

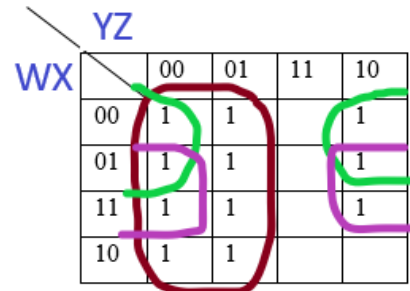
## REPORT

$$1) F(w, x, y, z) = \sum(0, 1, 2, 4, 5, 6, 8, 9, 12, 13, 14)$$

### A) Truth Table

W	X	Y	Z	F
0	0	0	0	1
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1
0	1	0	1	1
0	1	1	0	1
0	1	1	1	0
1	0	0	0	1
1	0	0	1	1
1	0	1	0	0
1	0	1	1	0
1	1	0	0	1
1	1	0	1	1
1	1	1	0	1
1	1	1	1	0

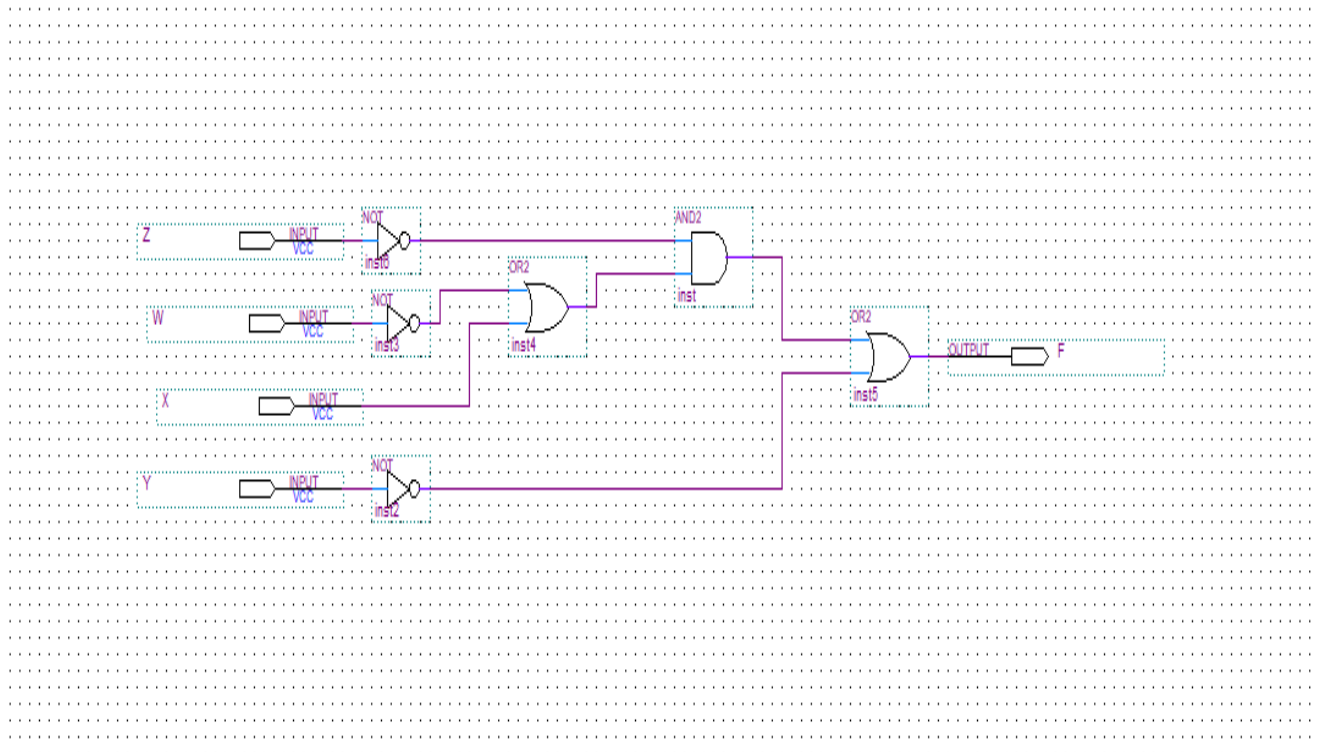
### Karnaugh map.



