



## **Experiment No. 2**

**Title: Design and Simulate binary to gray, gray to binary, BCD to Excess 3, Excess 3 to BCD code converters using Vlab.**



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**Experiment No.: 2**

**Aim:** To Design and Simulate binary to gray, gray to binary, BCD to Excess 3, Excess 3 to BCD code converters using Vlab.

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**Resources needed:** internet connection,

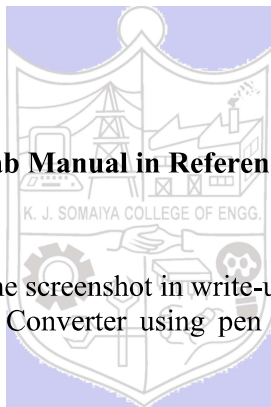
Access to- <https://he-coep.vlabs.ac.in/exp/various-code-converters/index.html>

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**Theory:**

**Explain following points in brief**

1. **Binary Codes**
2. **BCD Code**
3. **Excess 3 Code**
4. **Gray Code**
5. **Code converter**



**Explore the Theory and lab Manual in References section of the Vlab experiment**

**Procedure:**

- a) Appear for Pretest and include the screenshot in write-up.
  - b) Design a Binary to Gray code Converter using pen & paper. Include scanned copy of design in write up.
  - c) Go through Procedure Tab.
  - d) Explore Simulator as per instructions in Procedure include screenshot of every circuit simulated in the writeup.
  - e) Appear for Posttest and include screenshot in write-up.
  - f) Create a document with screenshots mentioned above, Outcome and Conclusion.
  - g) Please note every document uploaded as Lab Writeup should be labelled as Exp\_<No>\_<RollNo>.pdf
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**Observations and Results:**

A. Design of 4 bit Binary to Gray Code converter.

① binary to gray code converter (4 bits)

ii. identify no. of i/p & o/p

i/p.s  $\rightarrow B_3, B_2, B_1, B_0$        $B_3 - B_0$        $G_3 - G_0$

o/p.s  $\rightarrow G_3, G_2, G_1, G_0$

$B_3$	$B_2$	$B_1$	$B_0$	$G_3$	$G_2$	$G_1$	$G_0$
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	1
0	0	1	1	0	0	1	0
0	1	0	0	0	1	1	0
0	1	0	1	0	1	1	1
0	1	1	0	0	1	0	1
0	1	1	1	0	1	1	0
1	0	0	0	1	1	0	0
1	0	0	1	1	1	0	1
1	0	1	0	1	1	1	1
1	0	1	1	1	1	1	0
1	1	0	0	1	0	1	0
1	1	0	1	1	0	1	1
1	1	1	0	1	0	0	1
1	1	1	1	1	0	0	0

② K-map for  $G_3$

$G_3 = f(B_3, B_2, B_1, B_0)$

$B_3 \backslash B_2$	$B_1 \bar{B}_0$	$\bar{B}_1 B_0$	$B_1 \bar{B}_0$	$\bar{B}_1 B_0$
$\bar{B}_3 \bar{B}_2$	0 <sub>0</sub>	0 <sub>1</sub>	0 <sub>2</sub>	0 <sub>3</sub>
$\bar{B}_3 B_2$	0 <sub>4</sub>	0 <sub>5</sub>	0 <sub>6</sub>	0 <sub>7</sub>
$B_3 \bar{B}_2$	1 <sub>12</sub>	1 <sub>13</sub>	1 <sub>15</sub>	1 <sub>14</sub>
$B_3 B_2$	1 <sub>8</sub>	1 <sub>9</sub>	1 <sub>11</sub>	1 <sub>10</sub>

$G_3 = B_3$

① K-map for  $G_2$

$B_3 B_2$	$B_3 \bar{B}_2$	$\bar{B}_3 \bar{B}_2$	$\bar{B}_3 B_2$	$B_3 B_2$	$B_3 \bar{B}_2$
$\bar{B}_3 \bar{B}_2$	0 <sub>0</sub>	0 <sub>1</sub>	0 <sub>2</sub>	0 <sub>3</sub>	0 <sub>4</sub>
$\bar{B}_3 B_2$	1 <sub>4</sub>	1 <sub>5</sub>	1 <sub>6</sub>	1 <sub>7</sub>	1 <sub>8</sub>
$B_3 \bar{B}_2$	0 <sub>12</sub>	0 <sub>13</sub>	0 <sub>14</sub>	0 <sub>15</sub>	0 <sub>16</sub>
$B_3 B_2$	1 <sub>8</sub>	1 <sub>9</sub>	1 <sub>10</sub>	1 <sub>11</sub>	1 <sub>12</sub>

