



University of Engineering & Management

Department of Electronics & Communication Engineering

Laboratory Manual

Embedded Systems Lab

Code: ECEL 703

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University Roll No: 12018009019482

College Roll No: 77

Year: 4th Semester: 7th

Session: 2018-2022

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30/07/2021	1B	Write a Traffic Light Controller program using 8051 Assembly Language as given in Problem Statement.		
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29/10/2021	9	Design and Simulation of Arithmetic Logic Unit and show the different arithmetic operations.		

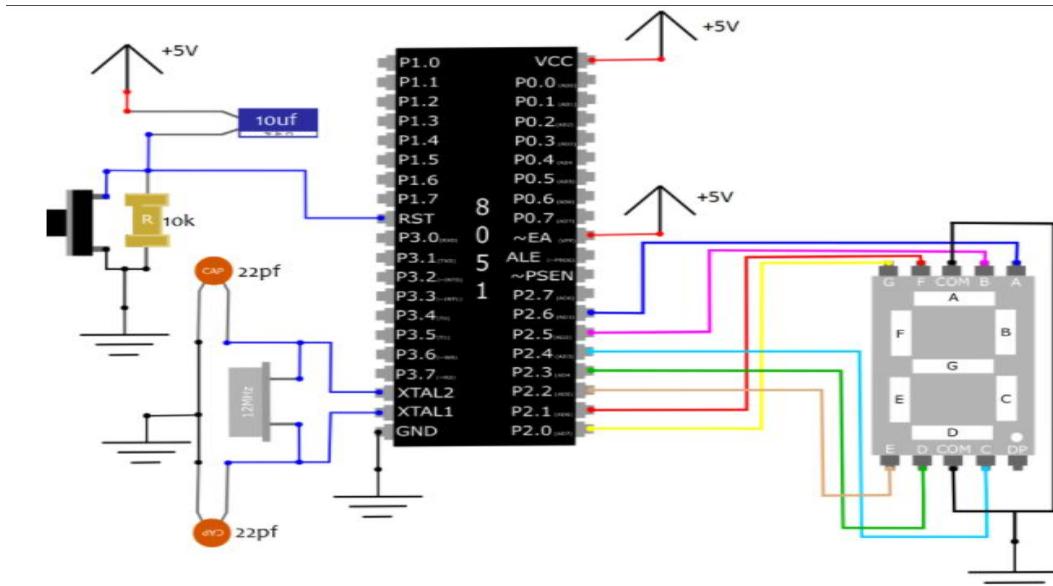
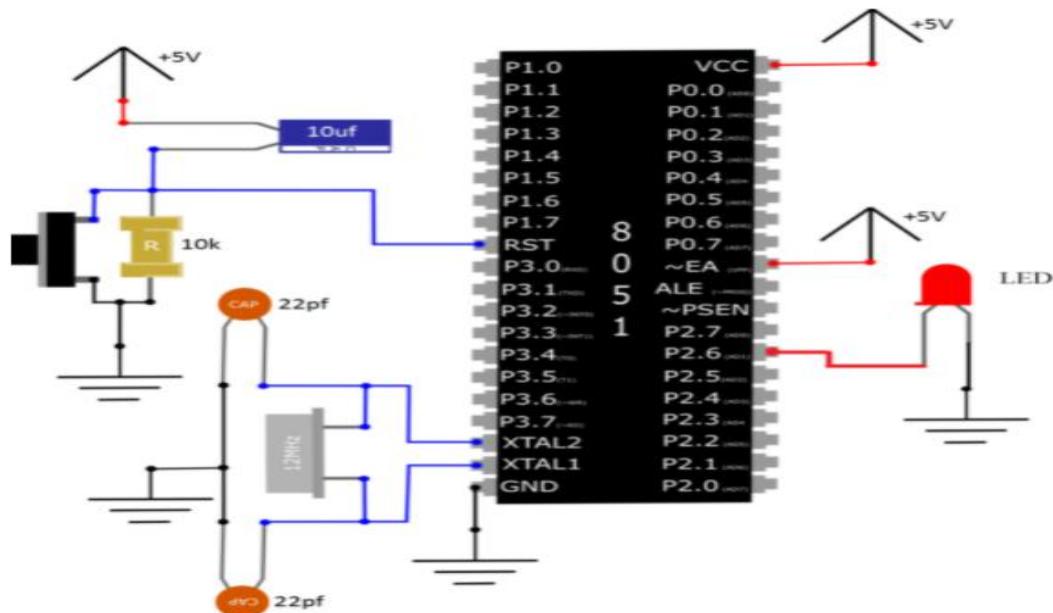
EXPERIMENT NO. 01(A)

Title: Write a Program to Glow the Traffic Lights.

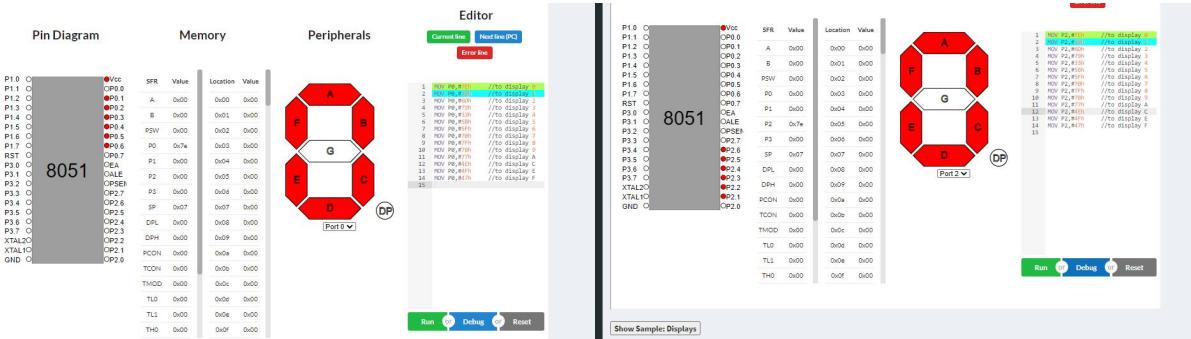
Objective: Write a Program to Glow the Traffic Lights.

Circuit Diagram:

Led interfaced with 8051



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Problem statement:

- ON the RED LED for 101µs.
- OFF the RED LED for 101µs.

Program Code:

Name : Pijas Adikari
 Sec : A (ECE - 4th)
 Class Roll: 77
 Date : 16.07.2021

```

00001 BACK: MOV A, #0FEH
00021 MOV P1,A
00041 ACALL DELAY-ON
00061 MOV A, #0FFH
00081 MOV P1,A
000A1 ACALL DELAY-OFF
000C1 SJMP BACK
    DELAY-ON:
000E1 MOV R7, #31H
00101 L1: DJNZ R7, L1
00121 RET
    DELAY-OFF:
00131 MOV R7, #31H
00151 L2: DJNZ R7, L2
00171 RET

```

Shot on Y12
 Vivo AI camera

Practical Observations/Output:

- a) ON the RED LED for 101µs.

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b) OFF the RED LED for 101μs.



Calculation:

Given delay time = 1014S , 1M = 1μS

$$[1M + 2(\text{number in hex}) + 2M] \times 1.4S = 101.4S$$

or, $[3M + 2(\text{number in hex})] = 101.4S$
or, $2(\text{number in hex}) = 101.4S - 3.4S$
or, $2(\text{number in hex}) = 98.0S$
or, number in hex = 49
∴ Hexcode Of number in hex = 0X31

Discussions:

From this experiment, we get to know about operation of 8051 microcontroller and functions of LED with using program and implemented output successfully.

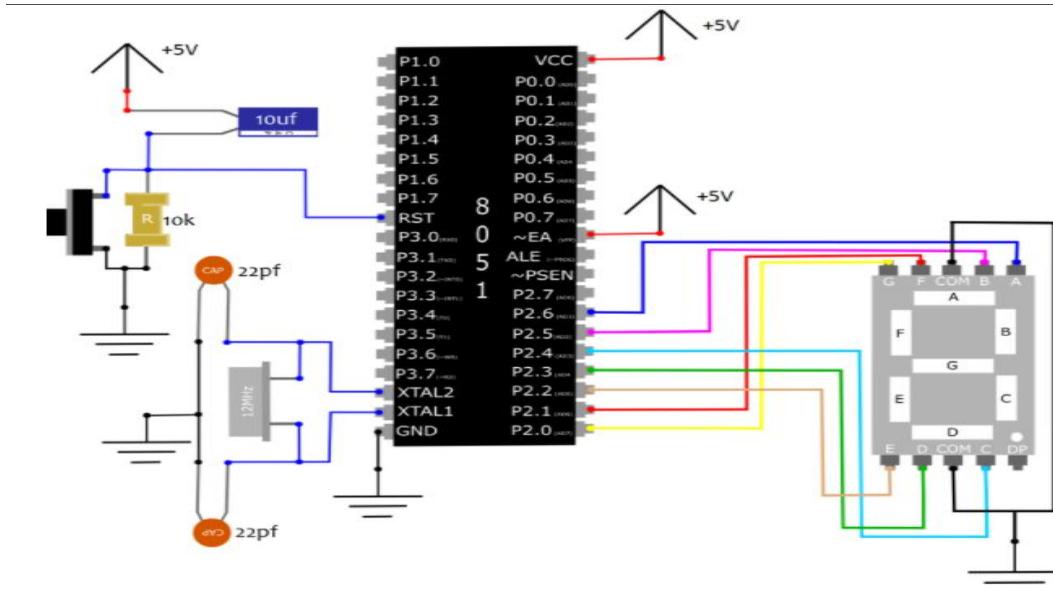
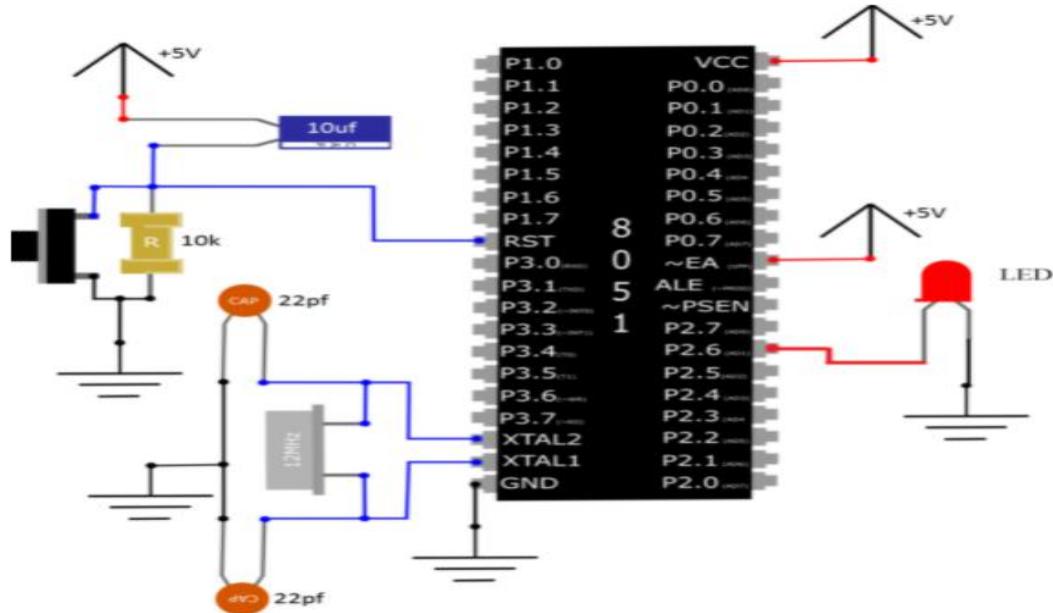
EXPERIMENT NO. 01(B)

Title: Write a Traffic Light Controller program using 8051 Assembly Language as given in Problem Statement.

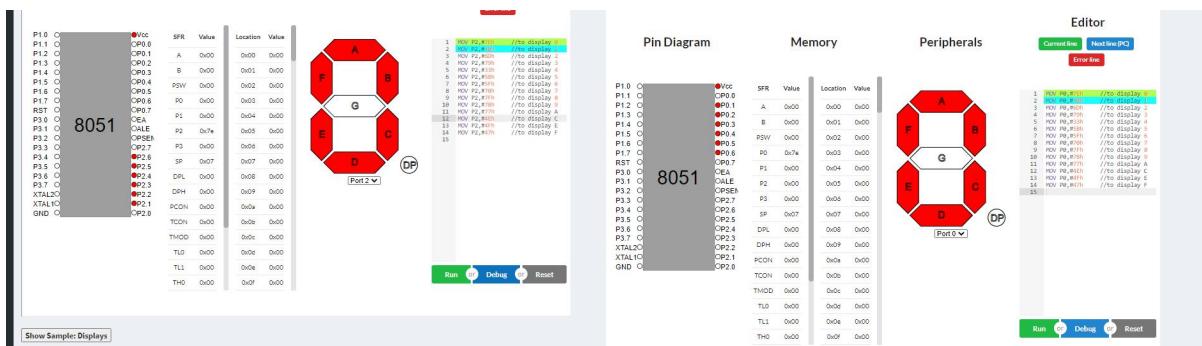
Objective: Write a Traffic Light Controller program using 8051 Assembly Language as given in Problem Statement.

Circuit Diagram:

Led interfaced with 8051



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Problem statement:

Suppose in a Road-crossing Traffic Signal has three LED Lights –

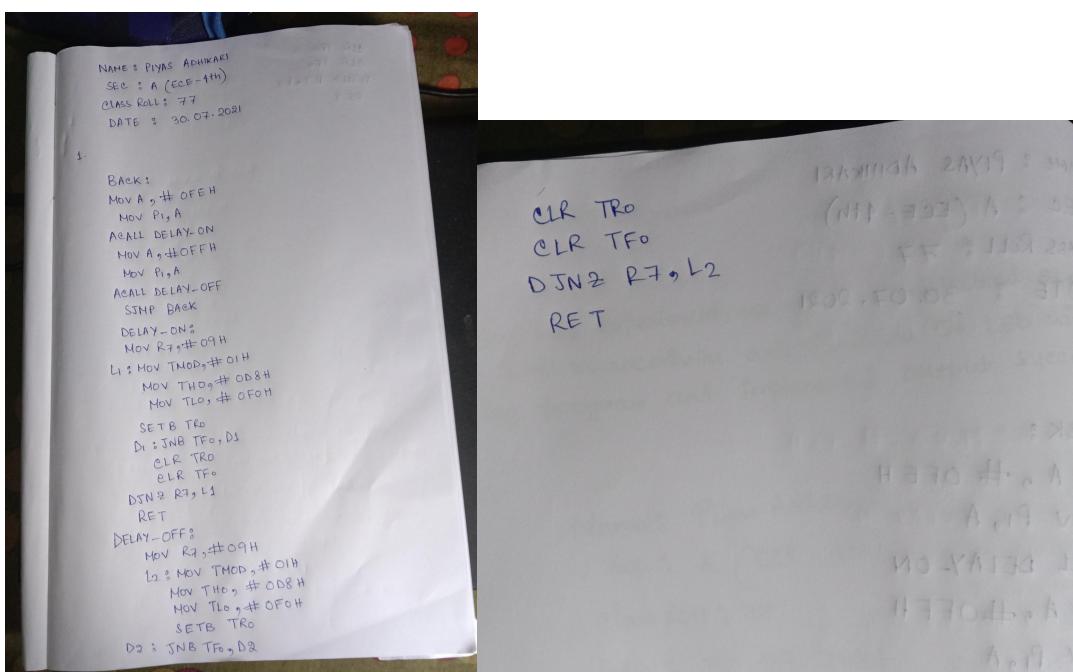
1. **RED:** Cars should not cross the road,
2. **GREEN:** Cars are allowed to cross the road,
3. **Yellow:** A blinking Yellow Light instructs to slow down the car as the RED signal is about to Glow.

Write a Program to Glow the Traffic Lights in the Following way -

1. ON the RED LED for 90ms.
2. Keep ON the RED LED for 20ms more and during this time simultaneously BLINK the YELLOW LED with a period of 2ms.
3. Turn OFF both RED and YELLOW LEDs and Turn ON the GREEN LED for 90ms.
4. Turn OFF the GREEN LED and Repeat from Step 1.

1. Program Code:

ON and OFF the RED LED for 90ms.