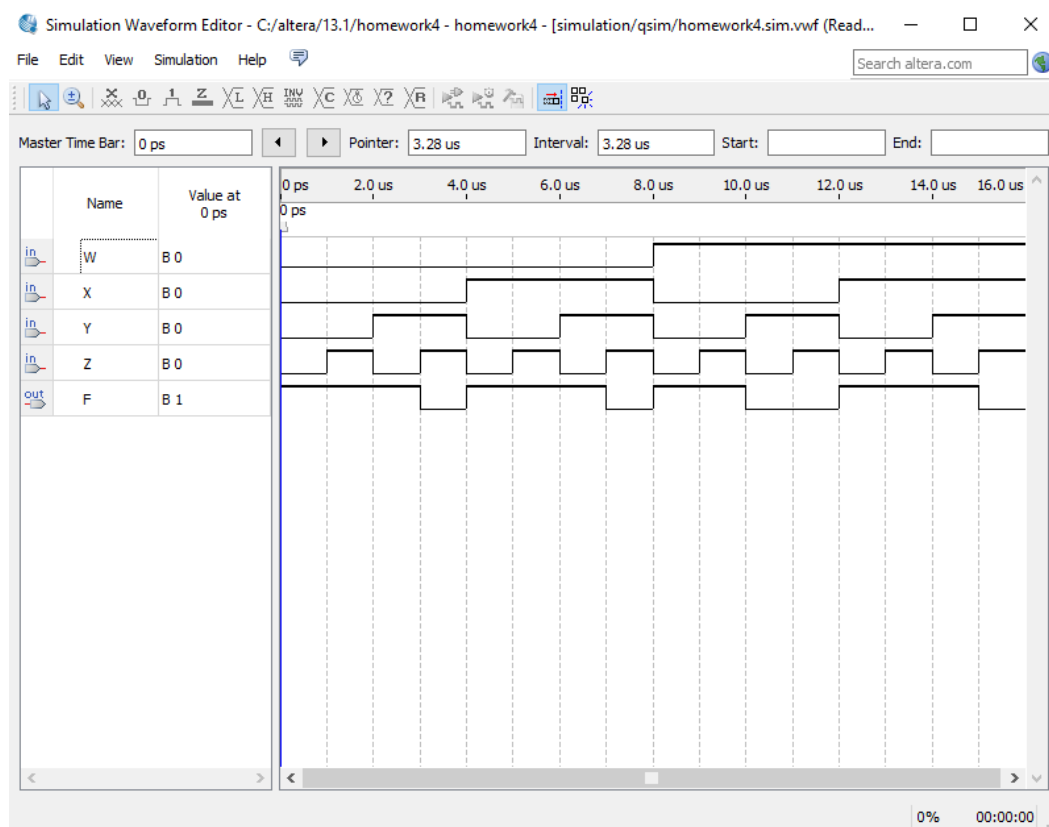
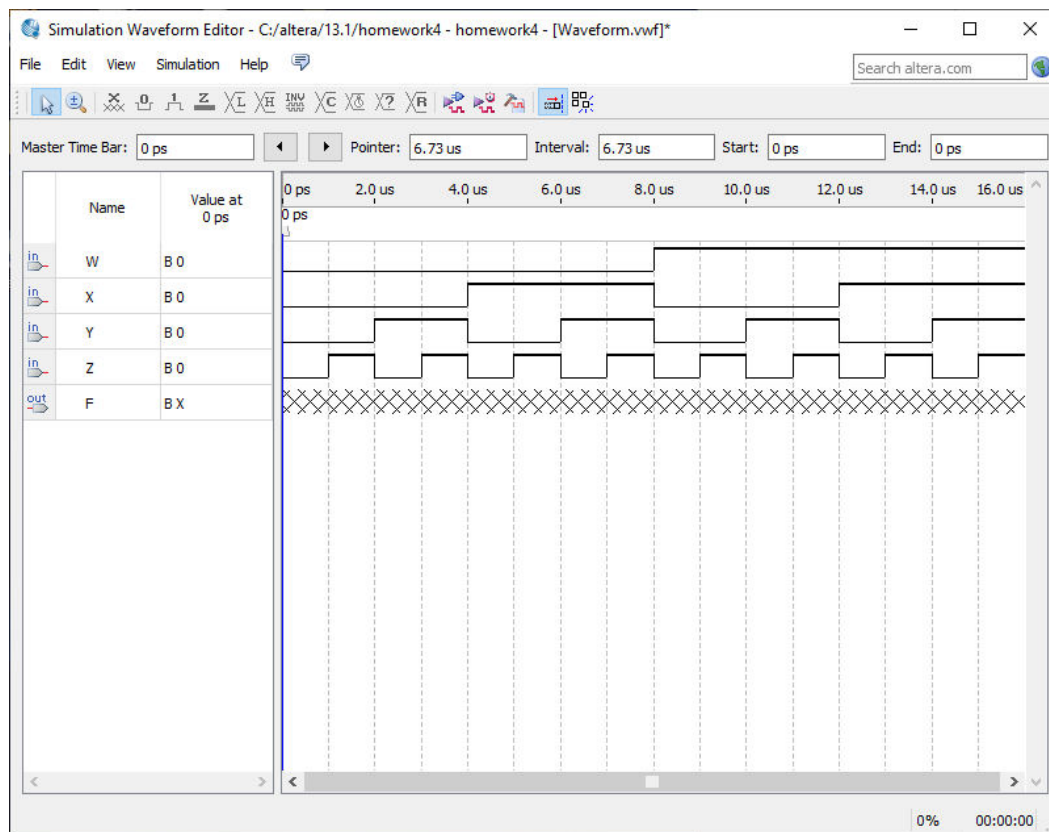
$$F: Y' + W'Z' + XZ'$$

