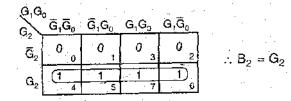
### **#Design 3 bit Gray Code to binary converters**

**Ans.** The truth table for 3 bit Gray Code to binary conversion is as shown:

Decimal	G	ray Co	de	Bi	Binary Code		
Equipment	G <sub>2</sub>	G <sub>1</sub>	Go	B <sub>2</sub>	B <sub>1</sub>	B <sub>0</sub>	
0	0	0	0	0.	0	0	
1	0	0	1	0	0	1	
3	0	1	1	0	1	0	
2	0	1	0	0	- 11	1	
6	11	1	0	-1	0	0	
7	1	1	1	1	0	1	
5	1	0	1	1	1	0	
4	1	0	0	1	1.	1	

### K-Maps:

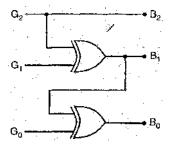
#### For B2:



### For B1:

### For Bo:

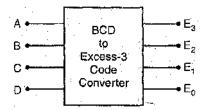
Circuit Implementation is as shown:



## **#Design BCD to Excess-3 code converter.**

### **Ans. BCD to Excess-3 Code Converter:**

The input variables are BCD's (A, B, C and D) and output variables are excess-3 code (E3, E2, E1 and E0)



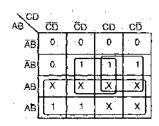
### **Truth Table**

Decimal	BCD				Excess - 3 code			
	Α	В	С	D	E <sub>3</sub>	E <sub>2</sub>	E <sub>1</sub>	E <sub>0</sub>
0	0	0	0	0	. 0	0	1	1
. 1	0	0	0	1	0	1	0	0
2	. 0	0	1	0	0	1	0	1
3	0	0	1	1	1	1	1	0
4	0	1	0	0	0	1	1	1
5	0	1	0	1	0	0	0	0
6	0	1	1.	0	1	0	0	1.
7	0	1	1	1	1	0	1	0
8	1	0	0	0	1	0	1	1
9	1	0	0	1	1	. 1	0	0

After '9' i.e. 1001 BCD, mark don't care i.e. 'X'.

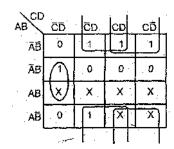
# Minimization Using K-map:

For E3  $\Diamond$ 



$$E3 = A + BD + BC$$

For E2 ◊



$$\mathsf{E}_2 = \mathsf{B} \, \overline{\mathsf{C}} \, \overline{\mathsf{D}} + \overline{\mathsf{B}} \, \mathsf{C} + \overline{\mathsf{B}} \mathsf{D}$$

For E1  $\Diamond$ 

AB CD	ĪŪ	ĈD	CD	CŌ
ÃĒ	$\overline{\bigcap}$	0	1	0
ÄВ	1	0	1	0
АВ	х	Х	х	Х
ΑĒ	1	0	X	Х

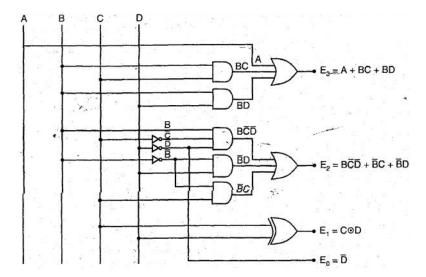
$$\mathsf{E}_1 \,=\, \overline{\mathsf{C}}\,\overline{\mathsf{D}} \,+\, \mathsf{C}\mathsf{D} \,=\, \mathsf{C}.\mathsf{D}$$

For E0  $\Diamond$ 

ABCD	ČD_	. CD	CD_	CD	
ĀB	1	0	0	1	
ÃВ	`1	0_	ū	1	
AB	X	Х	х	X	
AB̄	_1	0	Х	X	_

$$\therefore E_0 = \overline{D}$$

## **Implementation of Excess-3 Code Converter:**



**Assignment: Design 3 bit Binary to Gray Converter.**