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2. Keep ON the RED LED for 20ms more and during this time simultaneously BLINK the YELLOW LED with a period of 2ms.
3. Turn OFF both RED and YELLOW LEDs and Turn ON the GREEN LED for 90ms.
4. Turn OFF the GREEN LED and Repeat from Step 1.

```

BACK: MOV A, #FOOH
      CLR P1.0
      ACALL DELAY-ON
      ACALL BLINK-YELLOW
      SETB P1.0
      CLR P1.2
      ACALL DELAY-ON
      SETB P1.2
      SJMP BACK

DELAY-ON:
      MOV R7, #09H
      L1: MOV TH0, #01H ; T0 = 1ms
          MOV TH1, #0DH ; T1 = 10ms
          MOV TL0, #0FOH ; T0 = 1ms
          SETB TR0 ; T0 = 1ms
          DJNB TF0, D1
          CLR TR0
          CLR TF0
          DJNZ R7, L1
          RET

BLINK-YELLOW:
      MOV R6, #05H
      B1: CLR P1.1
          ACALL DELAY-BLINK
          SETB P1.1
          ACALL DELAY-BLINK
          SJMP B1

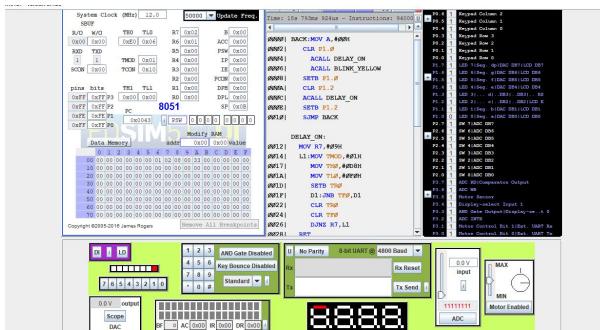
DJNZ R6, B1
RET

DELAY-BLINK:
      MOV R7, #0AH
      L2: MOV TH0, #01H
          MOV TH1, #0D8H
          MOV TL0, #0F0H
          SETB TR0
          D2: JNB TF0, D2
              CLR TR0
              CLR TF0
              DJNZ R7, L2
              RET
  
```

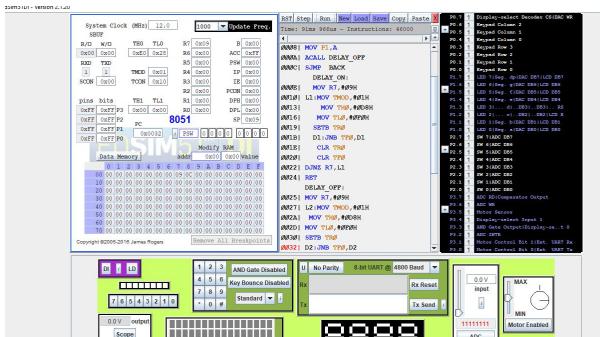
Practical Observations/Output:

1.ON the RED LED for 90ms

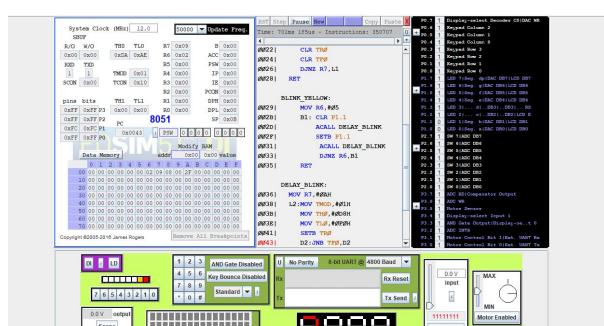
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2. OFF the RED LED for 90ms



3. Keep ON the RED LED for 20ms more and during this time simultaneously BLINK the YELLOW LED with a period of 2ms.

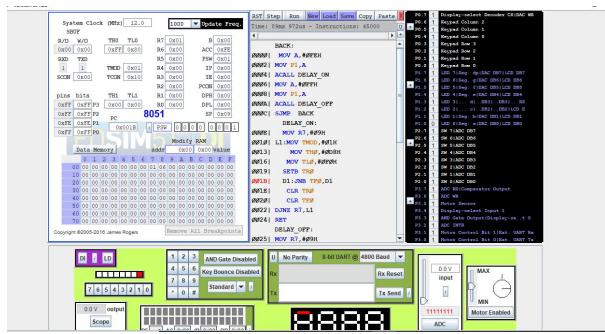


4. Turn OFF both RED and YELLOW LEDs and Turn ON the GREEN LED for 90ms.

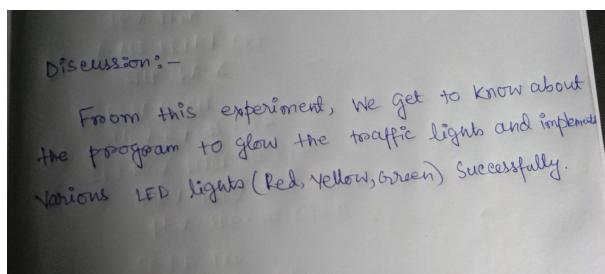
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5. Turn OFF the GREEN LED and Repeat from Step 1.



Discussions:



EXPERIMENT NO. 02(A)

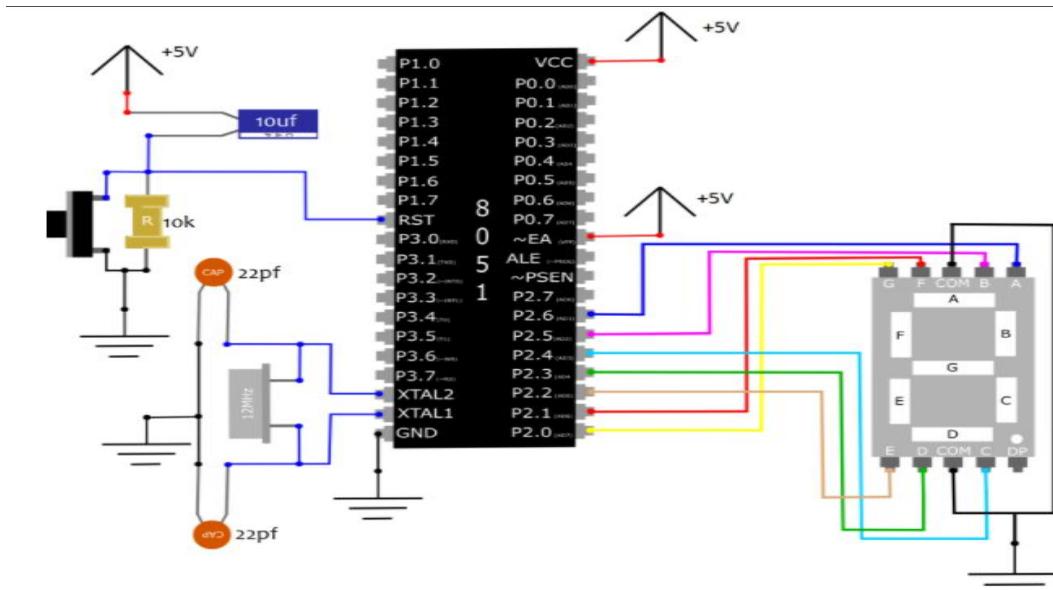
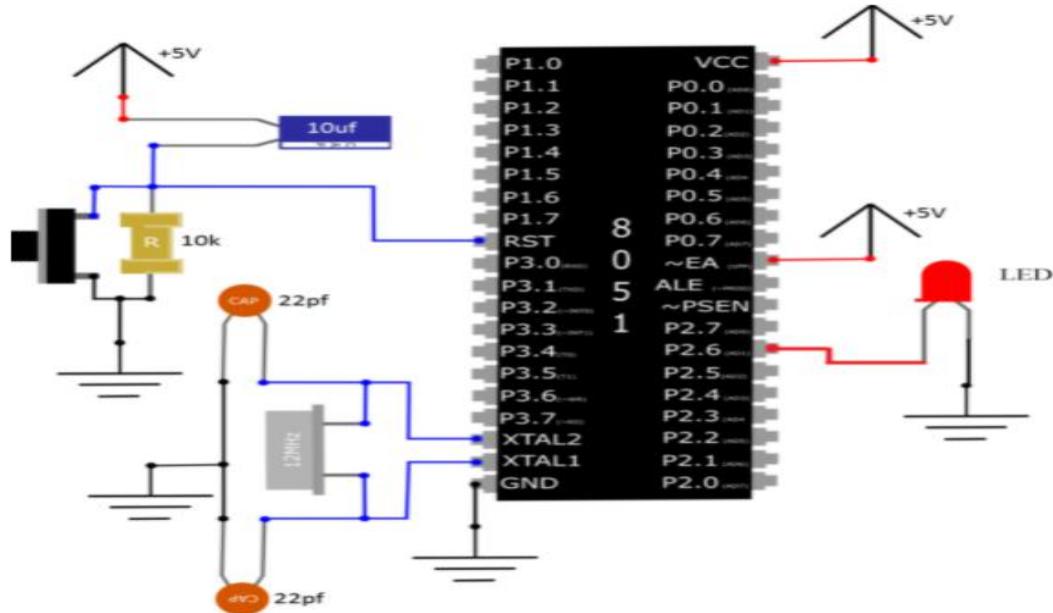
Title: UART: Serial Communication - Transmission

Objective: Write a program for Serial Communication.

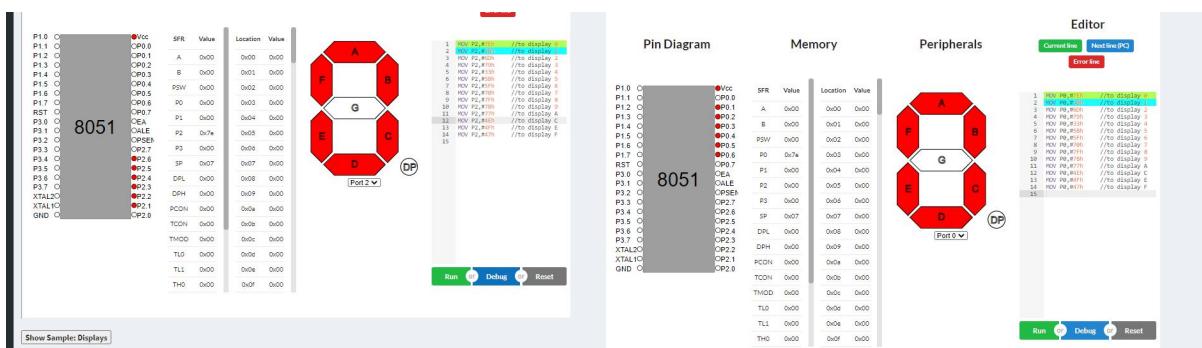
- 1) Transmit your name at Baud Rate 1200.
- 2) Transmit your name at Baud Rate 2400.
- 3) Transmit your name at Baud Rate 4800.

Circuit Diagram:

Led interfaced with 8051



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Problem statement:

- 1) Transmit your name at Baud Rate 1200 :
- 2) Transmit your name at Baud Rate 2400.
- 3) Transmit your name at Baud Rate 4800.

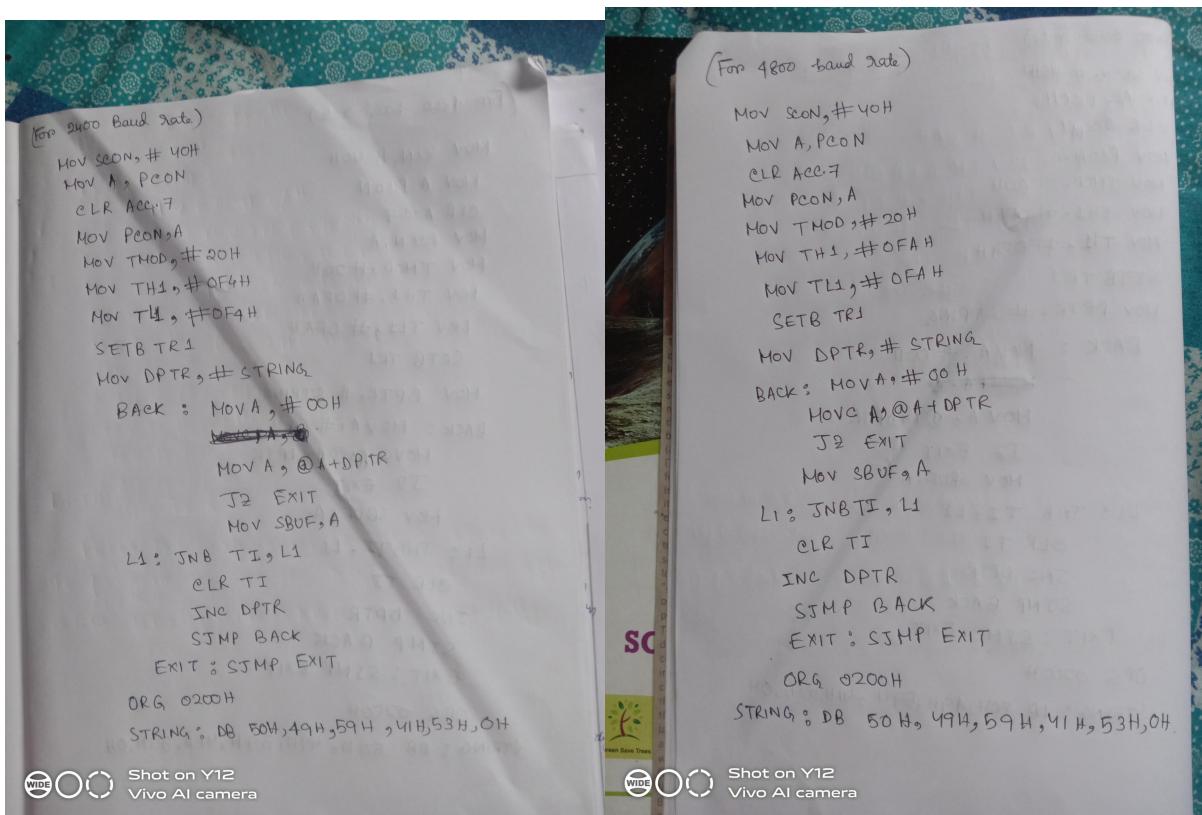
Program code:

```
(FOR 1200 Baud rate)
Mov SCON, #40H
Mov A, PCON
Clr Acc.7
Mov PCON, A
Mov TMOD, #20H
Mov TH1, #0E8H
Mov TL1, #0E8H
Setb TRI
Mov DPTR, #STRING
Mov A, @DPTR
Jnb TI, L1
Mov A, @A+DPTR
Jz EXIT
Mov SBUF, A
L1: Jnb TI, L1
Clr TI
Inc DPTR
Sjmp BACK
EXIT: Sjmp BACK
ORG 0200H
STRING: DB 50H, 49H, 59H, 41H, 53H, 0H
```

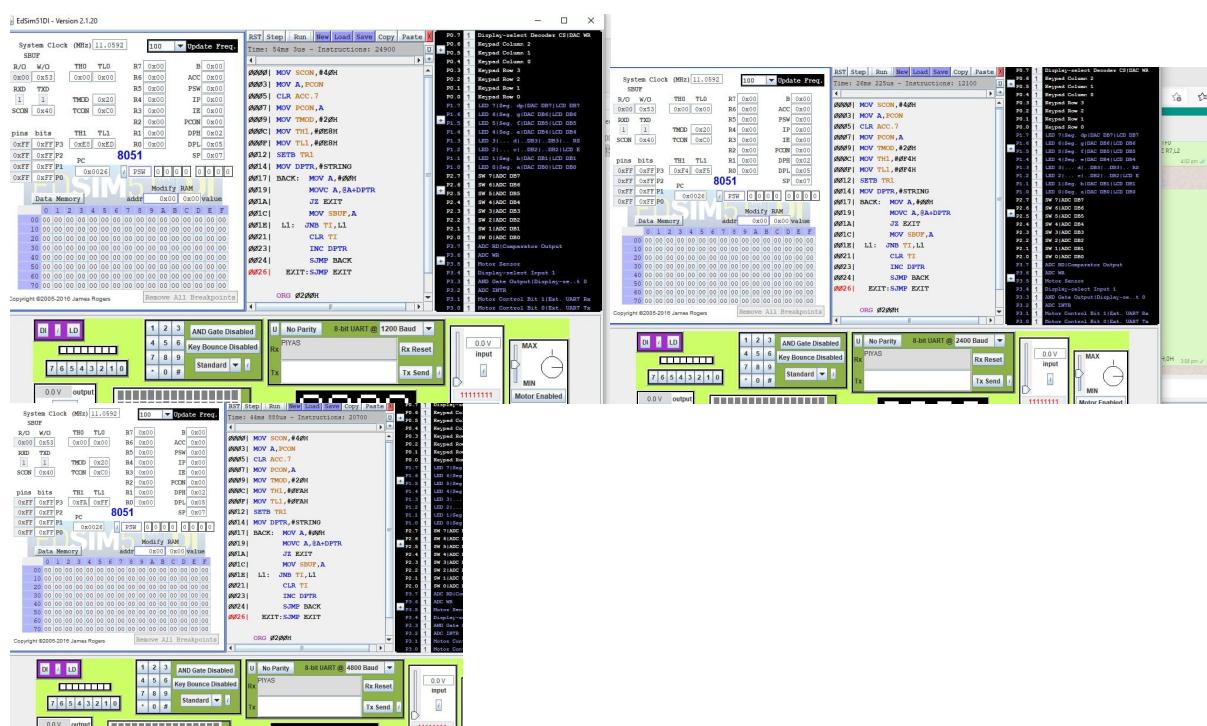
STRING: DB 50H, 49H, 59H, 41H, 53H, 0H

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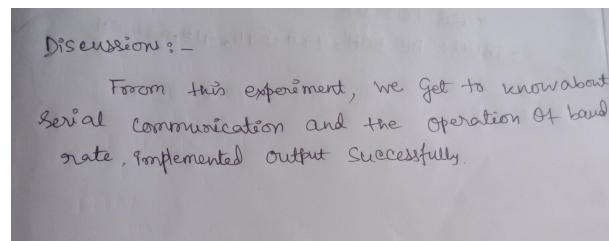
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Practical Observations/Output:



Discussions:



EXPERIMENT NO. 02(B)

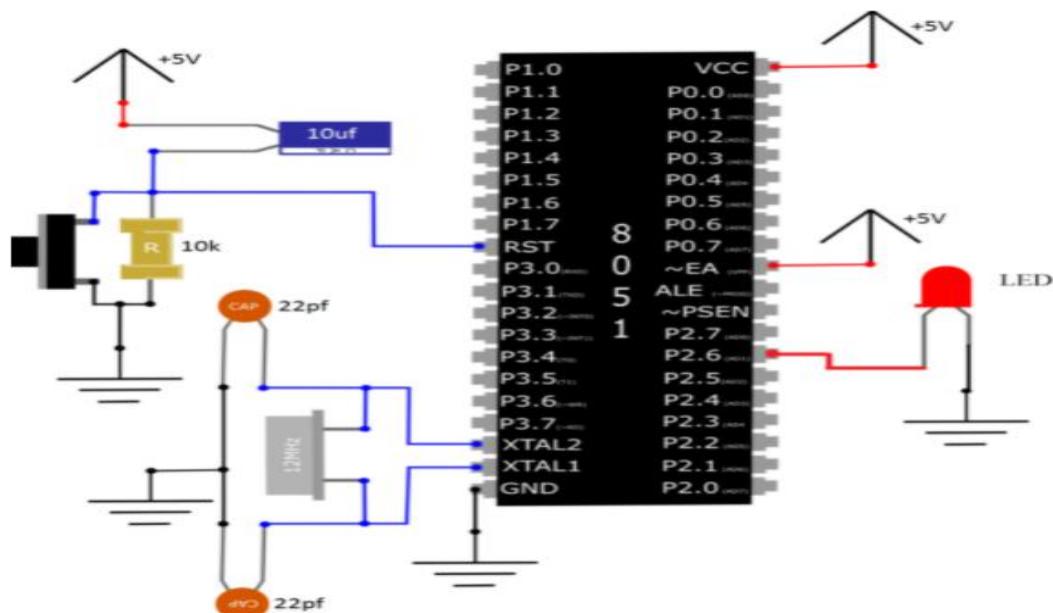
Title: UART: Serial Communication: Receive – Transmit (Send Back)