$$G_2 = \bar{B}_3 B_2 + B_3 \bar{B}_2$$

$$= B_2 \oplus B_3$$

② K-map for  $G_1$

$B_3 B_2$	$B_3 \bar{B}_2$	$\bar{B}_3 \bar{B}_2$	$\bar{B}_3 B_2$	$B_3 B_2$	$B_3 \bar{B}_2$
$\bar{B}_3 \bar{B}_2$	0 <sub>0</sub>	0 <sub>1</sub>	1 <sub>2</sub>	1 <sub>3</sub>	0 <sub>4</sub>
$\bar{B}_3 B_2$	1 <sub>4</sub>	1 <sub>5</sub>	0 <sub>6</sub>	0 <sub>7</sub>	0 <sub>8</sub>
$B_3 \bar{B}_2$	1 <sub>12</sub>	1 <sub>13</sub>	0 <sub>14</sub>	0 <sub>15</sub>	0 <sub>16</sub>
$B_3 B_2$	0 <sub>8</sub>	0 <sub>9</sub>	1 <sub>10</sub>	1 <sub>11</sub>	0 <sub>12</sub>

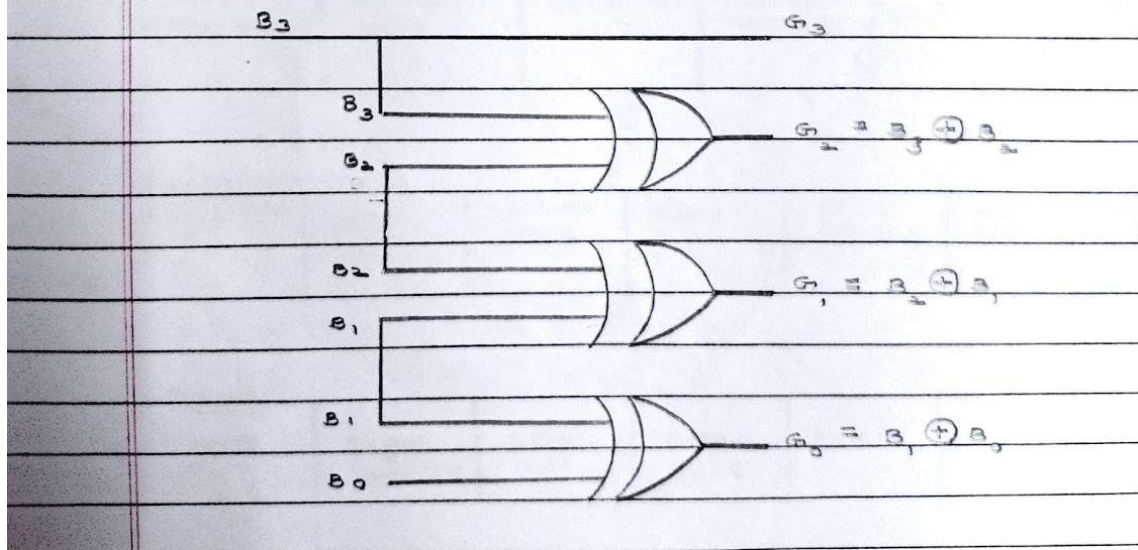