$$F: Y' + Z'(W' + X)$$

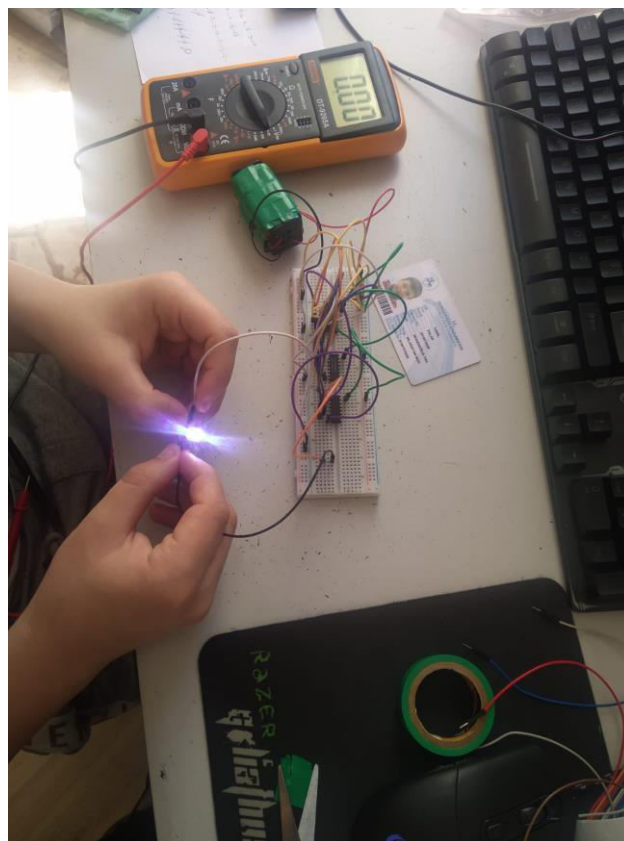
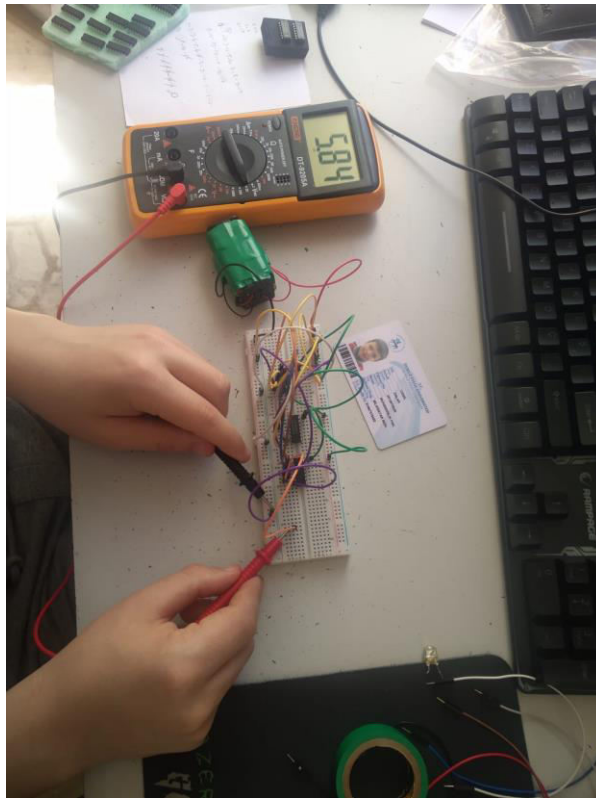
### B) Quartus



### C) Waveform function of F



#### D) F function on breadboard



## 2)Half Adder And Full Adder

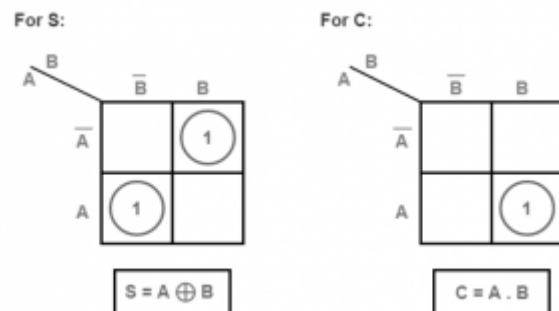
### A)Half Adder

The addition of 2 bits is done using a combination circuit called Half adder. The input variables are augend and addend bits and output variables are sum & carry bits. A and B are the two input bits. These are half adder's truth table and karnaugh map

