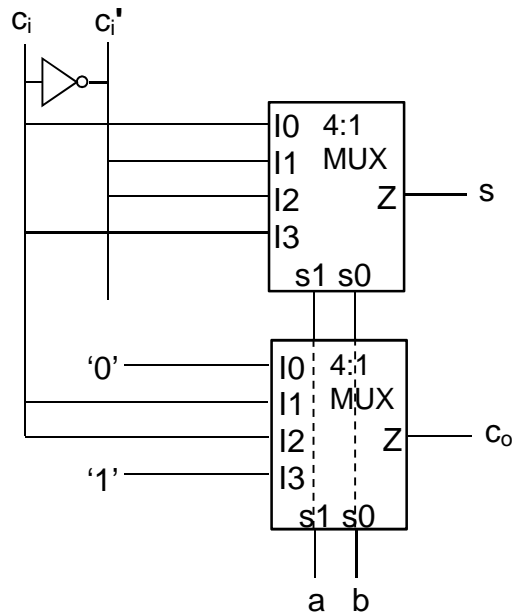
a. (15 Points)

A full adder has two outputs (sum and carry output); therefore we need two multiplexers.

Truth tables of the full adder:

a	b	c _i	s	to MUX
0	0	0	0	c _i
0	0	1	1	c _i
0	1	0	1	c _i '
0	1	1	0	c _i '
1	0	0	1	c _i '
1	0	1	0	c _i '
1	1	0	0	c _i
1	1	1	1	c _i

a	b	c _i	c _o	to MUX
0	0	0	0	0
0	0	1	0	0
0	1	0	0	c _i
0	1	1	1	c _i
1	0	0	0	c _i
1	0	1	1	1
1	1	0	1	1
1	1	1	1	1

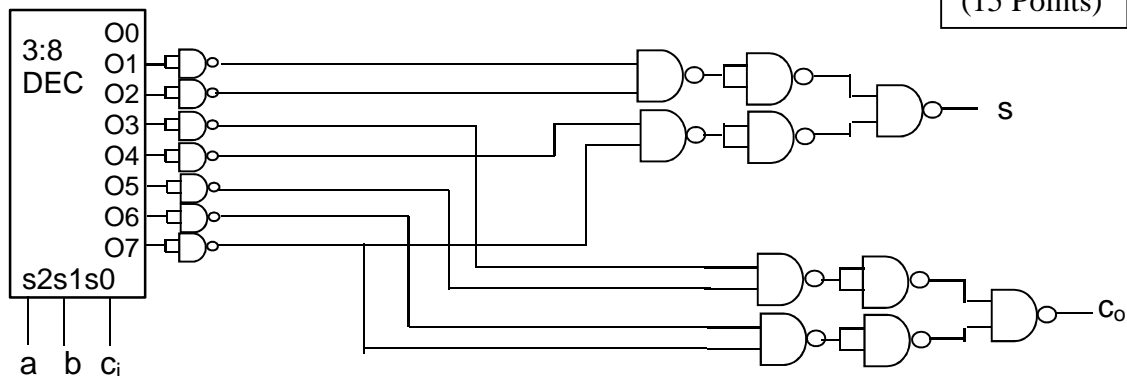
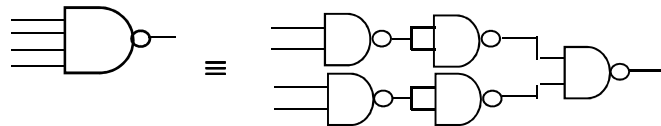


b. A full adder has three inputs; therefore we need a 3:8 decoder.

If we had OR gates, we could connect the outputs of the decoder, which correspond to the minterms (1 points) of the function to an OR gate.

Remember: If invert input of an OR gate we obtain a NAND gate.

We have only 2-input NAND gates. $\overline{a \cdot b \cdot c \cdot d} = \overline{(a \cdot b)} \cdot \overline{(c \cdot d)}$



(15 Points)

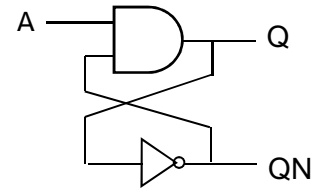
SOLUTION 2 (30 Points):

a. (10 Points)

If $A=0$ then $Q=0$ (because of AND gate), $QN=1$ circuit is in a **stable** state.

If becomes 1 ($A=1$) while $QN=1$ then $Q=1$. It makes $QN=0$ and Q becomes 0 ($Q=0$), which makes $QN=1$ again. Now the circuit is in an **unstable** state.

The circuit is not bistable, it is unstable; therefore it **cannot** be used as a memory unit.



b.

i) (10 Points)

We need a D flip-flop

D Q(t) | Q(t+1) T must be (To provide the necessary $Q(t) \rightarrow Q(t+1)$ transition.)