$$G_1 = B_2 \bar{B}_1 + \bar{B}_2 B_1$$

$$= B_1 \oplus B_2$$

③ K-map for  $G_0$

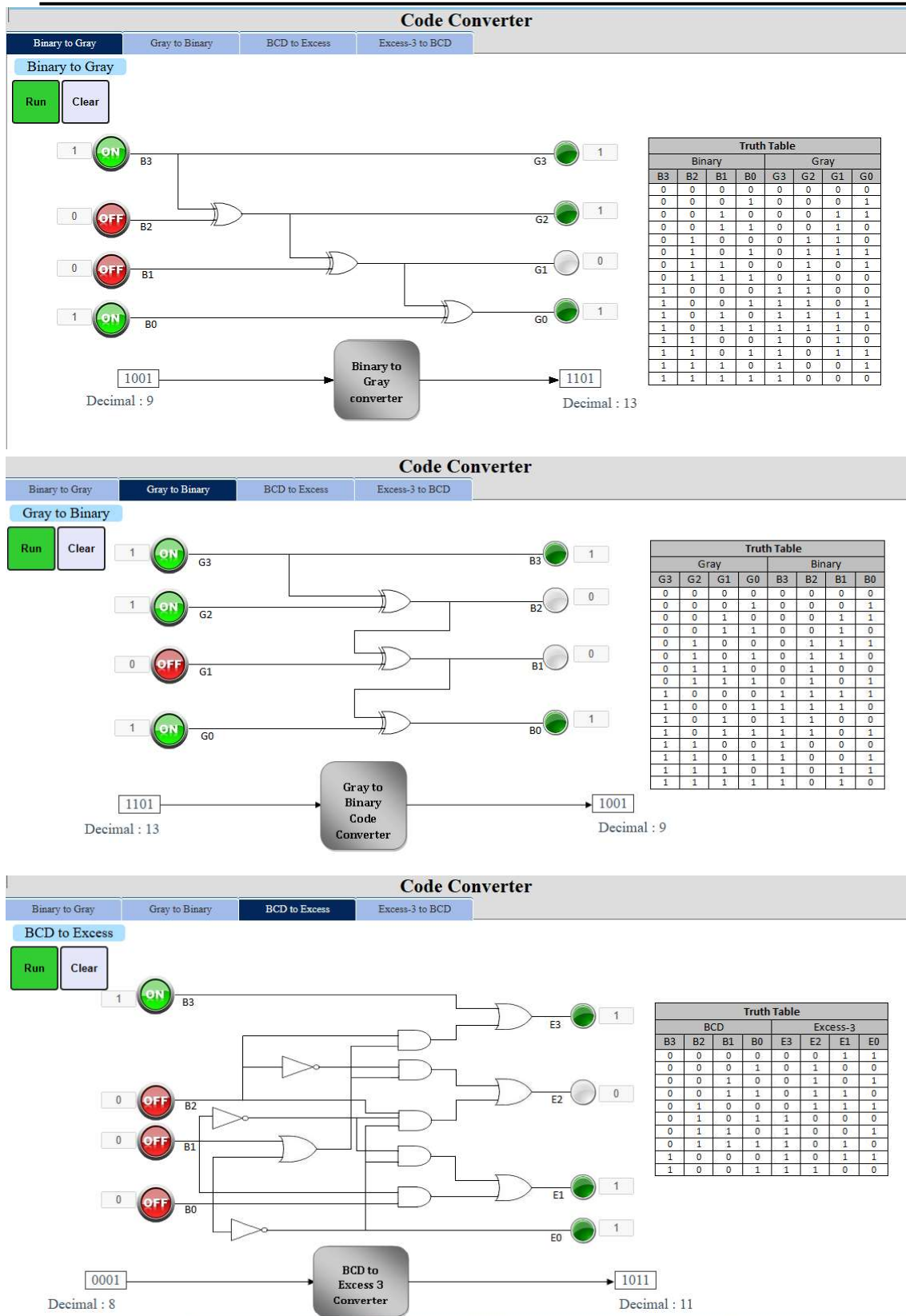
$B_3 B_2$	$B_3 \bar{B}_2$	$\bar{B}_3 \bar{B}_2$	$\bar{B}_3 B_2$	$B_3 B_2$	$B_3 \bar{B}_2$
$\bar{B}_3 \bar{B}_2$	0 <sub>0</sub>	1 <sub>1</sub>	0 <sub>2</sub>	1 <sub>3</sub>	0 <sub>4</sub>
$\bar{B}_3 B_2$	0 <sub>4</sub>	1 <sub>5</sub>	0 <sub>6</sub>	1 <sub>7</sub>	0 <sub>8</sub>
$B_3 \bar{B}_2$	0 <sub>12</sub>	1 <sub>13</sub>	0 <sub>14</sub>	1 <sub>15</sub>	0 <sub>16</sub>
$B_3 B_2$	0 <sub>8</sub>	1 <sub>9</sub>	0 <sub>10</sub>	1 <sub>11</sub>	0 <sub>12</sub>