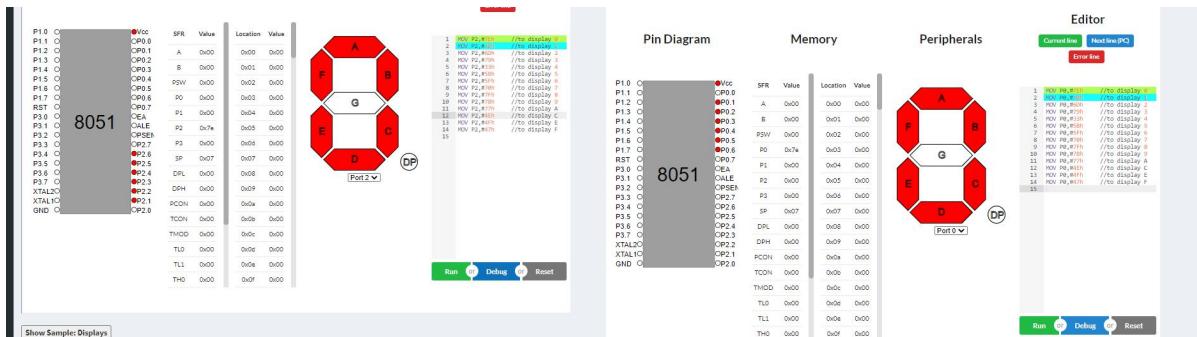
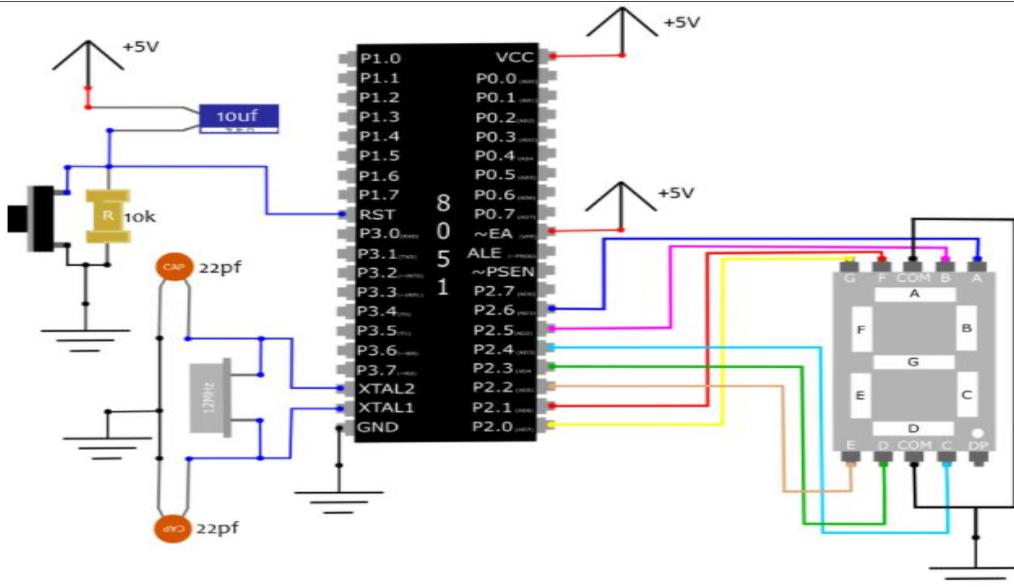
Objective: Write a program for Serial Communication.

- 1) Send Back your name at Baud Rate 1200 from External UART.
- 2) Send Back your name at Baud Rate 2400 from External UART.
- 3) Send Back your name at Baud Rate 4800 from External UART.

Circuit Diagram:

Led interfaced with 8051





Problem statement:

1) Send Back your name at Baud Rate 1200 from External UART.

Program Code:

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For 1200 baud rate

```
MOV SCON,#50H  
MOV A,PCON  
CLR ACC.7  
MOV PCON,A  
MOV TMOD,#2AH  
MOV TH1,#0E8H  
MOV TL1,#0E8H  
SETB TR1  
BACK:  
L1: JNB RI,L1  
CLR RI  
MOV A,SBUF  
MOV SBUF,A  
L2: JNB TI,L2  
CLR TI  
SJMP BACK  
on Y12 EXIT: SJMP EXIT
```

2) Send Back your name at Baud Rate 2400 from External UART.

Program Code:

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For 2400 baud rate

```
MOV SCON, #50H
MOV A, PCON
CLR ACC.7
MOV PCON, A
MOV TMOD, #2AH
MOV TH1, #0F4H
MOV TL1, #0F4H
SETB TR1
BACK:
L1: JNB RI, L1
CLR RI
MOV A, SBUF
MOV SBUF, A
L2: JNB TI, L2
CLR TI
SJMP BACK
EXIT: SJMP EXIT
```

3) Send Back your name at Baud Rate 4800 from External UART.

Program Code:

For 4800 baud rate

```
MOV SCON, #50H
MOV A, PCON
CLR ACC.7
MOV PCON, A
MOV TMOD, #2AH
MOV TH1, #0FAH
MOV TL1, #0FAH
SETB TR1
BACK:
L1: JNB TI, L1
CLR TI
SJMP BACK
EXIT: SJMP EXIT
```

Practical Observations/Output:

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Calculation:

Calculation:-

$$\text{Band rate} = \frac{2^{\text{SMOD}}}{32} \times \frac{\text{fosc}}{12(256-\text{TH})}$$

or, $1200 = \frac{2^0}{32} \times \frac{11.0592 \times 10^6}{12(256-\text{TH})}$ [∴ Band rate = 1200
SMOD = 0
fosc = 11.059×10^6]

$\therefore \text{TH1} = 232$
Hex code is - E8

- For band rate = 2400,
Band rate = $\frac{2^{\text{SMOD}}}{32} \times \frac{\text{fosc}}{12(256-\text{TH})}$
or, $2400 = \frac{2^0}{32} \times \frac{11.0592 \times 10^6}{12(256-\text{TH})}$ [∴ Band rate = 2400
SMOD = 0
fosc = 11.059×10^6]
 $\therefore \text{TH1} = 244$
hex code is - F4
- For band rate = 4800,
Band rate = $\frac{2^{\text{SMOD}}}{32} \times \frac{\text{fosc}}{12(256-\text{TH})}$
or, $4800 = \frac{2^0}{32} \times \frac{11.0592 \times 10^6}{12(256-\text{TH})}$
 $\therefore \text{TH1} = 250$
hex code is FA

Shot on Y12
Vivo AI camera

Discussions:

Discussions:-

From this experiment, we get to know about Serial communication and the operation of bit rate, implemented output successfully.

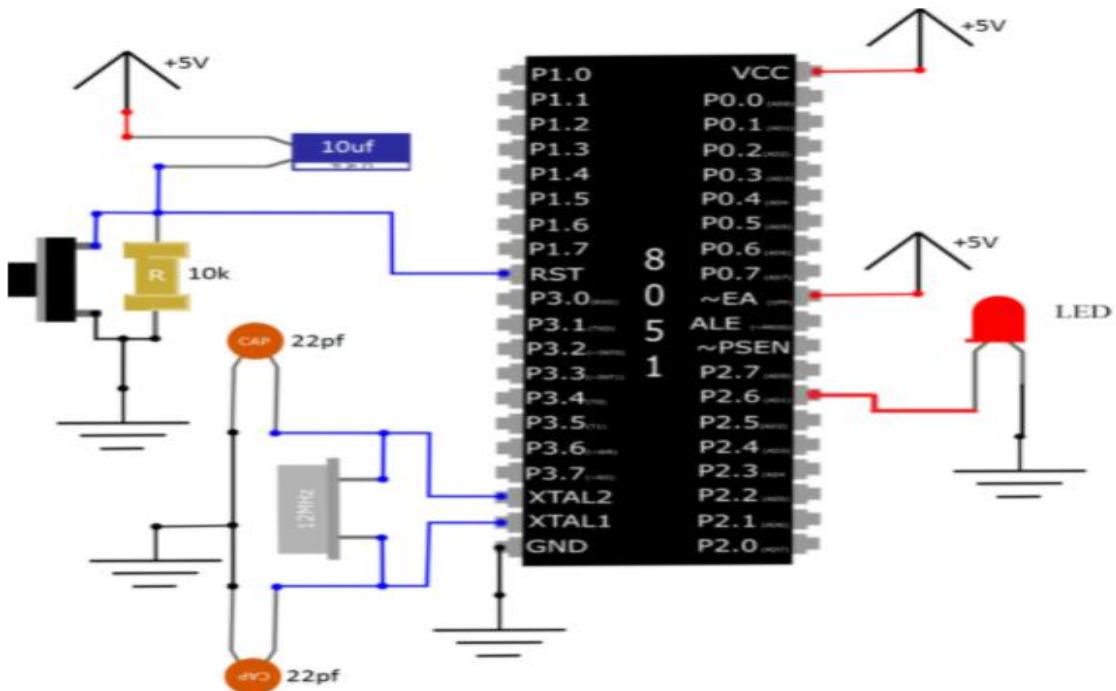
EXPERIMENT NO. 03

Title: Use seven segment displays to display your class, roll number

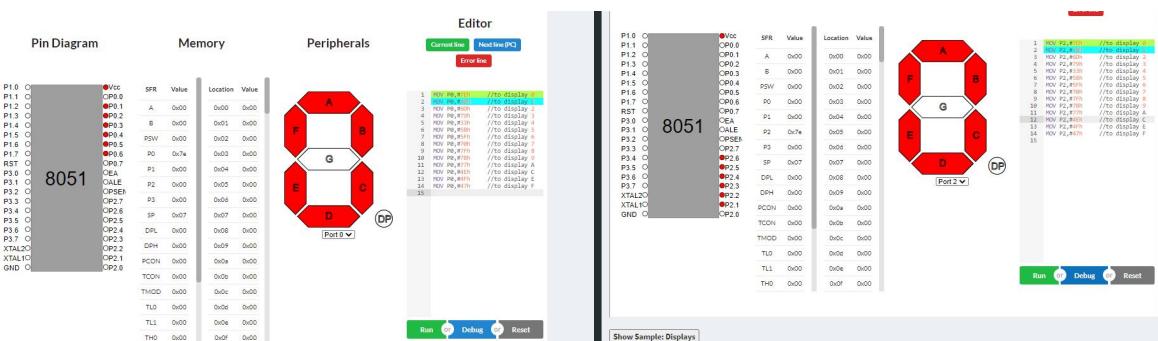
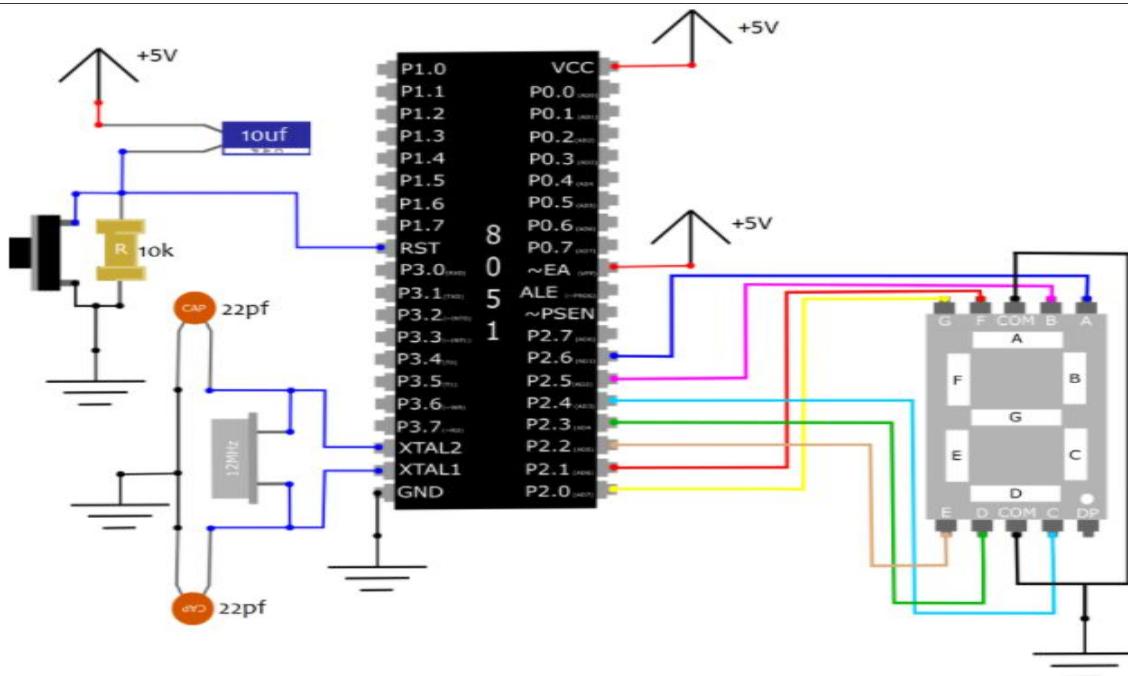
Objective: Use seven segment displays to display your class, roll number

Circuit Diagram:

Led interfaced with 8051



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Problem statement:

Use seven segment display to display your own class, section and roll number.
(Example: A student of 4B with roll number 01.

Seven segment display 1 = 4

Seven segment display 2 = B

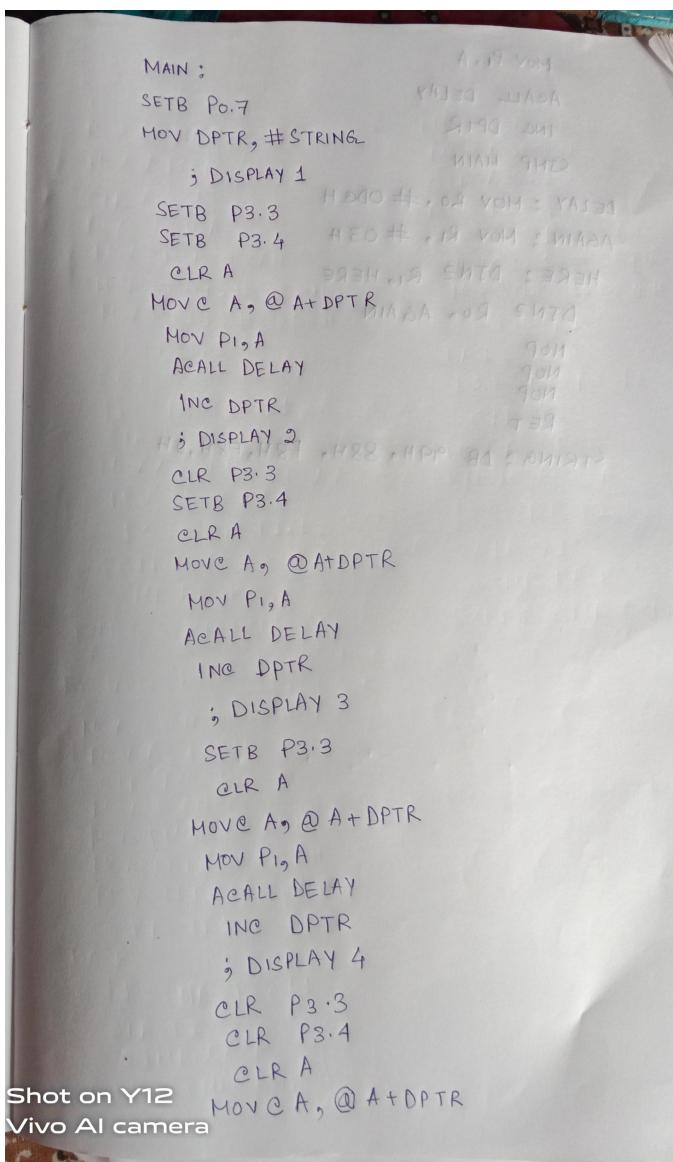
Seven segment display 3 = 0

Seven segment display 5 = 0
Seven segment display 4 = 1)

Use 2ms delay between two displays.

