## AKDENİZ UNIVERSITY CSE 211 – Digital Design

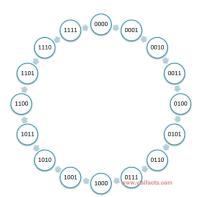


## **LAB08 Assignment**

Your task is to design 4 bit binary counter using T Type Flip Flops.

- First, fill the state table in the second page in this document
- Then, fill the karnough maps for all flip flops in the second page of this document. Then find the boolean functions.
- Lastly, design your 4-bit counter on Proteus Design Suite. In your design, use a single 7-segment bcd. Counter should start from 0 and increase one per 1 second.
- Count order should be as in state diagram on the right
- Seven segment display should display corresponding BCD value as follows

 $0 \, \Box \, 1 \, \Box \, 2 \, \Box \, 3 \, \Box \, 4 \, \Box \, 5 \, \Box \, 6 \, \Box \, 7 \, \Box \, 8 \, \Box \, 9 \, \Box \, A \, \Box \, B \, \Box \, C \, \Box \, D \, \Box \, E \, \Box \, F \, \Box \, 0 \, \Box \, 1 \dots$ 



## PS: A template project is given in the attached files.

• 7-SEG-BCD-GRN: BCD input 7 segment display

• **JKFF**: JK Type Flip Flop (You must use this to create T Type Flip Flop)

• And Gate: Logic and gate

Logic State, Logic Probe(big)

| Full Name:  | İrem KARAKAPLAN |
|-------------|-----------------|
| Student No: | 20220808056     |

**State Table of 4-bit Binary Counter** 

| Present State |    |   |   |
|---------------|----|---|---|
| А3            | A0 |   |   |
| 0             | 0  | 0 | 0 |
| 0             | 0  | 0 | 1 |
| 0             | 0  | 1 | 0 |
| 0             | 0  | 1 | 1 |
| 0             | 1  | 0 | 0 |
| 0             | 1  | 0 | 1 |
| 0             | 1  | 1 | 0 |
| 0             | 1  | 1 | 1 |
| 1             | 0  | 0 | 0 |
| 1             | 0  | 0 | 1 |
| 1             | 0  | 1 | 0 |
| 1             | 0  | 1 | 1 |
| 1             | 1  | 0 | 0 |
| 1             | 1  | 0 | 1 |
| 1             | 1  | 1 | 0 |
| 1             | 1  | 1 | 1 |
| A1, A0        |    |   |   |

| Next State |             |   |   |  |  |  |  |  |
|------------|-------------|---|---|--|--|--|--|--|
| А3         | A3 A2 A1 A0 |   |   |  |  |  |  |  |
| 0          | 0           | 0 | 1 |  |  |  |  |  |
| 0          | 0           | 1 | 0 |  |  |  |  |  |
| 0          | 0           | 1 | 1 |  |  |  |  |  |
| 0          | 1           | 0 | 0 |  |  |  |  |  |
| 0          | 1           | 0 | 1 |  |  |  |  |  |
| 0          | 1           | 1 | 0 |  |  |  |  |  |
| 0          | 1           | 1 | 1 |  |  |  |  |  |
| 1          | 0           | 0 | 0 |  |  |  |  |  |
| 1          | 0           | 0 | 1 |  |  |  |  |  |
| 1          | 0           | 1 | 0 |  |  |  |  |  |
| 1          | 0           | 1 | 1 |  |  |  |  |  |
| 1          | 1           | 0 | 0 |  |  |  |  |  |
| 1          | 1           | 0 | 1 |  |  |  |  |  |
| 1          | 1           | 1 | 0 |  |  |  |  |  |
| 1          | 1           | 1 | 1 |  |  |  |  |  |
| 0          | 0           | 0 | 0 |  |  |  |  |  |

| Flip-Flop Inputs |                |   |   |  |  |  |  |
|------------------|----------------|---|---|--|--|--|--|
| TA3              | TA3 TA2 TA1 TA |   |   |  |  |  |  |
| 0                | 0              | 0 | 1 |  |  |  |  |
| 0                | 0              | 1 | 1 |  |  |  |  |
| 0                | 0              | 0 | 1 |  |  |  |  |
| 0                | 1              | 1 | 1 |  |  |  |  |
| 0                | 0              | 0 | 1 |  |  |  |  |
| 0                | 0              | 1 | 1 |  |  |  |  |
| 0                | 0              | 0 | 1 |  |  |  |  |
| 1                | 1              | 1 | 1 |  |  |  |  |
| 0                | 0              | 0 | 1 |  |  |  |  |
| 0                | 0              | 1 | 1 |  |  |  |  |
| 0                | 0              | 0 | 1 |  |  |  |  |
| 0                | 1              | 1 | 1 |  |  |  |  |
| 0                | 0              | 0 | 1 |  |  |  |  |
| 0                | 0              | 1 | 1 |  |  |  |  |
| 0                | 0              | 0 | 1 |  |  |  |  |
| 1                | 1              | 1 | 1 |  |  |  |  |

| A1, A0<br>A3, A2 | 00 | 01 | 11 | 1<br>0 |
|------------------|----|----|----|--------|
| 00               | 0  | 0  | 1  | 0      |
| 01               | 0  | 0  | 1  | 0      |
| 11               | 0  | 0  | 1  | 0      |
| 10               | 0  | 0  | 1  | 0      |

$$T_{A2} = \sum (m(3,7,11,15))$$

| A1, A0<br>A3, A2 | 00 | 01 | 11 | 1<br>0 |
|------------------|----|----|----|--------|
| 00               | 0  | 0  | 0  | 0      |
| 01               | 0  | 0  | 1  | 0      |
| 11               | 0  | 0  | 1  | 0      |
| 10               | 0  | 0  | 0  | 0      |

$$T_{A3} = \sum \quad (m(7,15))$$

**Karnough Maps** 

| A1, A0<br>A3, A2 | 00 | 01 | 11 | 10 |
|------------------|----|----|----|----|
| 00               | 1  | 1  | 1  | 1  |
| 01               | 1  | 1  | 1  | 1  |
| 11               | 1  | 1  | 1  | 1  |
| 10               | 1  | 1  | 1  | 1  |

| $T_{A0} =$ |  |
|------------|--|
| $\sum$     | (m(1,2,3,4,5,6,7,8,9,10,11,12,13,14,15)) |

| A1, A0<br>A3, A2 | 00                      | 01 | 11 | 10 |
|------------------|-------------------------|----|----|----|
| 00               | 0                       | 1  | 1  | 0  |
| 01               | 0                       | 1  | 1  | 0  |
| 11               | 0                       | 1  | 1  | 0  |
| 10               | 0                       | 1  | 1  | 0  |
| $T_{A1} = \sum$  | (m(1,3,5,7,9,11,13,15)) |    |    |    |