#### a)Truth Table

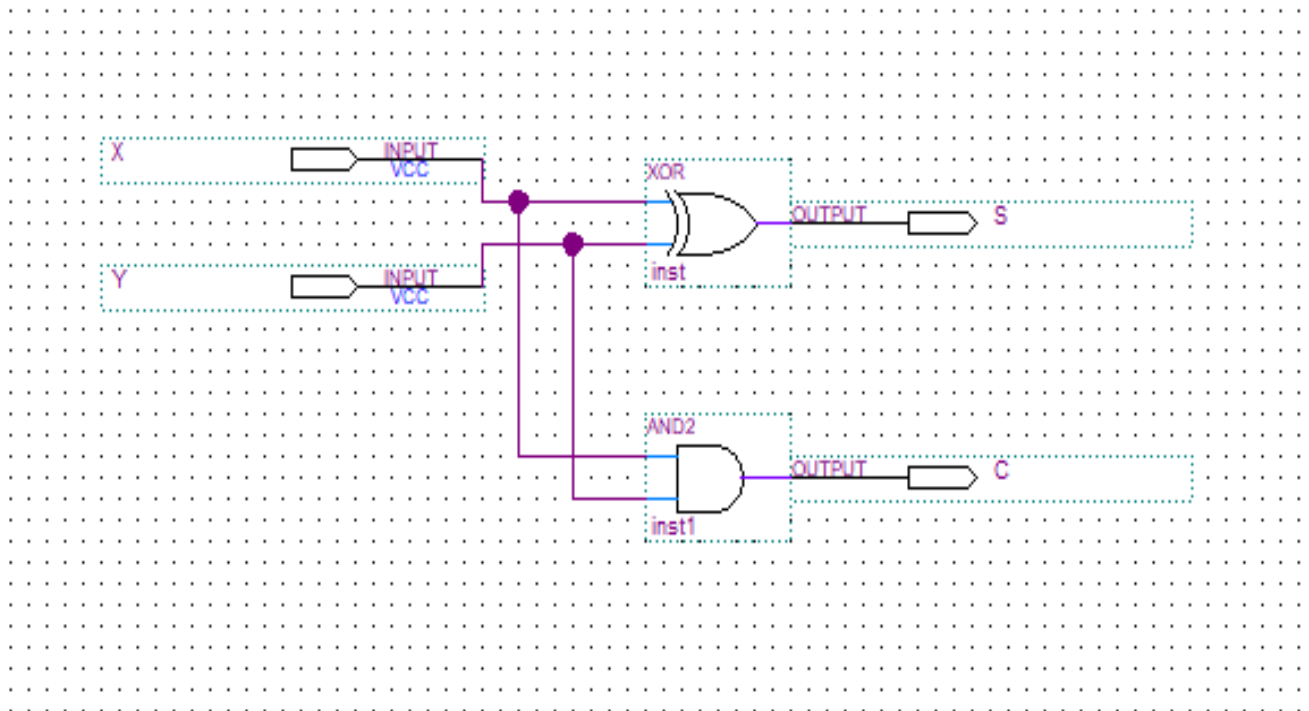
X	Y	C	S
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