Program Code:

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```
MAIN :           A = 9 Vong
SETB P0.7          X11100 111100
MOV DPTR, #STRING    A110 011
; DISPLAY 1          0111 0110
SETB P3.3          H000 H, 0A VOL = X11 71
SETB P3.4          H110 #, 1B VOL = X11100
CLR A              0001 1110 ; 0001
MOV C A, @ A+DPTR  1110 0001 0001 0001
MOV P1,A            0001 0001
ACALL DELAY        0001 0001
INC DPTR           0001 0001
; DISPLAY 2          0001 0001
CLR P3.3           H111 , H111 , H111 , H111
SETB P3.4           H111
CLR A              0001 1110
MOV C A, @ A+DPTR  1110 0001
MOV P1,A            0001 0001
ACALL DELAY        0001 0001
INC DPTR           0001 0001
; DISPLAY 3          0001 0001
SETB P3.3           H111
CLR A              0001 1110
MOV C A, @ A+DPTR  1110 0001
MOV P1,A            0001 0001
ACALL DELAY        0001 0001
INC DPTR           0001 0001
; DISPLAY 4          0001 0001
CLR P3.3           H111
CLR P3.4           H111
CLR A              0001 1110
MOV C A, @ A+DPTR  1110 0001
```

Shot on Y12
Vivo AI camera

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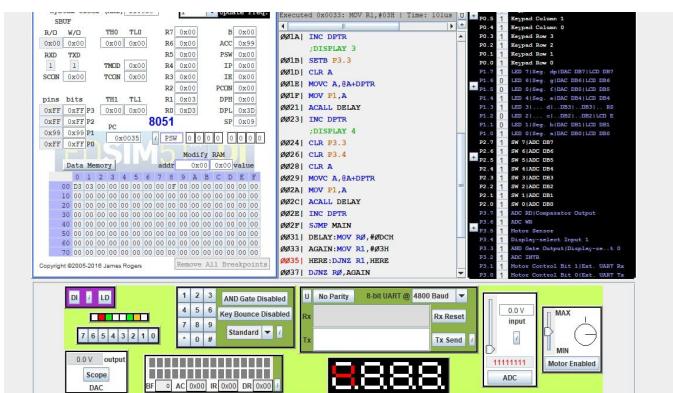
```
MOV P1,A  
ACALL DELAY  
INC DPTR  
SJMP MAIN  
DELAY : MOV R0, #0DCH  
AGAIN : MOV R1, #03H  
HERE : DJNZ R1, HERE  
DJNZ R0, AGAIN  
NOP  
NOP  
NOP  
RET  
STRING : DB 99H, 88H, F8H, F8H, 0H  
MAIN :  
SETB 91H  
CLR 92H  
ADD 93H, 94H  
SUB 95H, 96H  
MUL 97H, 98H  
DIV 99H, 9AH  
DJNZ 9BH, HERE  
RET
```

Practical Observations/Output:

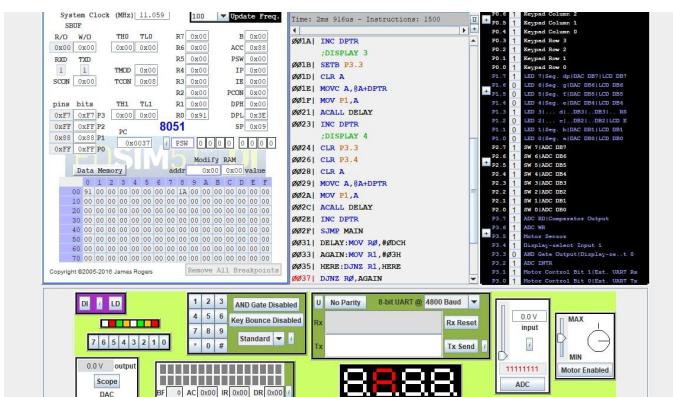
Seven segment display 1=4

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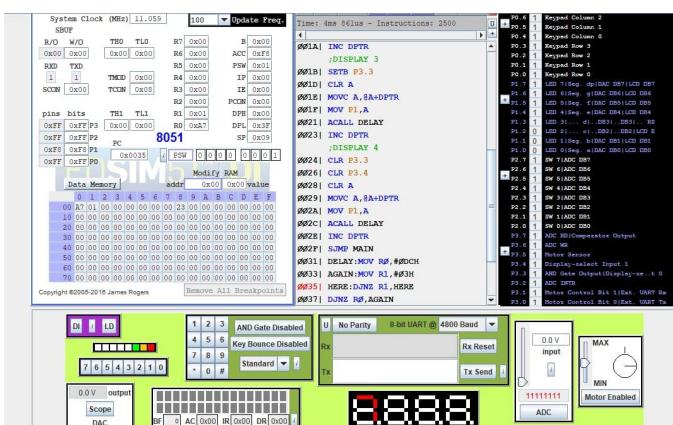
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Seven segment display 2=A

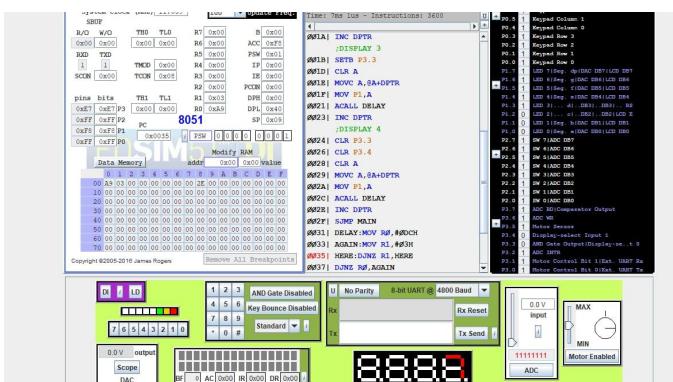


Seven segment display 3=7

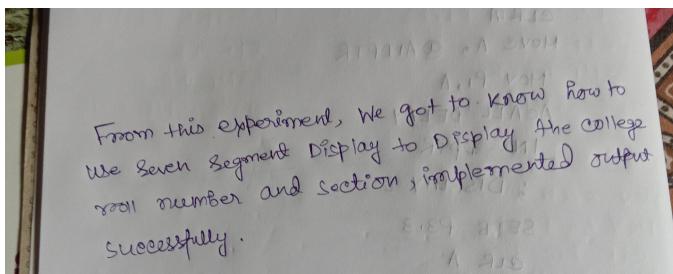


Seven segment display 4=7

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Discussions:



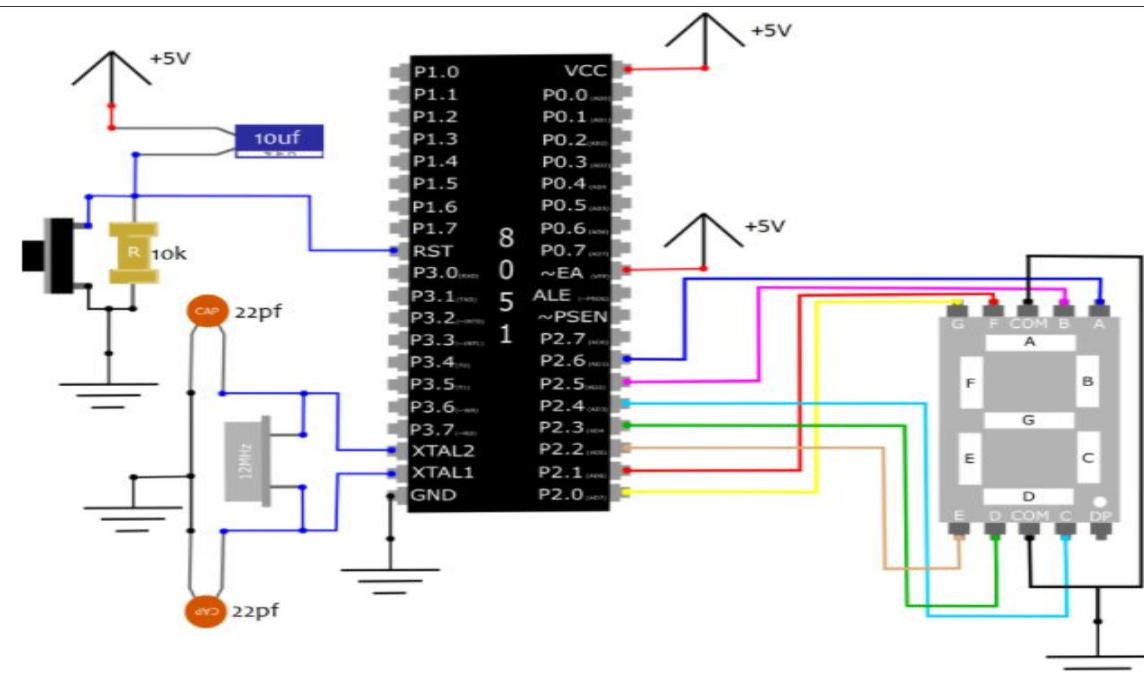
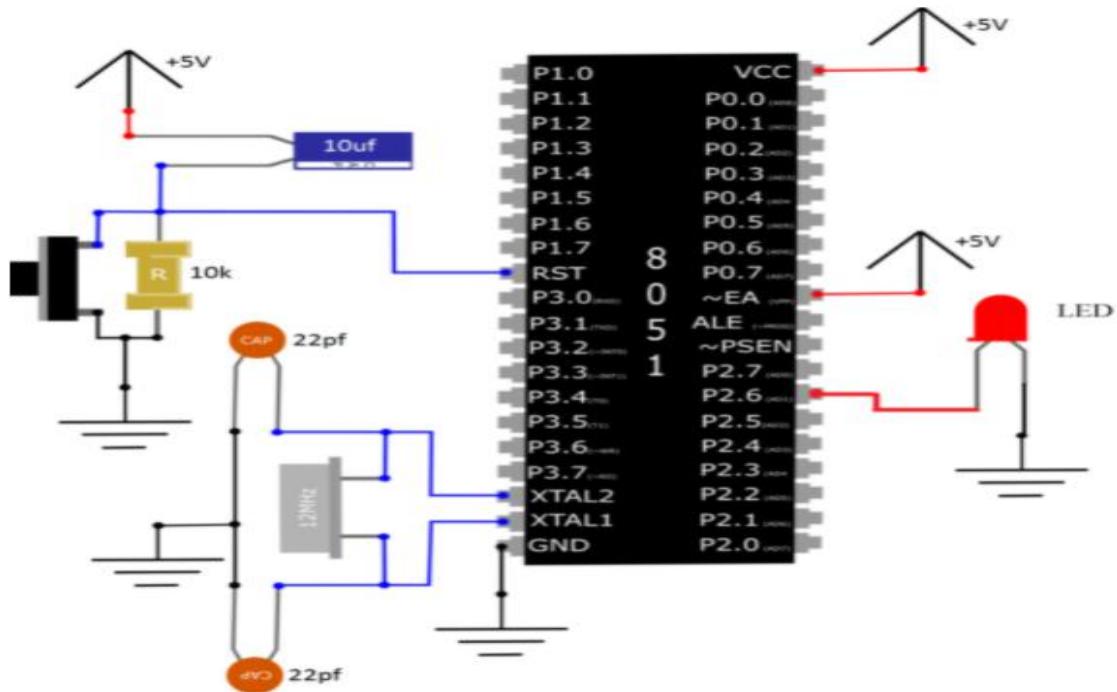
EXPERIMENT NO. 04

Title: Use the matrix keypad to display your class roll number in seven segment displays

Objective: Use the matrix keypad to display your class roll number in seven segment displays

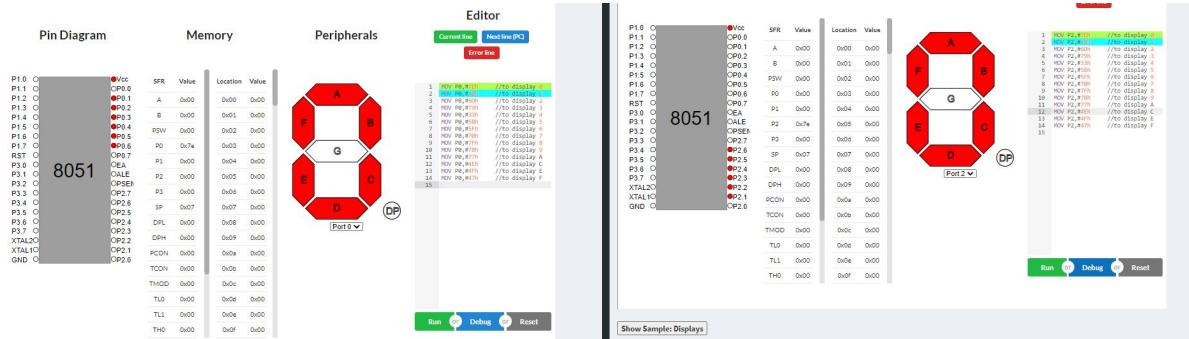
Circuit Diagram:

Led interfaced with 8051