0	0	0	0
0	1	0	1
1	0	1	1
1	1	1	0

According to the table $T = D \oplus Q(t)$

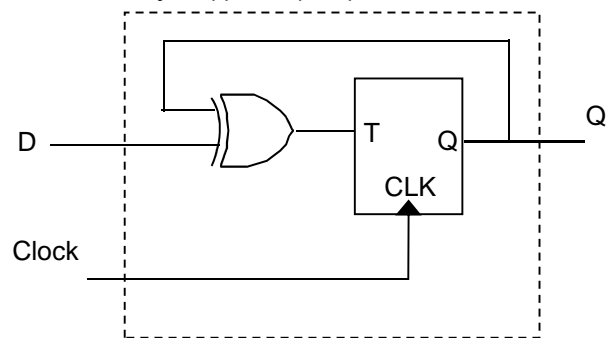
The same result can be obtained by using the equations of the flip-flops.

$$Q(t+1) = T \oplus Q(t)$$

$$Q(t+1) = D$$

$$T \oplus Q(t) = D \quad (\text{apply to both sides: } \oplus Q(t))$$

$$T = D \oplus Q(t)$$



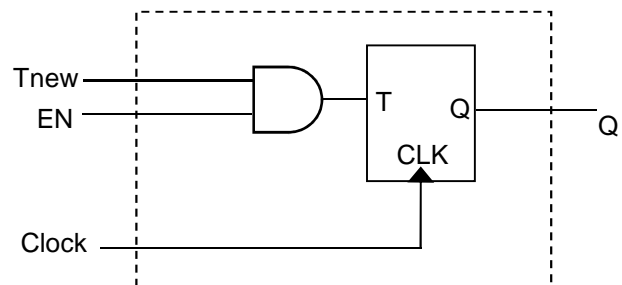
ii) (10 Points)

A T flip-flop preserves its previous value if T is zero ($T=0$). So we have to design a new T flip-flop with inputs EN and T_{new} , such as

if $EN=0$ then $T=0$ and

if $EN=1$ then $T=T_{new}$.

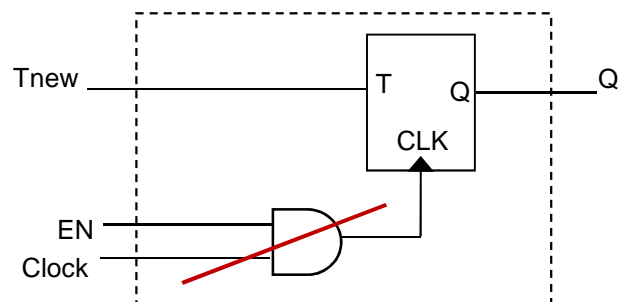
Only one AND gate is sufficient.



The following circuit has a problem.

If $clock=1$ and $EN=0$ then $CLK=0$ and the flip-flop is disabled (it's OK).

But if EN becomes 1 while $clock=1$, flip-flop will get a rising edge on the CLK input and it will process its input T_{new} . However the real clock signal is 1. There is not a 0-1 transition on the clock input.



BLG-231E
Question 3

expression: 3pt
minimization: 2pt

a) $J = 0_0 + 0_2$

$K = 0_4 + 0_5$

$D = 0_7 + 0_6$

$J = \bar{A}\bar{Q}_1\bar{Q}_0 + \bar{A}Q_1\bar{Q}_0 = \bar{A}\bar{Q}_0$ [5pt]

$K = A\bar{Q}_1\bar{Q}_0 + A\bar{Q}_1Q_0 = A\bar{Q}_1$ [5pt]

$D = BAQ_1Q_0 + AQ_1\bar{Q}_0$
 $= AQ_1(B + \bar{Q}_0)$ [5pt]

$Q_0^+ = J\bar{Q}_0 + \bar{K}Q_0$
 $= \bar{A}\bar{Q}_0\bar{Q}_0 + (\overline{A\bar{Q}_1})Q_0$
 $= \bar{A}\bar{Q}_0 + \bar{A}Q_0 + Q_1Q_0$
 $= \bar{A} + Q_1Q_0$ [5pt]

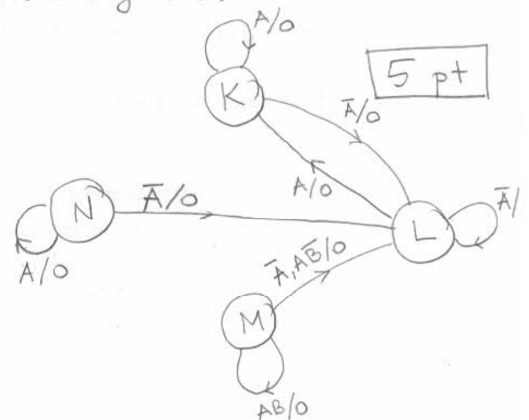
$Q_1^+ = D$
 $= AQ_1(B + \bar{Q}_0)$

$Z = JK = \bar{A}\bar{Q}_0 A\bar{Q}_1 = 0$ ← Output is always zero.
[5pt]

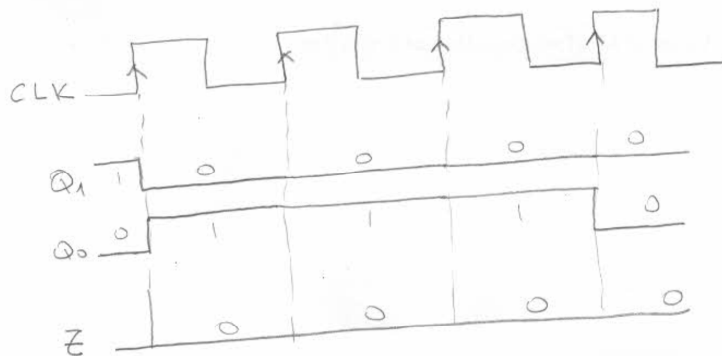
$Q_1^+ Q_0^+ / Z$

$Q_1 Q_0$	AB	00	01	11	10
K	00	0/0	0/0	0/0	0/0
L	01	0/0	0/0	0/0	0/0
M	11	0/0	0/0	1/0	0/0
N	10	0/0	0/0	1/0	1/0

[5pt]



b) $10 \xrightarrow{01} 01 \xrightarrow{00} 01 \xrightarrow{00} 01 \xrightarrow{11} 00$



[5pt]