#### Karnaugh Map

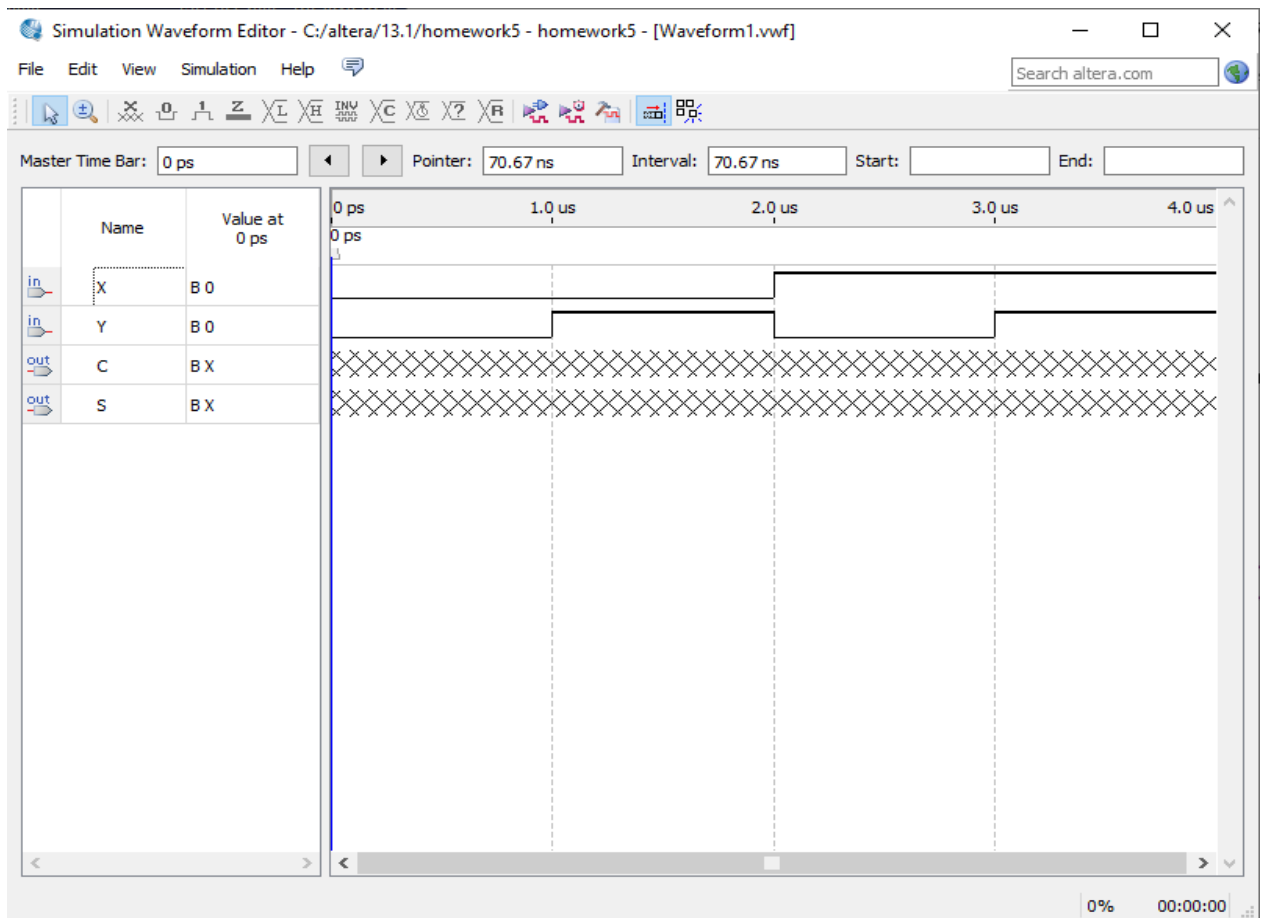


### b)Quartus

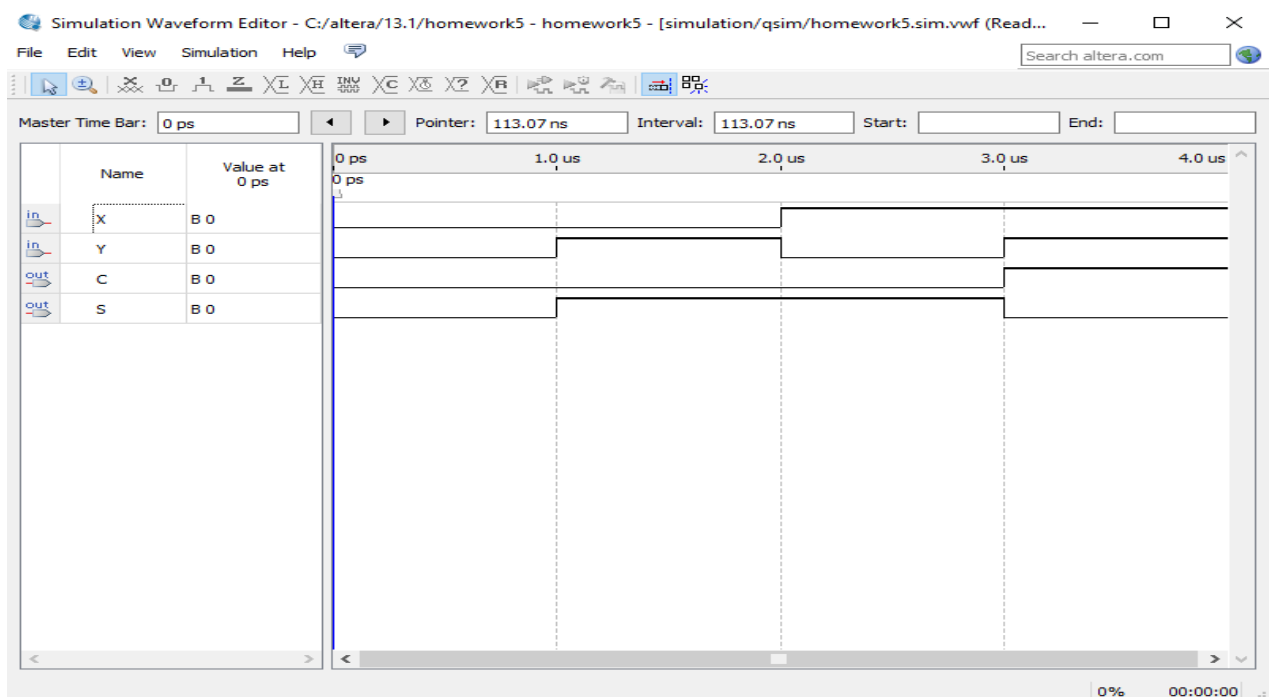
Half adder's implementation on quartus:



### c) Waveform of half adder

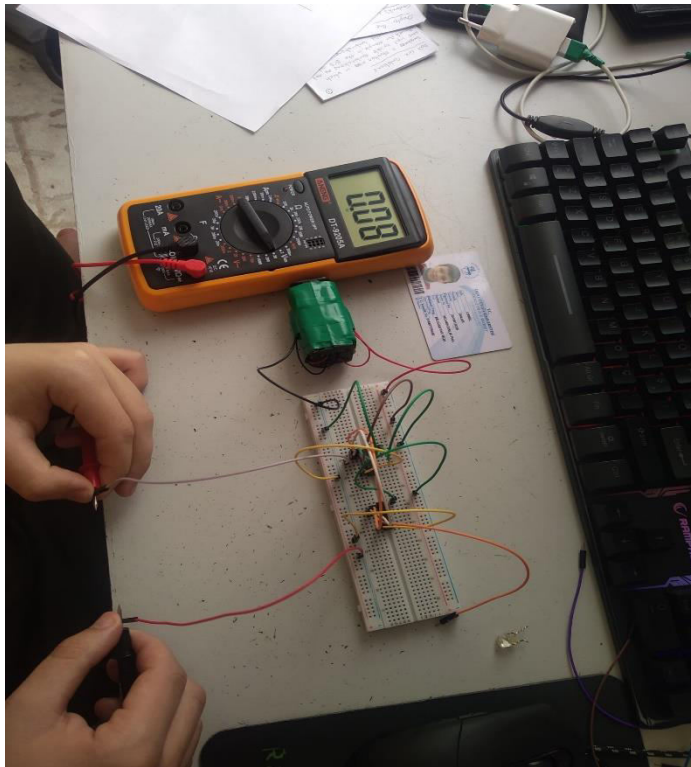


### Half adder's waveform result

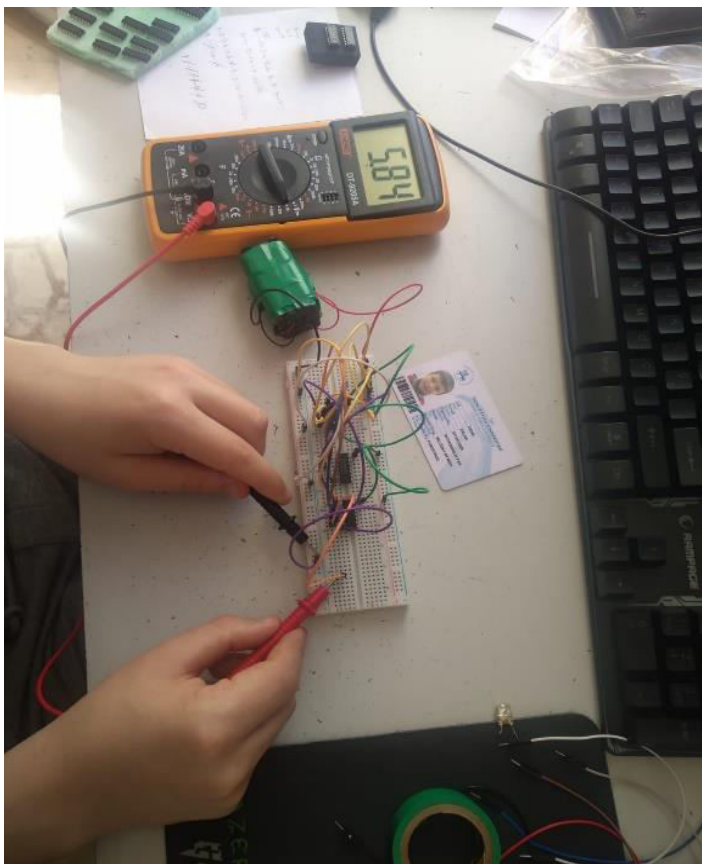


#### d) Half adder on breadboard

When  $x$  equals 1 and  $y$  equals 0,  $c$ (carry) took the value 0.



When  $x$  equals 1 and  $y$  equals 0,  $s$ (sum) took the value 1.