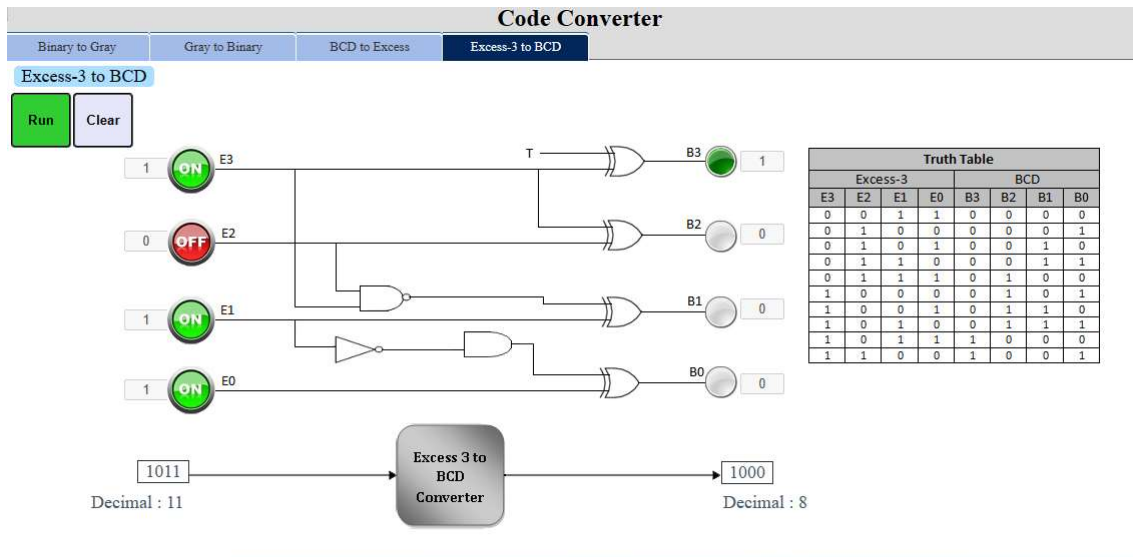
$$G_0 = \bar{B}_1 B_0 + B_1 \bar{B}_0$$

$$= B_0 \oplus B_1$$




B. Observe and understand the simulated code converters.

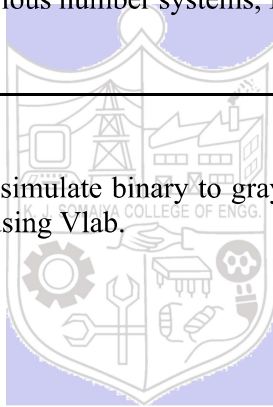




**Outcomes:** Solve problems on various number systems, Boolean algebra and graphical techniques.

### Conclusion:

We could successfully design and simulate binary to gray, gray to binary, BCD to Excess 3, Excess 3 to BCD code converters using Vlab.



### Post-Test:

The decimal number 6 in Excess-3 is written as

- ☐ a: 1101
- ☒ b: 1001
- ☐ c: 0011
- ☐ d: 1111

If each successive code differs its preceding code by a single bit only, then this code is called

- ☐ a: BCD
- ☒ b: Gray
- ☐ c: Weighted Code
- ☐ d: Primary

Gray code of binary '0000' is

- ☒ a: 0000
- ☐ b: 0001
- ☐ c: 0010
- ☐ d: 1000

The decimal number 279 will be represented in Excess-3 code as

- ☐ a: 100010111
- ☐ b: 001001111001
- ☒ c: 01011011100
- ☐ d: 100011010

The binary code of a gray code 1000 is

- ☐ a: 0001
- ☐ b: 0011
- ☐ c: 1000
- ☒ d: 1111

Submit Quiz

5 out of 5

**Grade: AA / AB / BB / BC / CC / CD / DD**



**Signature of faculty in-charge with date**

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### References:

#### Books/ Journals/ Websites:

1. R. P. Jain, "Modern Digital Electronics", Tata McGraw Hill.
2. <https://he-coep.vlabs.ac.in/exp/various-code-converters/index.html>
3. <https://he-coep.vlabs.ac.in/exp/various-code-converters/images/Lab%20Manual%20Exp%20code%20converter.pdf>