

CSSE2010/CSSE7201 Learning Lab 3

Binary Arithmetic

School of Information Technology and Electrical Engineering
The University of Queensland



Learning Lab 3 Binary Arithmetic

- Binary arithmetic revision
- Circuits which do arithmetic
- IN students use Logic Ics or Logisim
- EX students use Logisim



What is -16 (base 10) expressed in 8-bit two's complement format?

```
20%
    A. 10010000
20%
    B. 11101111
20%
    C. 10010001
    D. 11110000
20%
    E. I don't know
20%
```

What is the result of adding the 6-bit two's complement numbers 001110 and 110100?

0%	Α.	000010 with overflow
0%	B.	000010 with no overflow
0%	C.	000110 with overflow
0%	D.	000110 with no overflow
0%	E.	001100 with overflow
0%	F.	001100 with no overflow
0%	G.	111110 with overflow
0%	H.	111110 with no overflow
0%	I.	I don't know

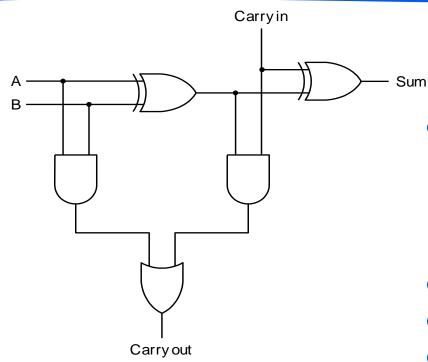


Which of the following operations will result in an overflow in 4-bit two's complement arithmetic?

- 0% A. 0100 + 0101
 0% B. 0100 0101
- 0% C. 1001 0001
- 0% D. 1001 + 0001
- 0% E. None of the above
- 0% F. I don't know



1-bit Full Adder (from lecture)



- Draw a circuit schematic diagram for a circuit which implements a full adder
 - Use switches for the 3 inputs and LEDs for the 2 outputs
- Have it checked by a tutor
- Build it or simulate it
- Test it systematically



4-bit adder: 74HCT283

- 74HCT283 = Single chip 4-bit adder
- Draw a circuit schematic that uses this chip to add two 4-bit numbers (on switches) and shows the result (4-bit output and carry out) on LEDs. Connect the carry-in to a push button
 - Use the symbol shown here
 - See details on Blackboard
 - Don't forget power supply connections (16 pin chip)
- Have the schematic checked by a tutor
- Wire up and test the circuit or simulate the circuit
 - Try some unsigned and two's complement test cases
 - Are the results as you expect?
- Extension add a 2's complement overflow detector circuit with LED output

U1 74HCT283 A0 A1 **A3** S₀ **S1** S2 B0 **B**1 B2 C4 B3

EX students: use Logisim adder block with gates as required to simulate