## B)Full Adder

2 Half Adders and a OR gate is required to implement a Full Adder.

### a)Truth Table

X	Y	Z	C	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

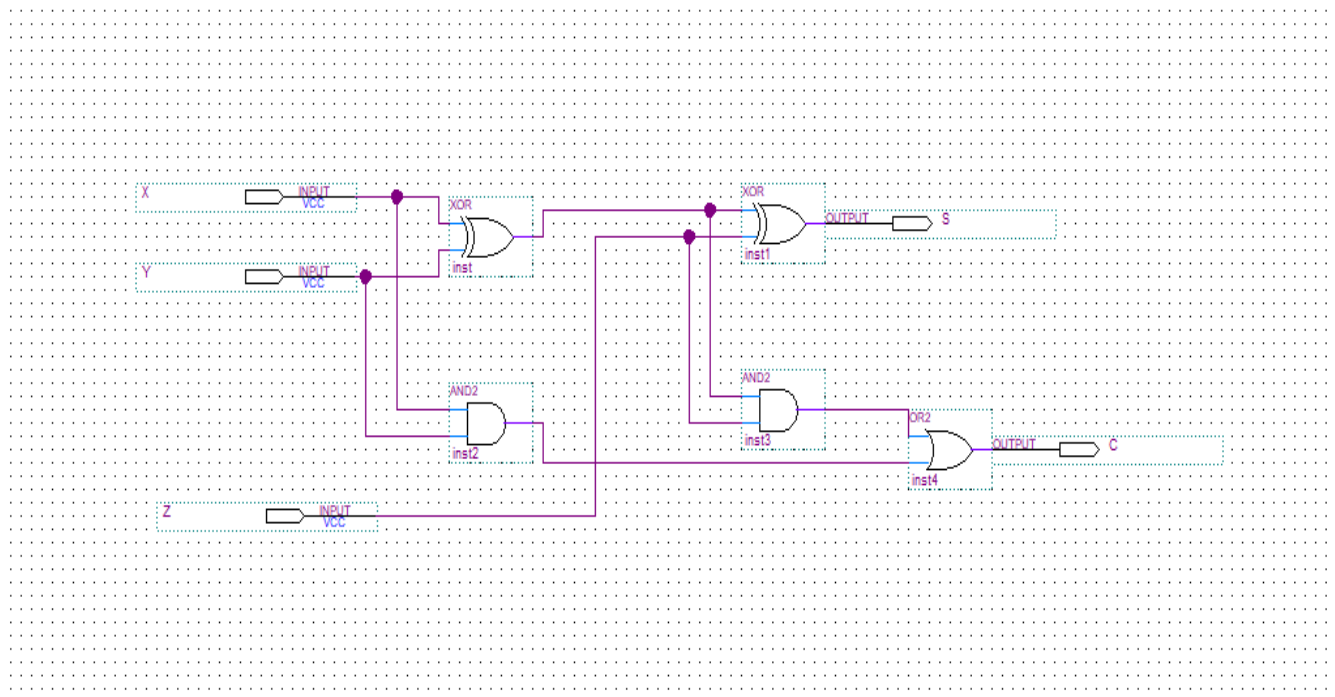
### Karnaugh Map

		C				
		YZ	00	01	11	10
X	0	0	0	1	0	
	1	0	1	1	1	

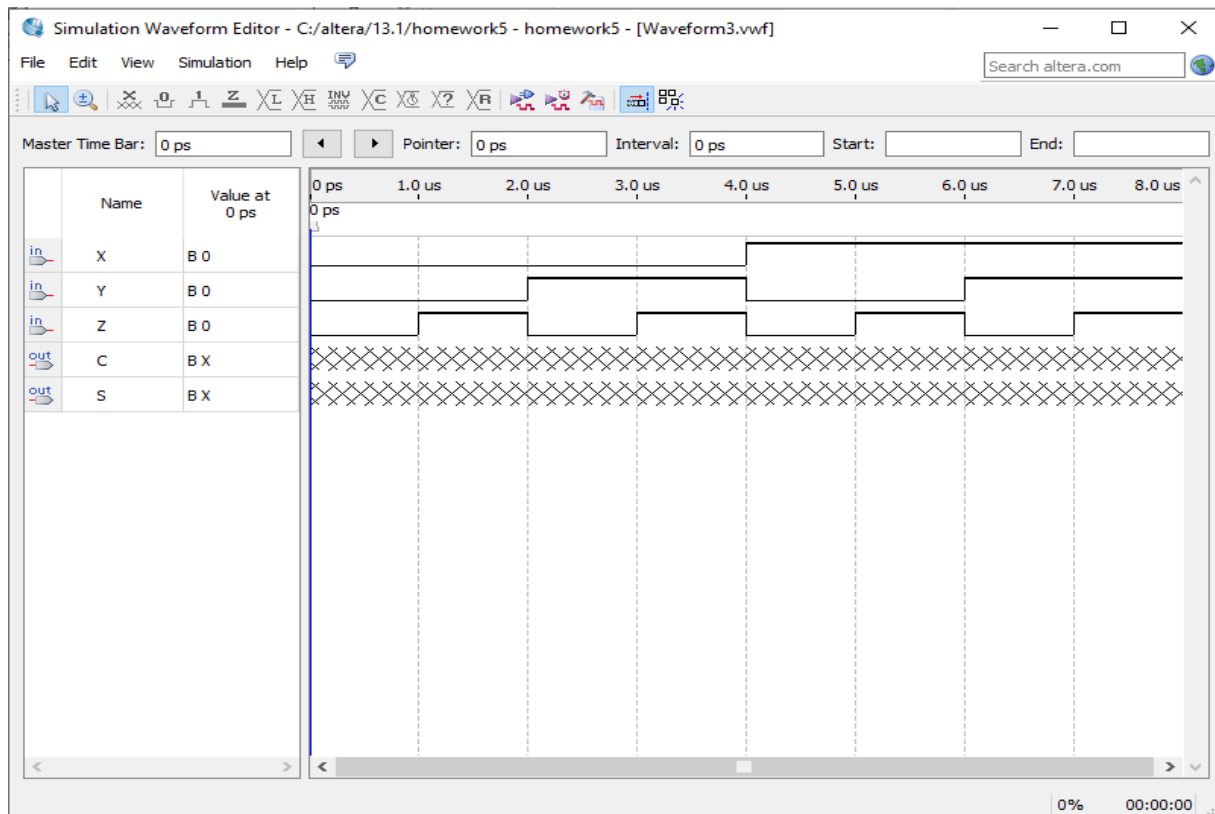
		S				
		YZ	00	01	11	10
X	0	0	1	0	1	
	1	1	0	1	0	