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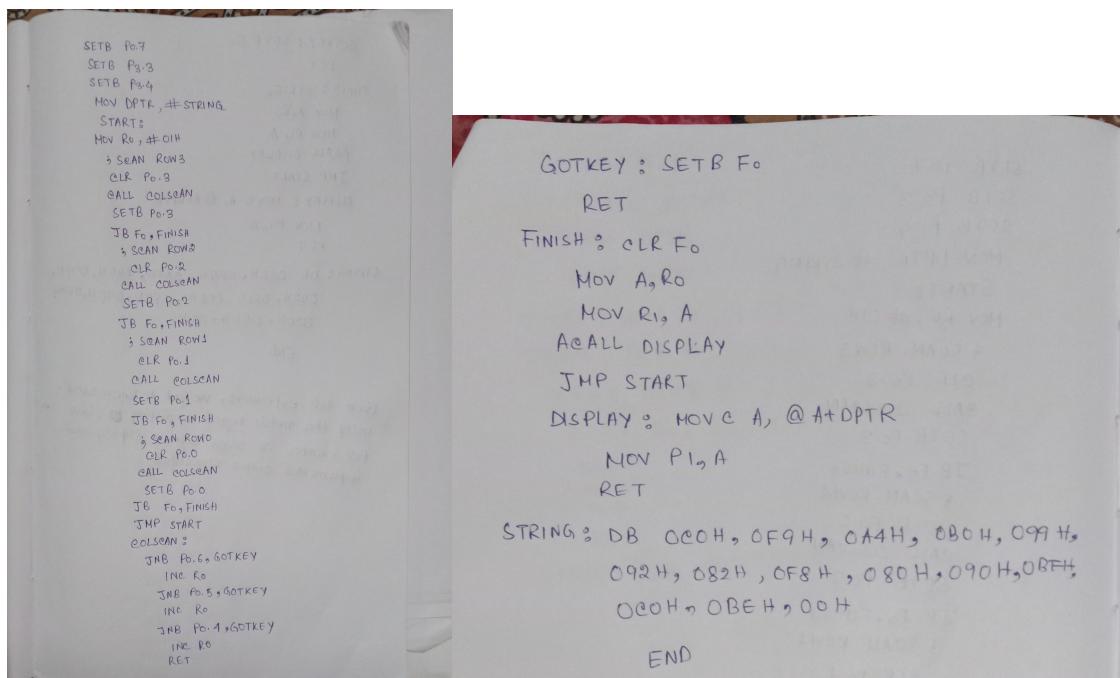
Problem statement:

Use the matrix keypad to display your class roll number in seven segment displays (Example: A student with roll number 54,

1st key to be pressed and displayed in seven segment display1 = 5

2nd key to be pressed and displayed in seven segment display1 = 4)

Program Code:



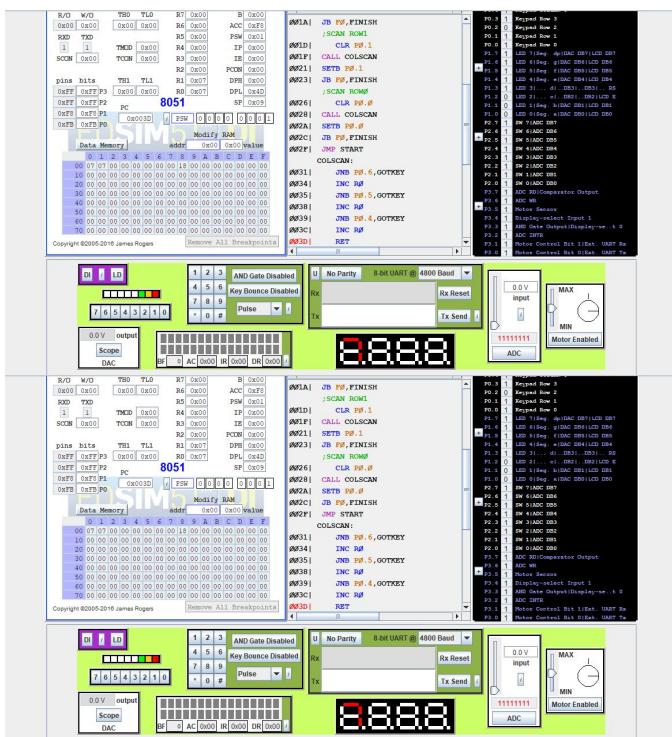
Practical Observations/Output:

Class roll number=77

1st key to be pressed and displayed in seven segment display1= 7

2nd key to be pressed and displayed in seven segment display1= 7

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Discussions:

From this experiment, we got to know about using the matrix keypad to display a class Roll number in Seven Segment display and implemented output successfully.

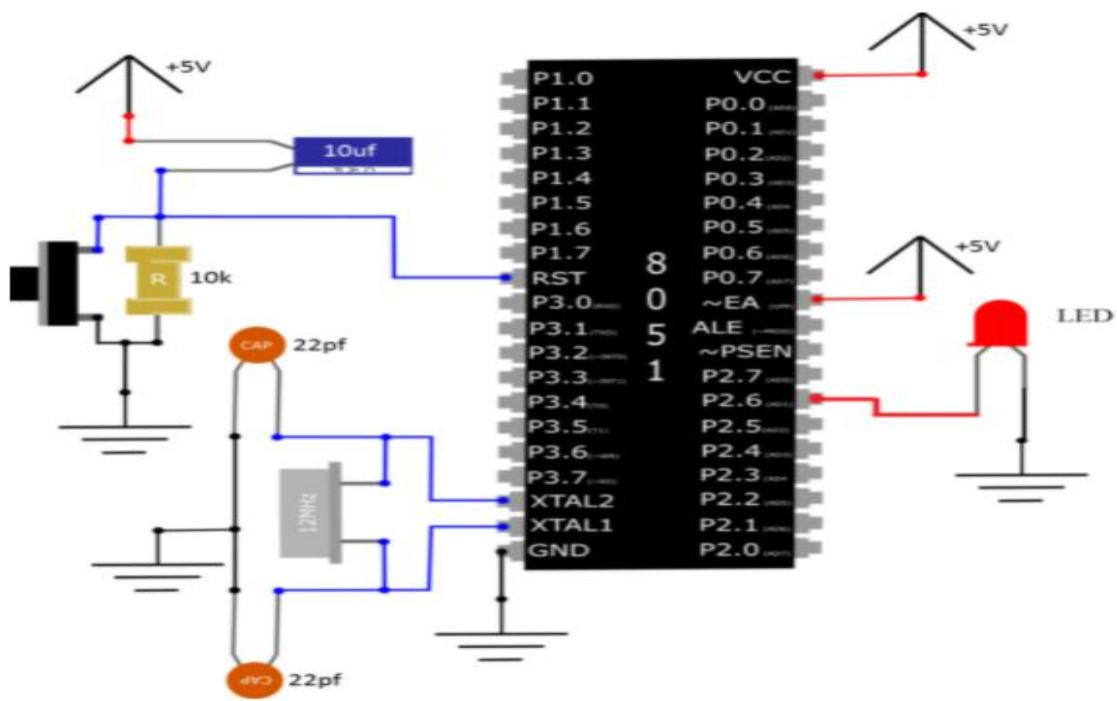
EXPERIMENT NO. 05

Title: Display of name in LED display.

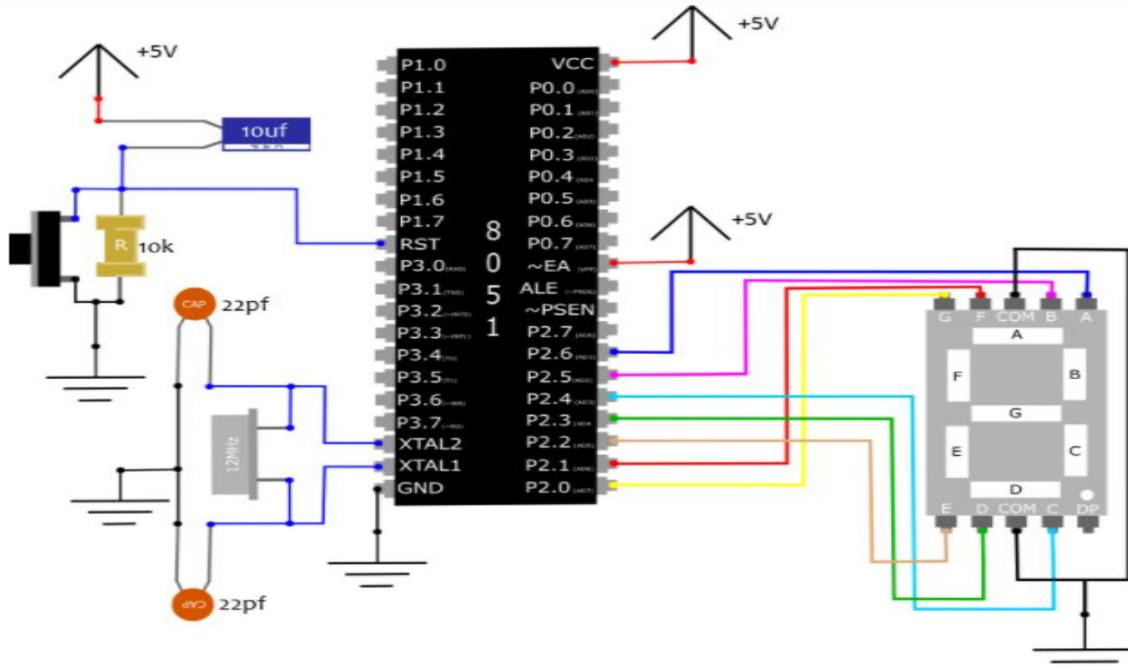
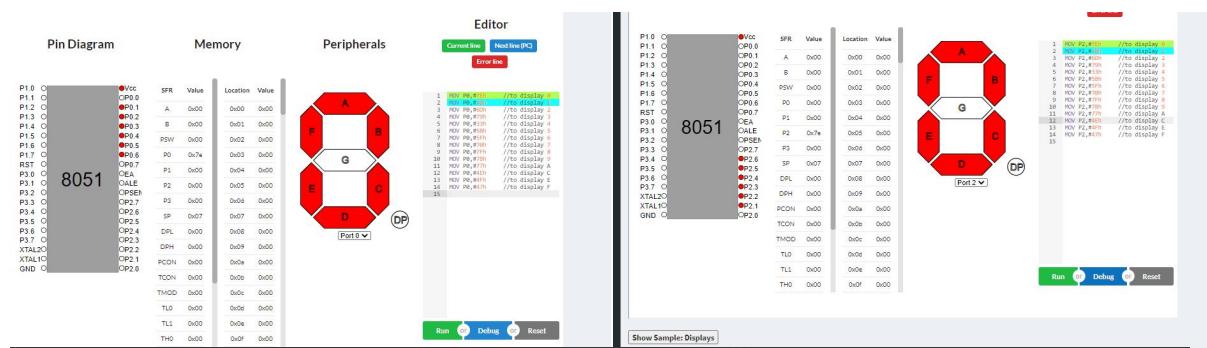
Objective: Display your name using LED display.

Circuit Diagram:

Led interfaced with 8051



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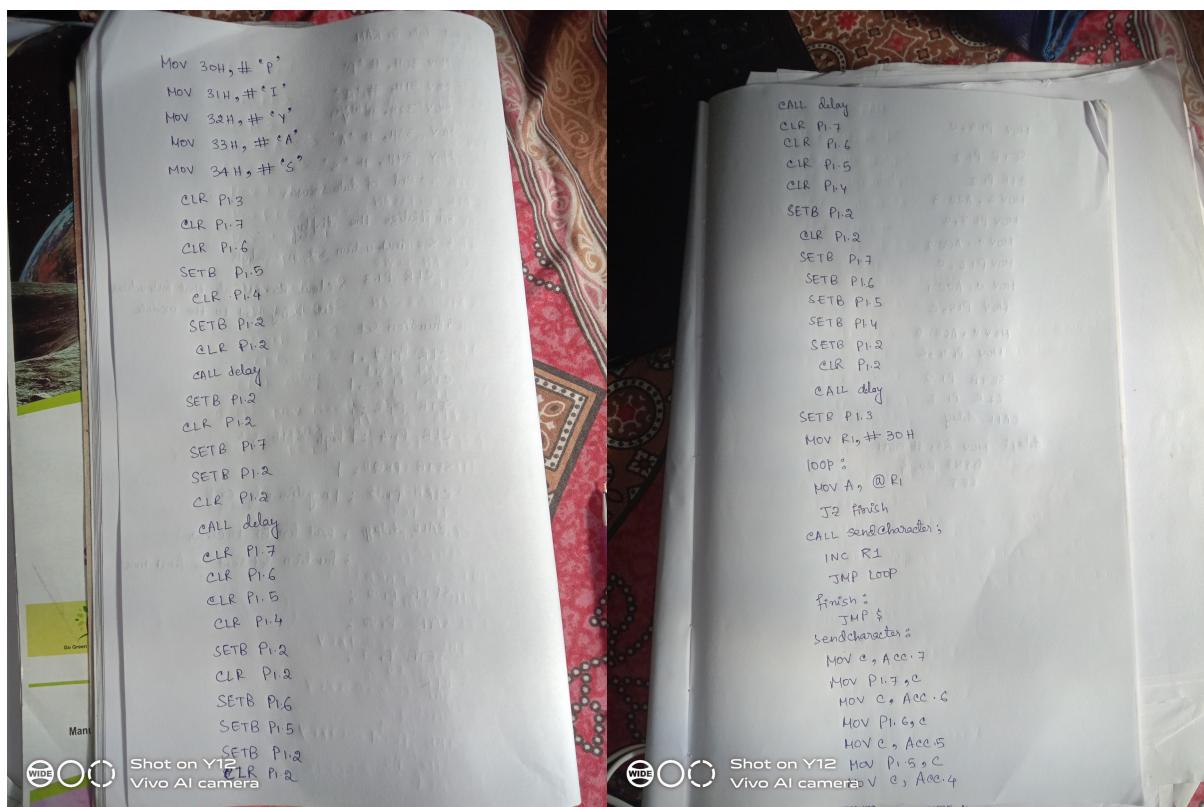


Problem statement:

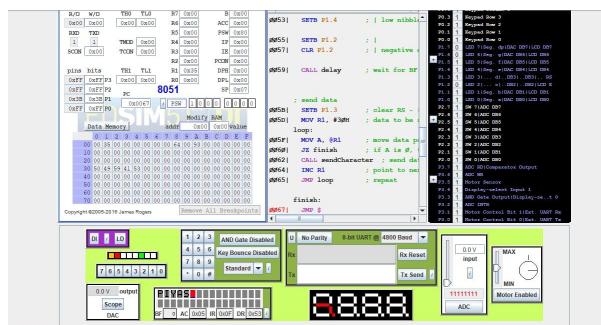
Use LED for displaying your name. For example: A R P I T A

Program Code:

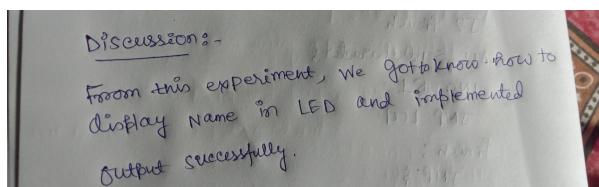
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Practical Observations/Output:



Discussions:



EXPERIMENT NO. 06

Title: Design and Simulation of Encoders and Decoders.

Objective: Design and simulate 8:3 encoder and 3:8 decoder using VLAB.

Circuit Diagram and Truth Table:

i) 8:3 ENCODER:

I ₀	I ₁	I ₂	I ₃	I ₄	I ₅	I ₆	I ₇	Y ₂	Y ₁	Y ₀
1	0	0	0	0	0	0	0	0	0	0
0	1	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	0	0	1	0	0	0	0	0	1	1
0	0	0	0	1	0	0	0	1	0	0
0	0	0	0	0	1	0	0	1	0	1
0	0	0	0	0	0	1	0	1	1	0
0	0	0	0	0	0	0	1	1	1	1

table 3:Truth Table of octal to binary encoder

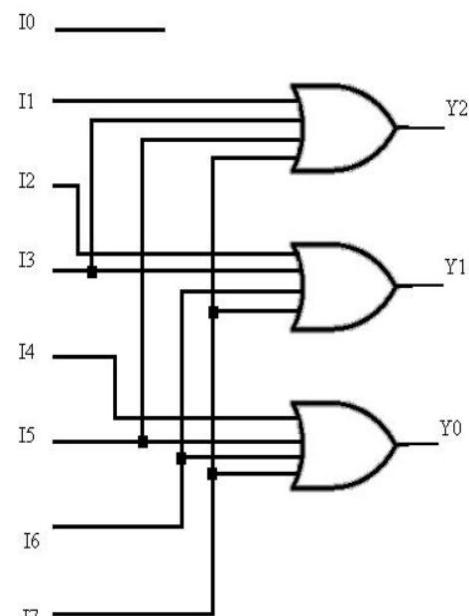


fig. 4:Logic Diagram of octal to binary encoder

ii) 3:8 DECODER:

X ₂	X ₁	X ₀	Z ₇	Z ₆	Z ₅	Z ₄	Z ₃	Z ₂	Z ₁	Z ₀
0	0	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	1	0	0	0	0	0	0	1	0	0
0	1	1	0	0	0	0	0	1	0	0
1	0	0	0	0	0	0	1	0	0	0
1	0	1	0	0	0	1	0	0	0	0
1	1	0	0	1	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0

Table 2:Truth table of 3:8 decoder

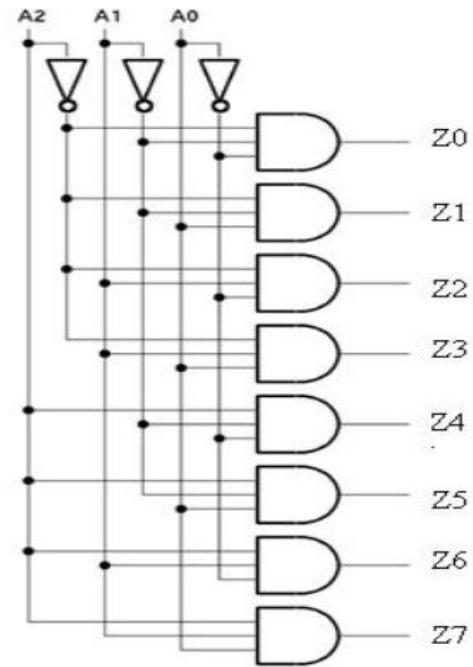
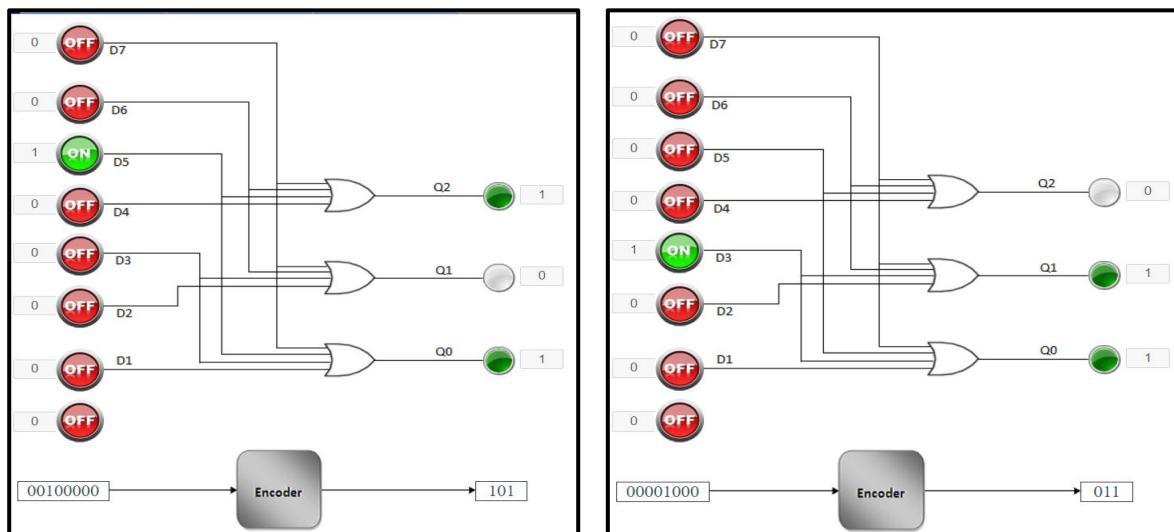
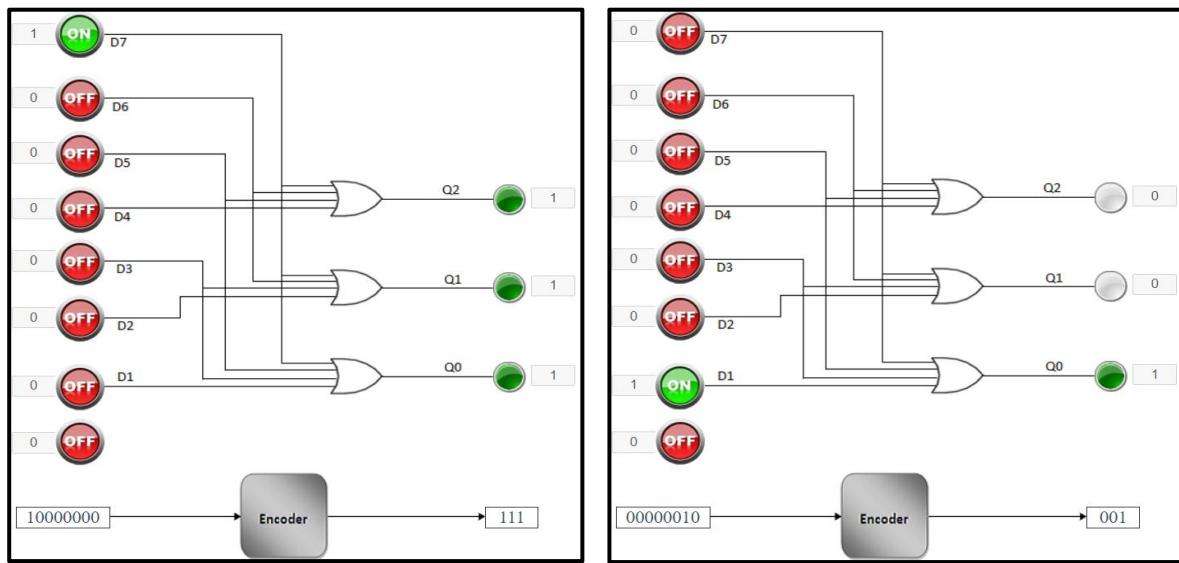


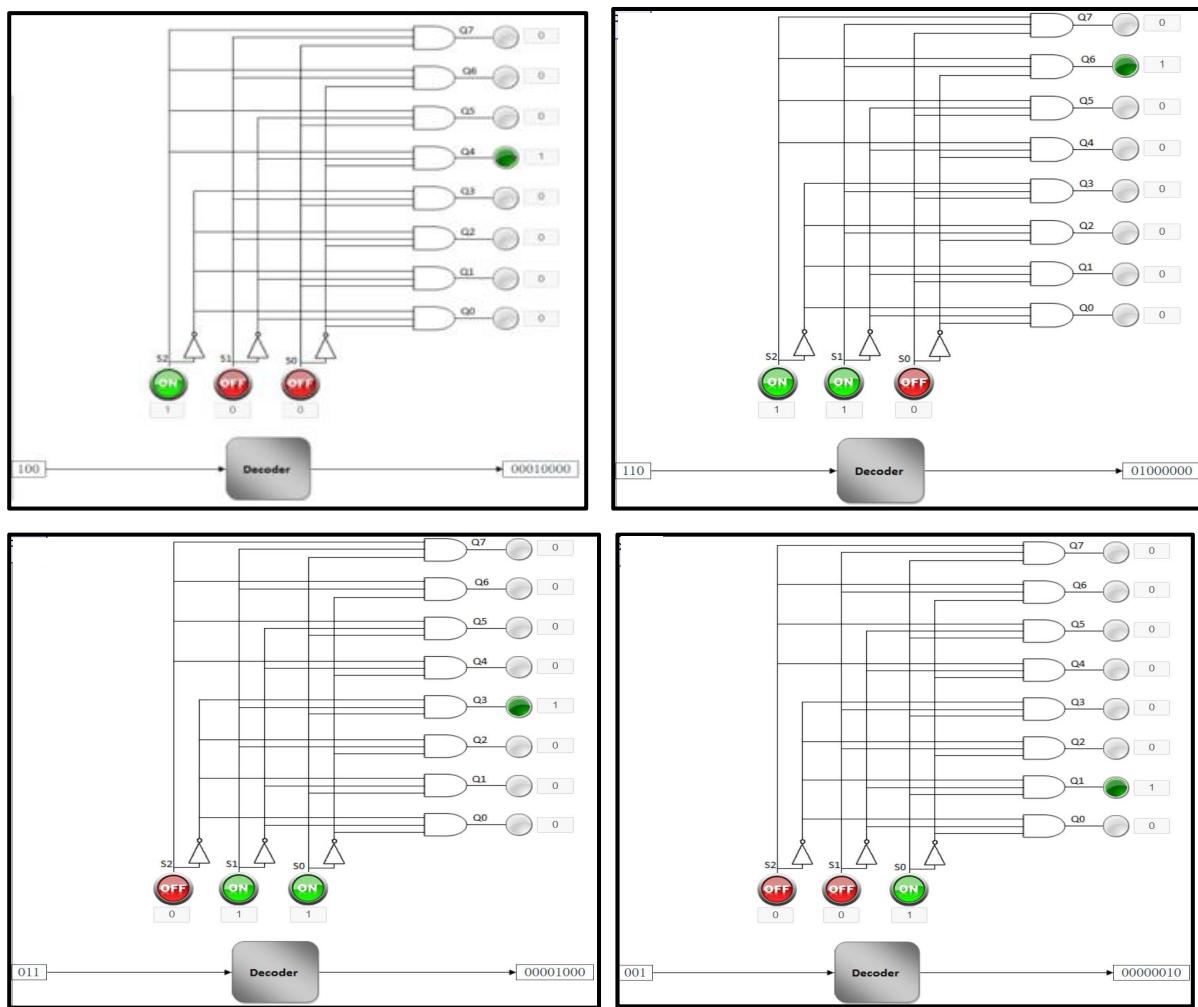
fig. 3 Logic Diagram of 3:8 decoder

Simulation Results for Encoder:





Simulation Results for Decoder:



Discussions:

From this experiment, we got to know about the design of 8:3 encoder and 3:8 decoder using VLAB and compiled result successfully.

EXPERIMENT NO. 07

Title: Design and Simulation of Multiplexers and Demultiplexers.

Objective: Design and simulate 8:1 multiplexer and 1:8 demultiplexer using VLAB.

Circuit Diagram and Truth Table:

i) 8:1 MULTIPLEXER:

S2	S1	S0	Y
0	0	0	D0
0	0	1	D1
0	1	0	D2
0	1	1	D3
1	0	0	D4
1	0	1	D5
1	1	0	D6
1	1	1	D7

table 5:Truth Table of 8:1 MUX

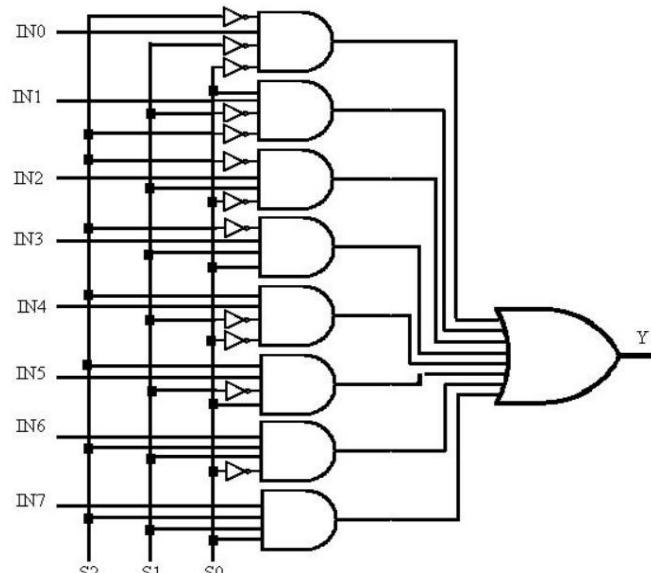


fig. 6:Logic Diagram of 8:1 MUX

ii) 1:8 DEMULTIPLEXER:

S2	S1	S0	07	06	05	04	03	02	01	00
0	0	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	1	0	0	0	0	0	0	1	0	0
0	1	1	0	0	0	0	1	0	0	0
1	0	0	0	0	0	1	0	0	0	0
1	0	1	0	0	1	0	0	0	0	0
1	1	0	0	1	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0

table 6:Truth Table of 1:8 DEMUX

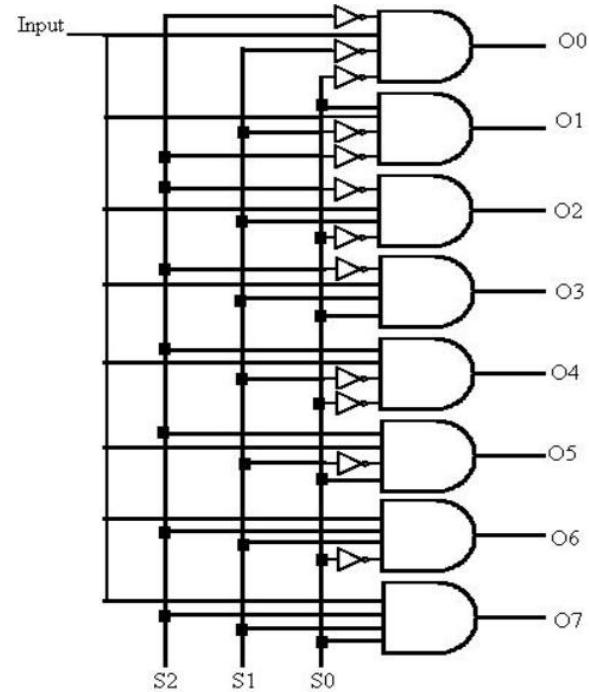
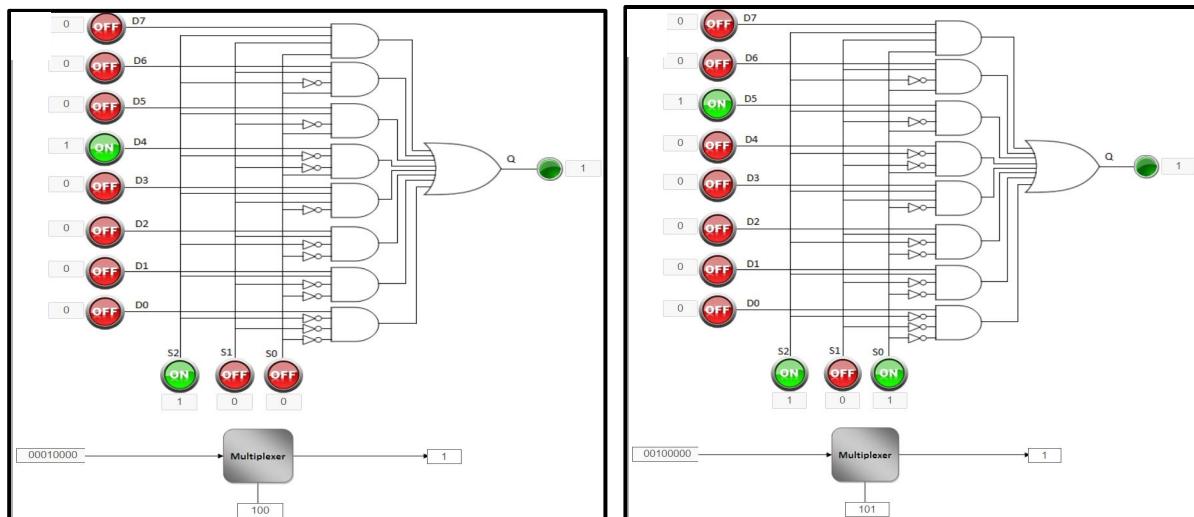
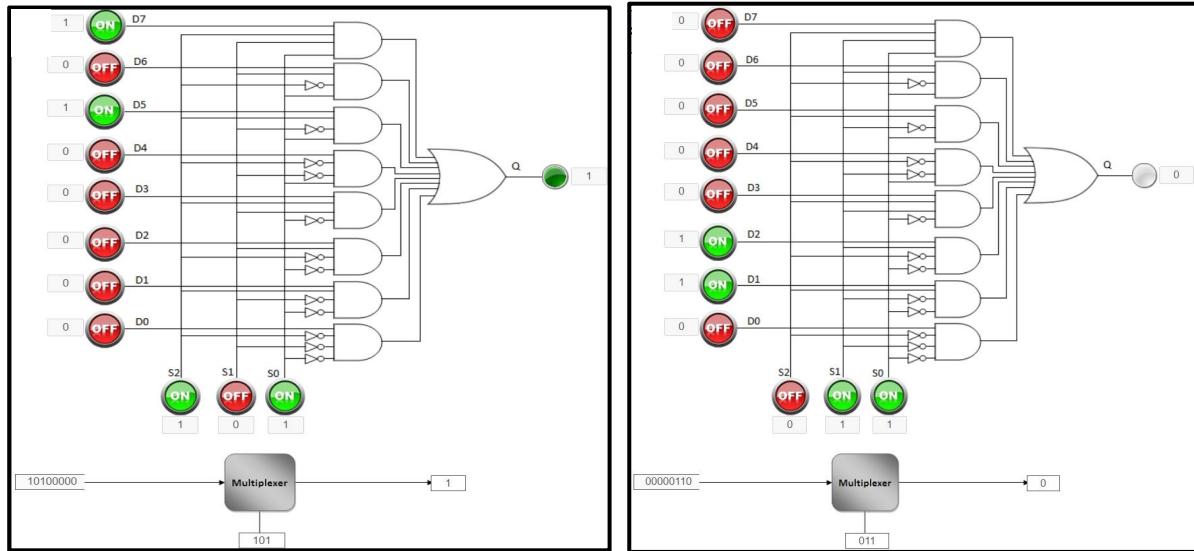


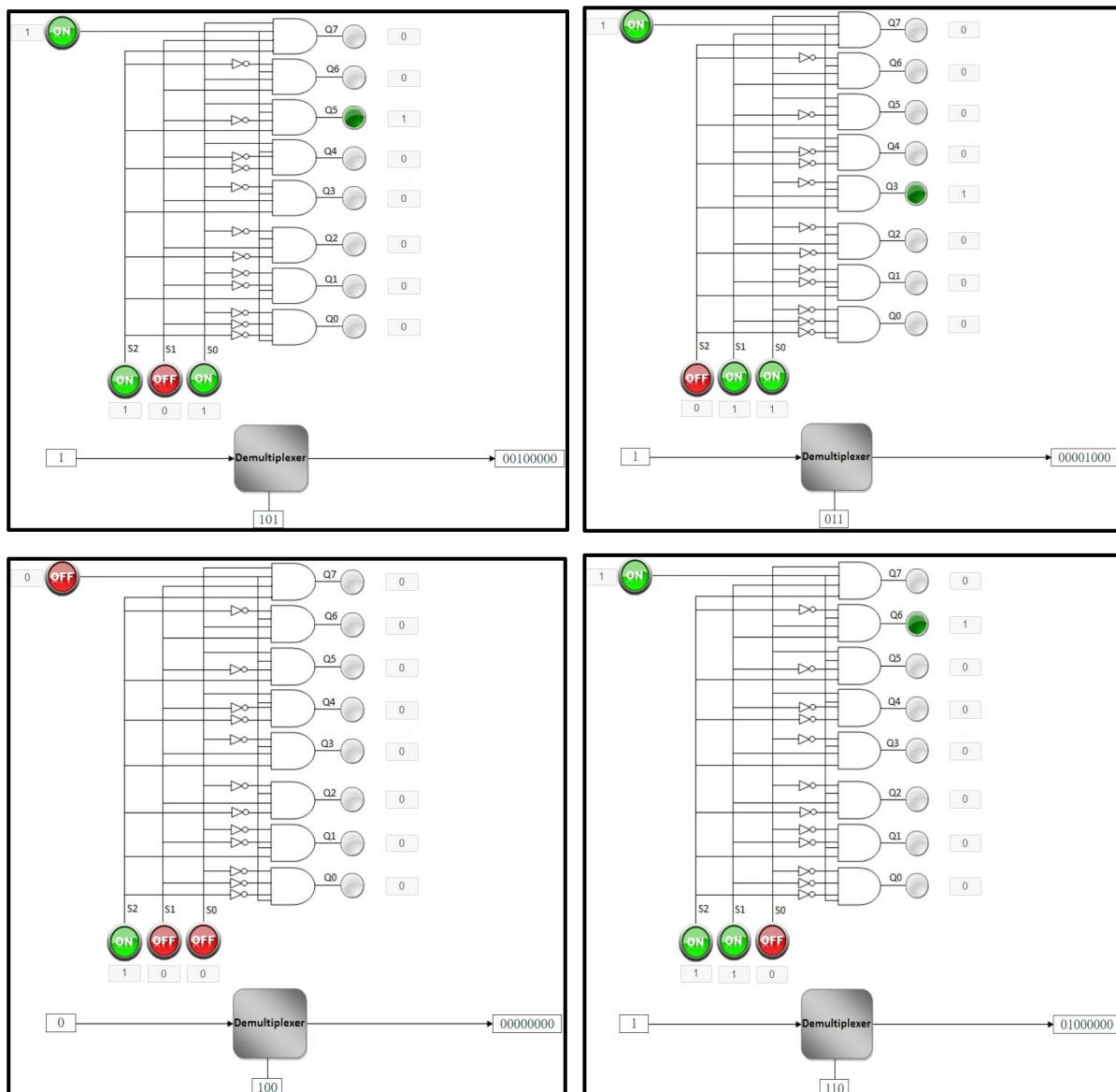
fig. 7:Logic Diagram of 1:8 DEMUX

Simulation Results for Multiplexer:





Simulation Results for Demultiplexer:



Discussions:

From this Experiment, We got to know about the design of 1:8 Demultiplexer and 8:1 Multiplex using Vlab and compiled result successfully.

EXPERIMENT NO. 08

Title: Design and Simulation of Arithmetic Logic Unit and show the different logic operations.

Objective: Design and Simulation of Arithmetic Logic Unit and show the different logic operations using VLAB.

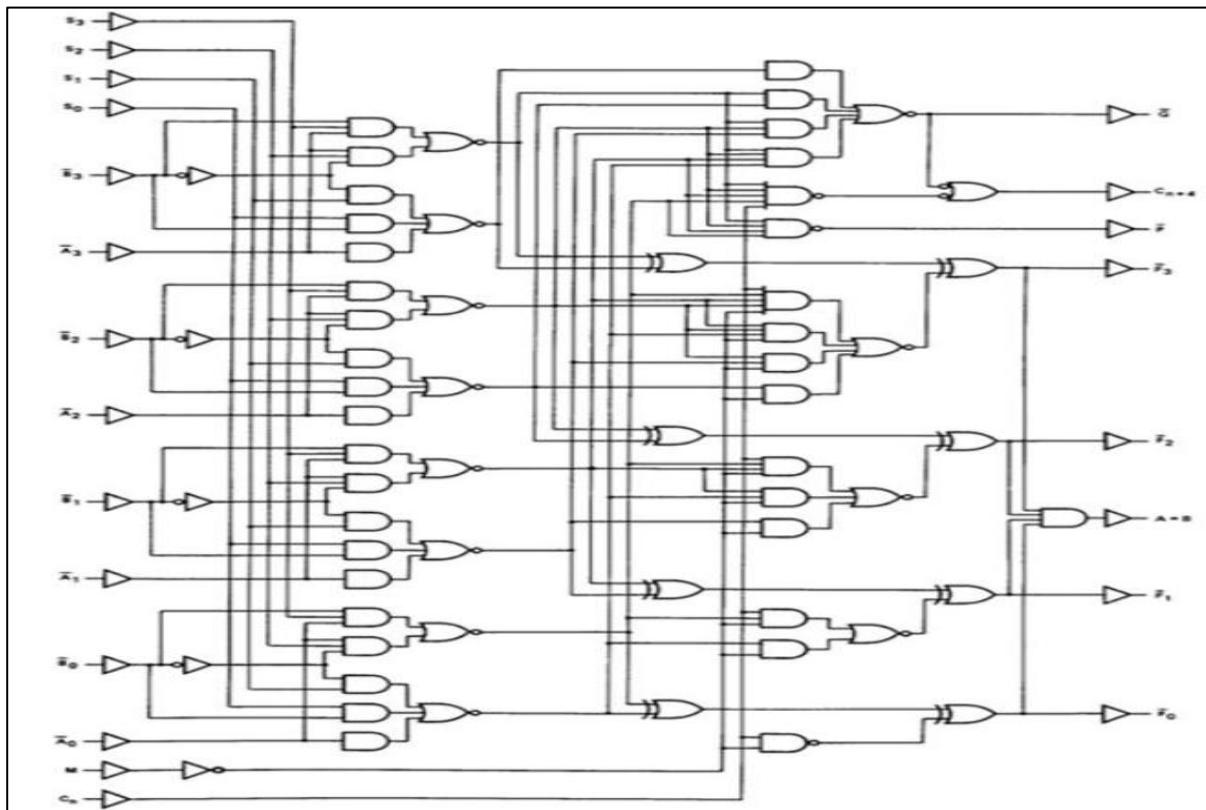
Circuit Diagram and Truth Table:

MODE SELECT INPUTS				ACTIVE HIGH INPUTS AND OUTPUTS	
S_3	S_2	S_1	S_0	LOGIC (M=H)	ARITHMETIC ⁽²⁾ (M=L; $C_n=H$)
L	L	L	L	\bar{A}	A
L	L	L	H	$A + B$	$A + B$
L	L	H	L	$\bar{A}B$	$A + \bar{B}$
L	L	H	H	logical 0	minus 1
L	H	L	L	$\bar{A}\bar{B}$	$A + B\bar{A}$
L	H	L	H	\bar{B}	$(A + B) + A\bar{B}$
L	H	H	L	$A \oplus B$	$A - B - 1$
L	H	H	H	$\bar{A}\bar{B}$	$A\bar{B} - 1$
H	L	L	L	$\bar{A} + B$	$A + AB$
H	L	L	H	$\bar{A} \oplus B$	$(A + B) + A\bar{B}$
H	L	H	L	B	$(A + \bar{B}) + AB$
H	L	H	H	AB	$AB - 1$
H	H	L	L	logical 1	$A + A^{(1)}$