### b)Quartus

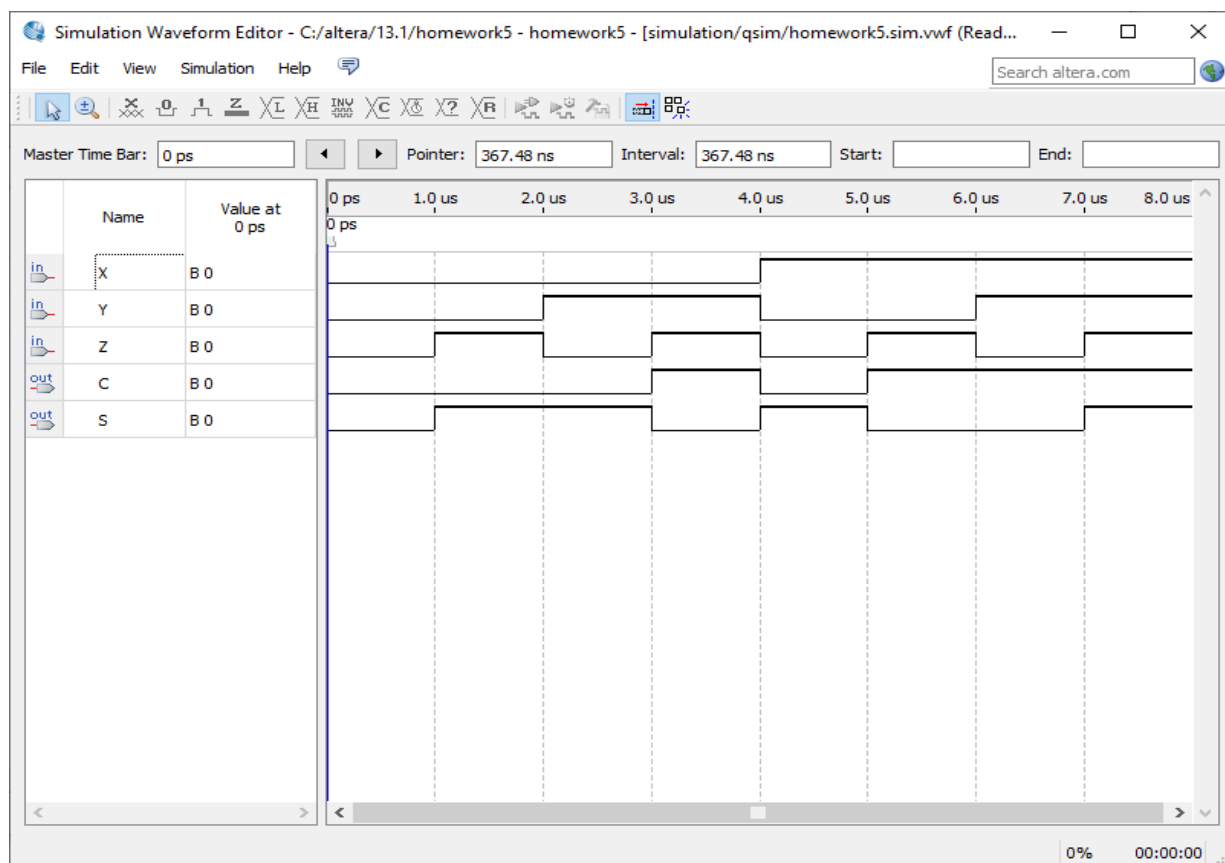
Full adder's implementation on quartus:



### c) Waveform of full adder



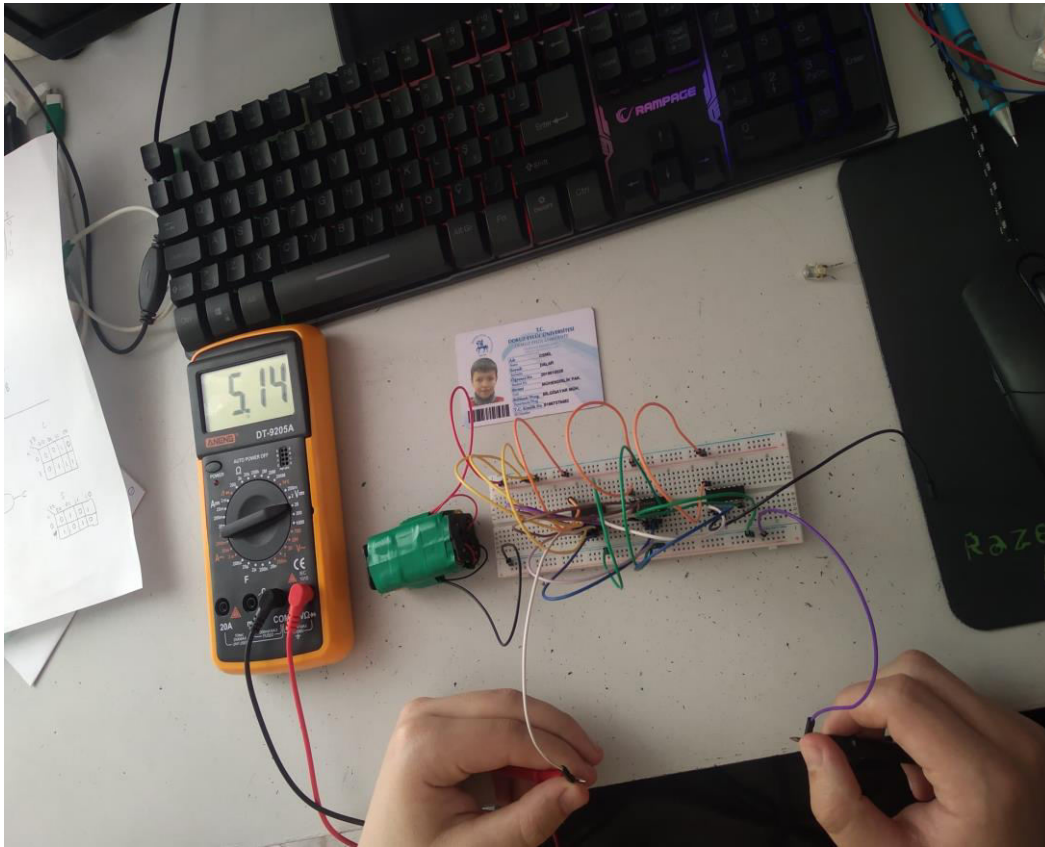
Full adder's waveform result





#### d) Full adder on breadboard

When x equals 1, y equals 1 and z equals 1, s(sum) took the value 1.



When x equals 1, y equals 1 and z equals 1, c(carry) took the value 1.