H	H	L	H	$A + \bar{B}$	$(A + B) + A$
H	H	H	L	$A + \bar{B}$	$(A + \bar{B}) + A$
H	H	H	H	A	$A - 1$

Table 1:Functional table for active low inputs and outputs

MODE SELECT INPUTS				ACTIVE HIGH INPUTS AND OUTPUTS	
S_3	S_2	S_1	S_0	LOGIC (M=H)	ARITHMETIC ⁽²⁾ (M=L; $C_n=H$)
L	L	L	L	\bar{A}	A
L	L	L	H	$A + B$	$A + B$
L	L	H	L	$\bar{A}B$	$A + \bar{B}$
L	L	H	H	logical 0	minus 1
L	H	L	L	$\bar{A}B$	$A + AB$
L	H	L	H	\bar{B}	$(A + B) + A\bar{B}$
L	H	H	L	$A \oplus B$	$A - B - 1$
L	H	H	H	$\bar{A}\bar{B}$	$A\bar{B} - 1$
H	L	L	L	$\bar{A} + B$	$A + AB$
H	L	L	H	$\bar{A} \oplus B$	$A + B$
H	L	H	L	B	$(A + \bar{B}) + AB$
H	L	H	H	AB	$AB - 1$
H	H	L	L	logical 1	$A + A^{(1)}$
H	H	L	H	$A + \bar{B}$	$(A + B) + A$
H	H	H	L	$A + B$	$(A + \bar{B}) + A$
H	H	H	H	A	$A - 1$

Table 2:Function table for active high inputs and outputs

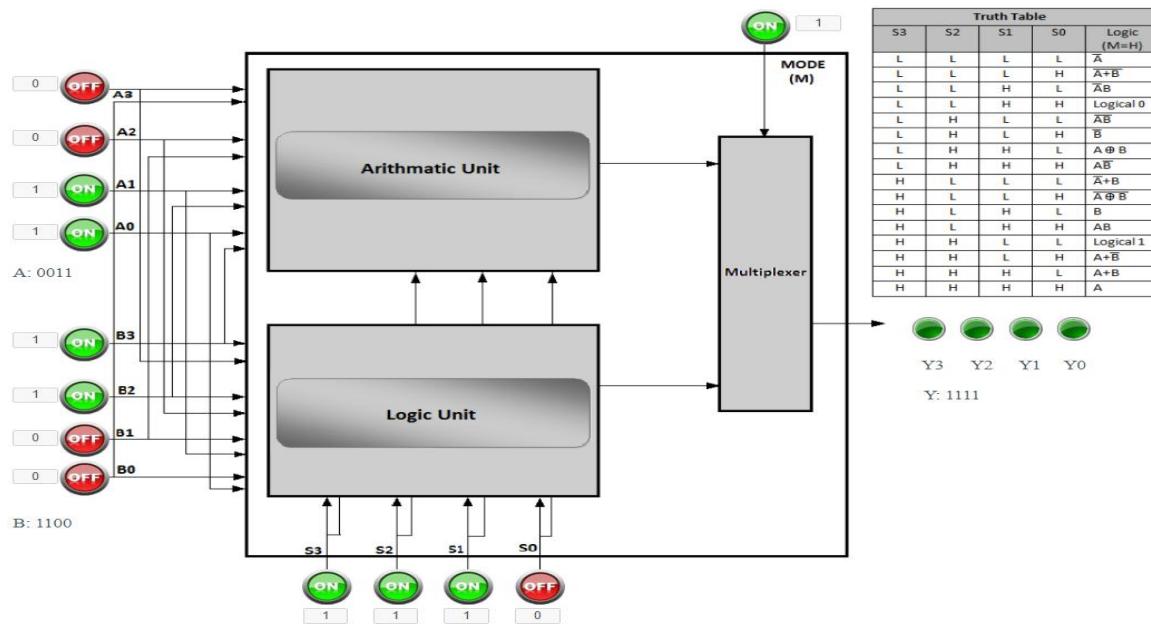


Problem statement: Show the logical operations:

- a) $A+B$
- b) AB
- c) $A \oplus B$
- d) $A \otimes B$
- e) $\bar{A}B$

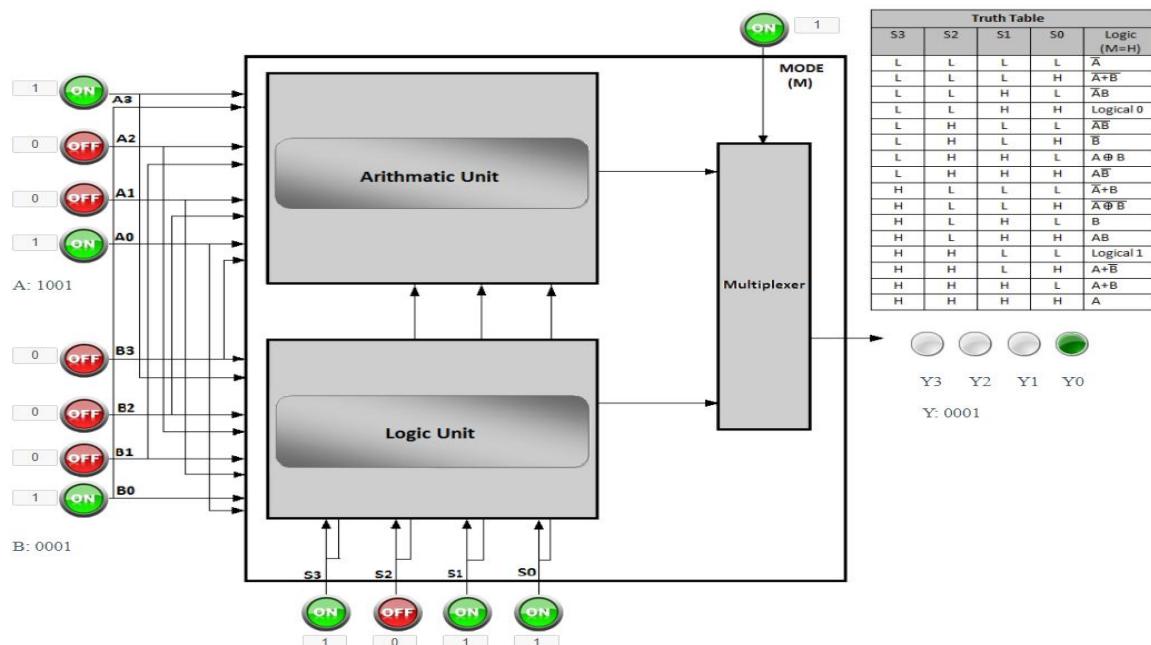
Results obtained from Simulation: (Calculations must be shown side by side for verification)

- a) $A+B$



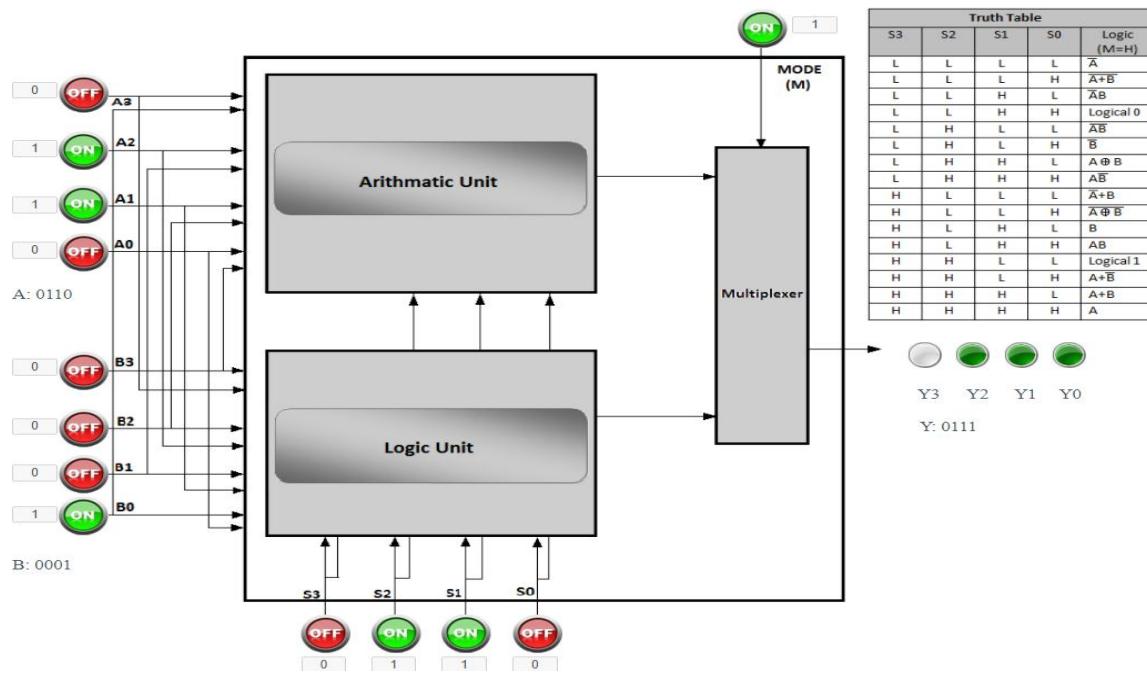
Calculation: A = 0011; B = 1100
 $A + B = (0011 + 1100) = 1111$

b) AB



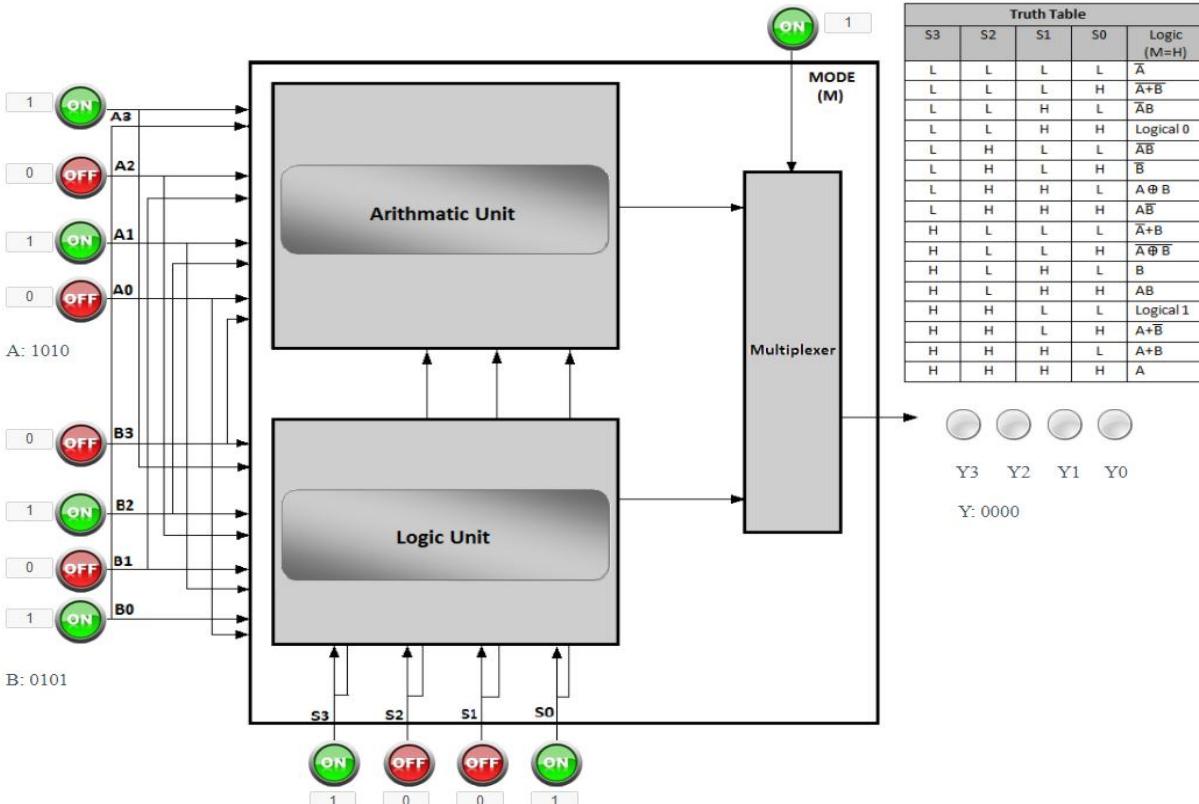
Calculation: A = 1001; B = 0001
 $AB = (1001 * 0001) = 0001$

c) A XOR B



Calculation: A = 1001; B = 0001
 $A \oplus B = (1001 \oplus 0001) = 0111$

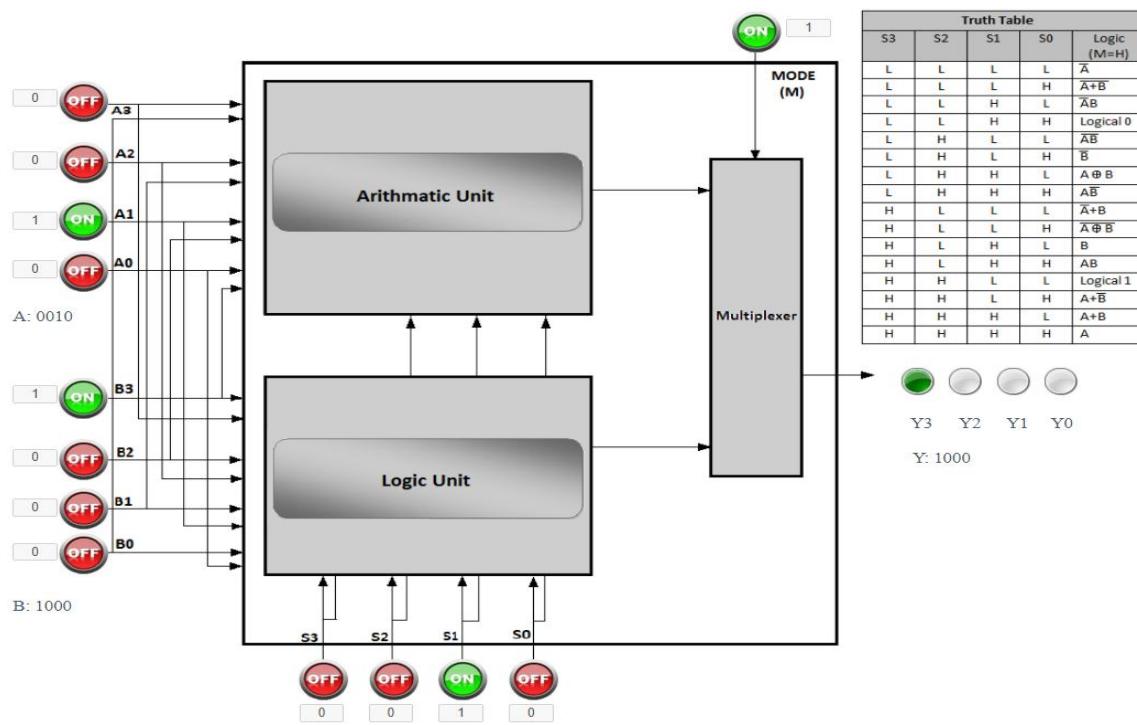
d) A XNOR B



Calculation: A = 1010; B = 0101

$$\overline{A \oplus B} = \overline{(1010 \oplus 0101)} = 0000$$

e) \overline{AB}



Calculation: A = 0010; B = 1000
 $\overline{AB} = (\overline{0010}) * 1000 = 1000$

Discussions:

From this experiment, we got to know how to design and simulate arithmetic logic unit and show the different logic operations and compiled output successfully.

EXPERIMENT NO. 09

Title: Design and Simulation of Arithmetic Logic Unit and show the different arithmetic operations.

Objective: Design and Simulation of Arithmetic Logic Unit and show the different arithmetic operations using VLAB.

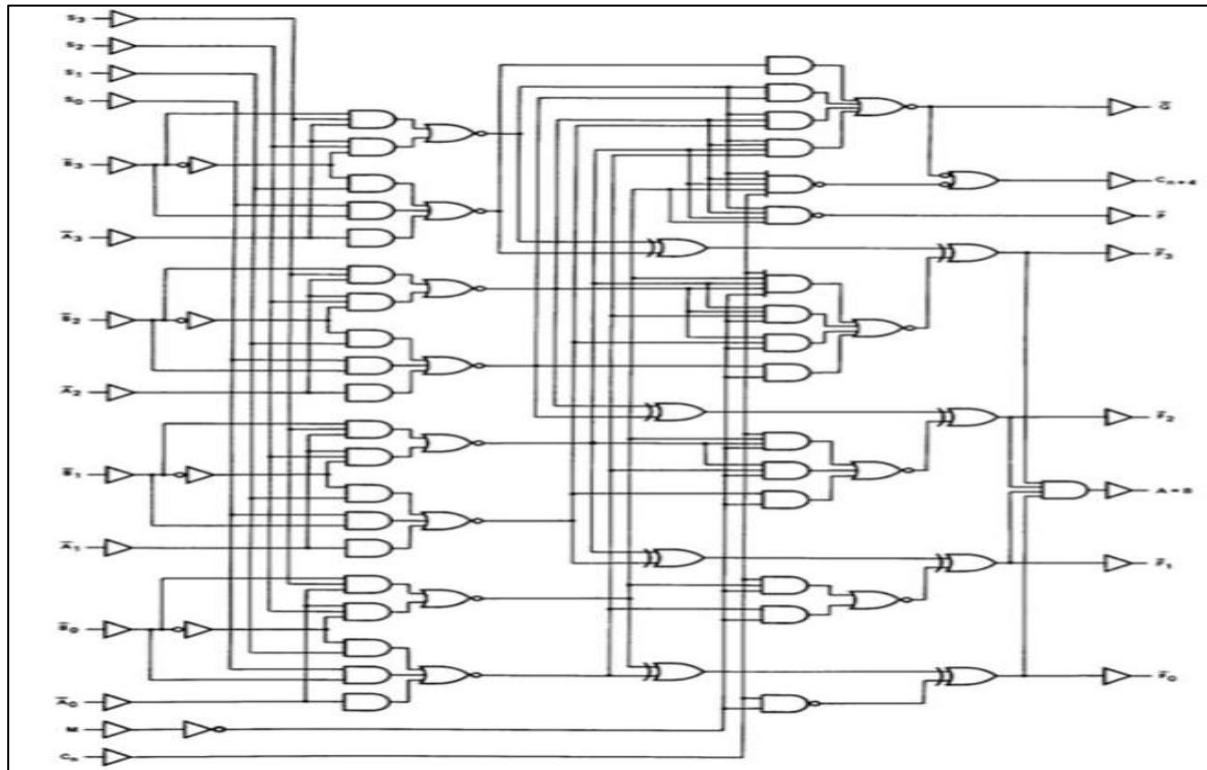
Circuit Diagram and Truth Table:

MODE SELECT INPUTS				ACTIVE HIGH INPUTS AND OUTPUTS	
S ₃	S ₂	S ₁	S ₀	LOGIC (M=H)	ARITHMETIC ⁽²⁾ (M=L; C _n =H)
L	L	L	L	\bar{A}	A
L	L	L	H	A + B	A + B
L	L	H	L	\bar{AB}	A + \bar{B}
L	L	H	H	logical 0	minus 1
L	H	L	L	$\bar{A}\bar{B}$	A plus $\bar{A}\bar{B}$
L	H	L	H	\bar{B}	(A + B) plus $\bar{A}\bar{B}$
L	H	H	L	$A \oplus B$	A minus B minus 1
L	H	H	H	\bar{AB}	\bar{AB} minus 1
H	L	L	L	$\bar{A} + B$	A plus AB
H	L	L	H	$\bar{A} \oplus B$	A plus B
H	L	H	L	B	(A + \bar{B}) plus AB
H	L	H	H	AB	AB minus 1
H	H	L	L	logical 1	A plus A ⁽¹⁾
H	H	L	H	$A + \bar{B}$	(A + B) plus A
H	H	H	L	$A + \bar{B}$	(A + \bar{B}) plus A
H	H	H	H	A	A minus 1

Table 1:Functional table for active low inputs and outputs

MODE SELECT INPUTS				ACTIVE HIGH INPUTS AND OUTPUTS	
S ₃	S ₂	S ₁	S ₀	LOGIC (M=H)	ARITHMETIC ⁽²⁾ (M=L; C _n =H)
L	L	L	L	\bar{A}	A
L	L	L	H	$\bar{A} + B$	A + B
L	L	H	L	\bar{AB}	A + \bar{B}
L	L	H	H	logical 0	minus 1
L	H	L	L	\bar{AB}	A plus \bar{AB}
L	H	L	H	\bar{B}	(A + B) plus \bar{AB}
L	H	H	L	$A \oplus B$	A minus B minus 1
L	H	H	H	\bar{AB}	\bar{AB} minus 1
H	L	L	L	$\bar{A} + B$	A plus AB
H	L	L	H	$\bar{A} \oplus B$	A plus B
H	L	H	L	B	(A + \bar{B}) plus AB
H	L	H	H	AB	AB minus 1
H	H	L	L	logical 1	A plus A ⁽¹⁾
H	H	L	H	$A + \bar{B}$	(A + B) plus A
H	H	H	L	$A + \bar{B}$	(A + \bar{B}) plus A
H	H	H	H	A	A minus 1

Table 2:Function table for active high inputs and outputs



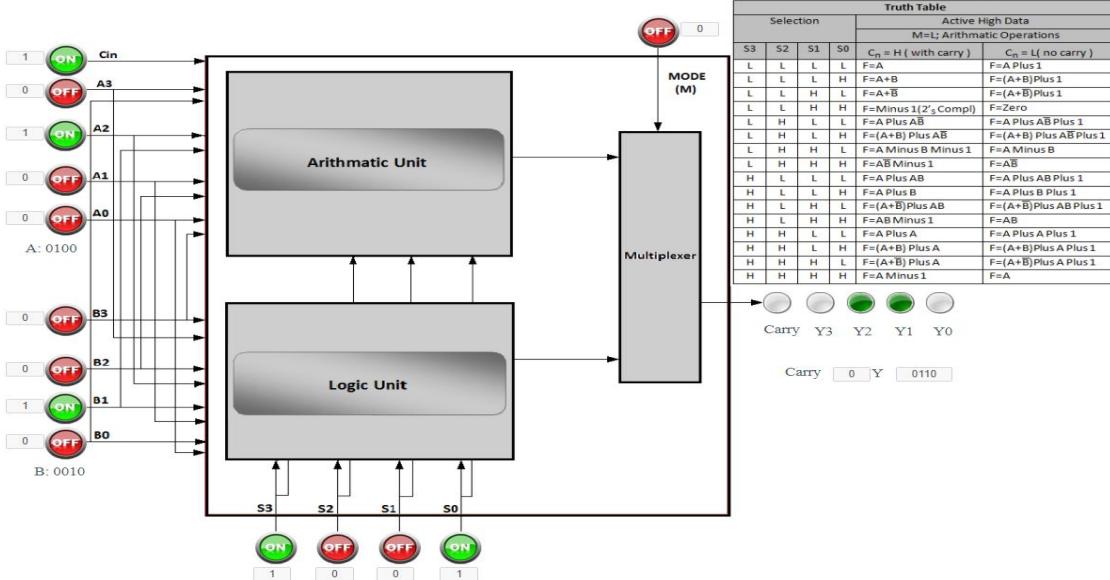
Problem statement: Show the arithmetic operations:

- a) A plus B b) A plus AB c) A plus B plus 1 d) (A+B) plus 1 e) A plus A

Results obtained from Simulation: (Calculations must be shown side by side for verification)

a) A plus B

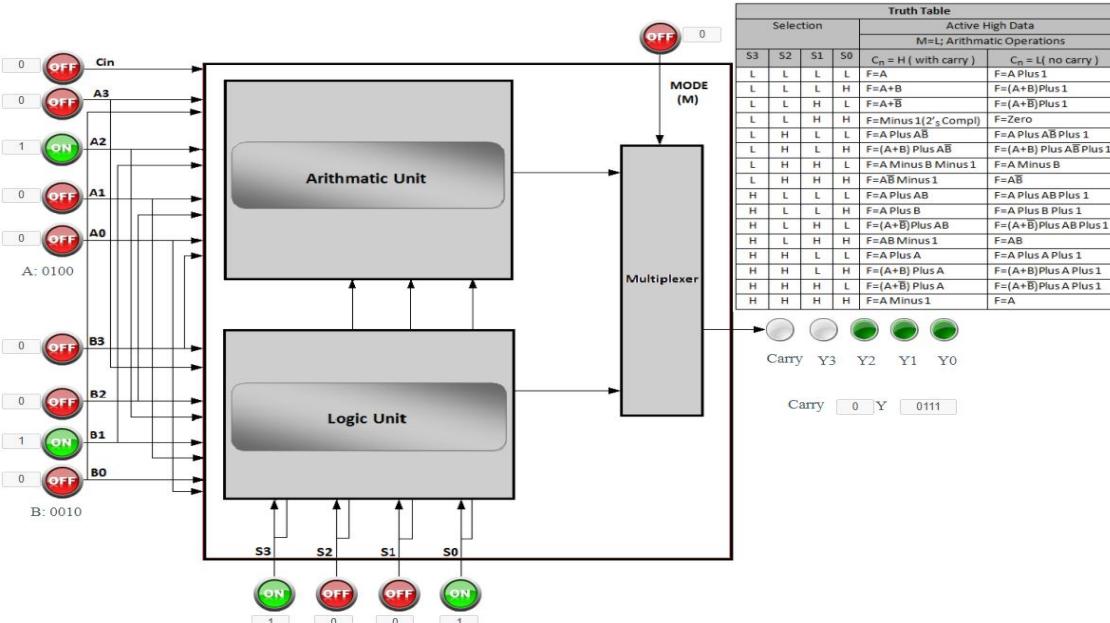
i. With carry:



Calculation: A = 0100; B = 0010; C_{in} = 1

$$A \text{ plus } B = (0100 \text{ plus } 0010) = 0110; \text{ Carry} = 0$$

ii. Without carry:

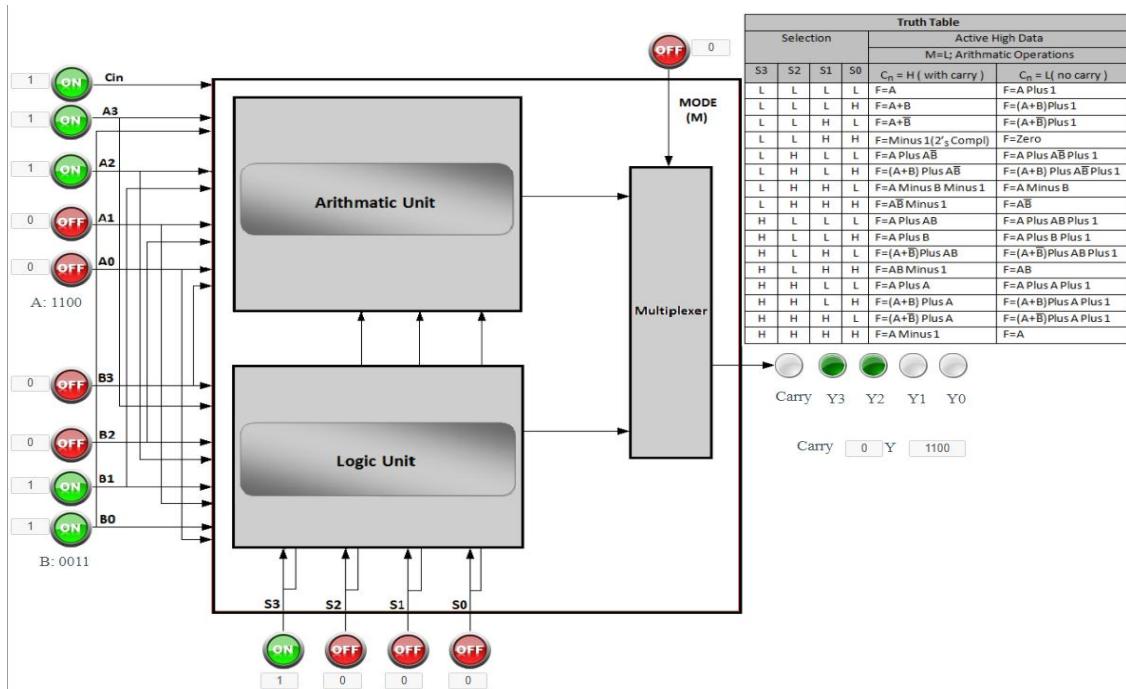


Calculation: A = 0100; B = 0010; C_{in} = 0

$$A \text{ plus } B \text{ plus } 1 = (0100 \text{ plus } 0010 \text{ plus } 1) = 0111; \text{ Carry} = 0$$

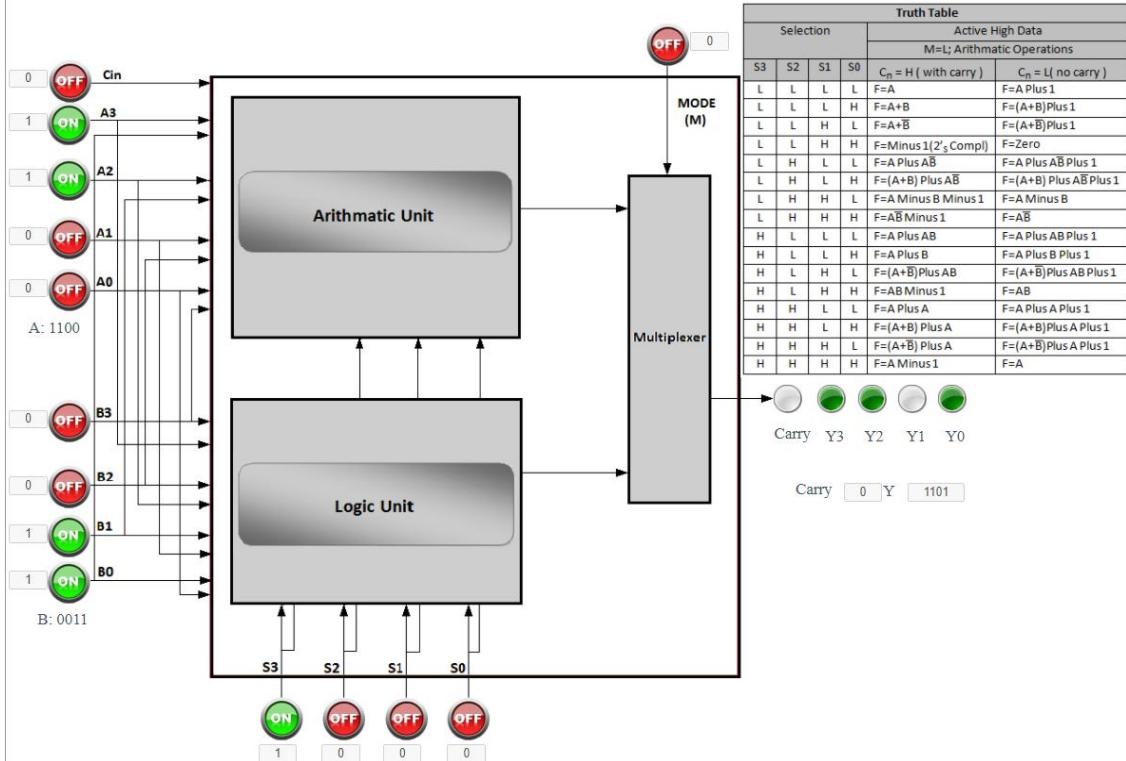
b) A plus AB

i. With carry:



Calculation: $A = 1100$; $B = 0011$; $C_{in} = 1$
 A plus $AB = (1100$ plus $0000) = 1100$; Carry = 0

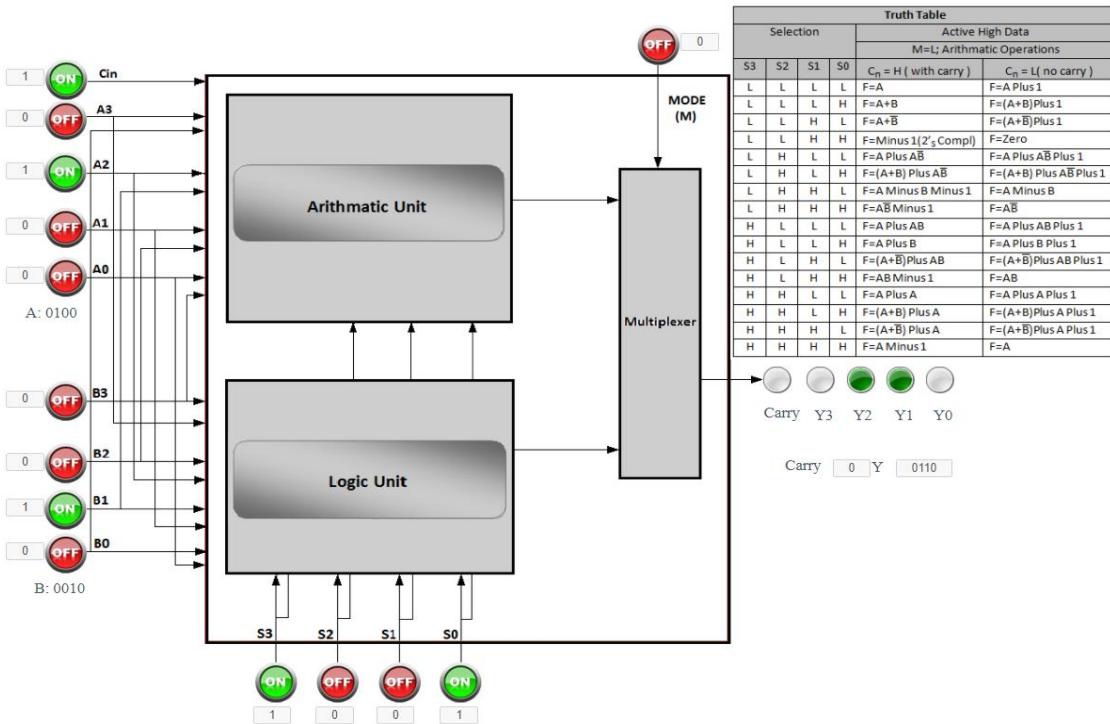
ii. Without carry:



Calculation: $A = 1100$; $B = 0011$; $C_{in} = 0$
 A plus AB plus 1 = $(1100$ plus 0000 plus 1) = 1101; Carry = 0

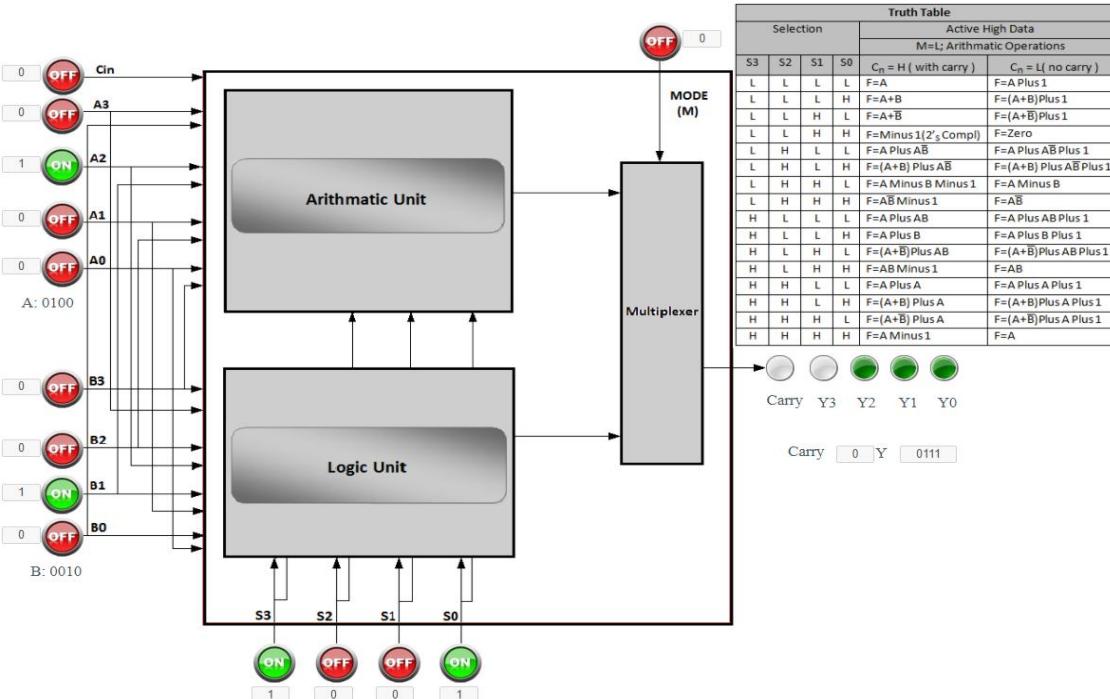
c) A plus B plus 1

i. With carry:



Calculation: A = 0100; B = 0010; C_{in} = 1
 A plus B = (0100 plus 0010) = 0110; Carry = 0

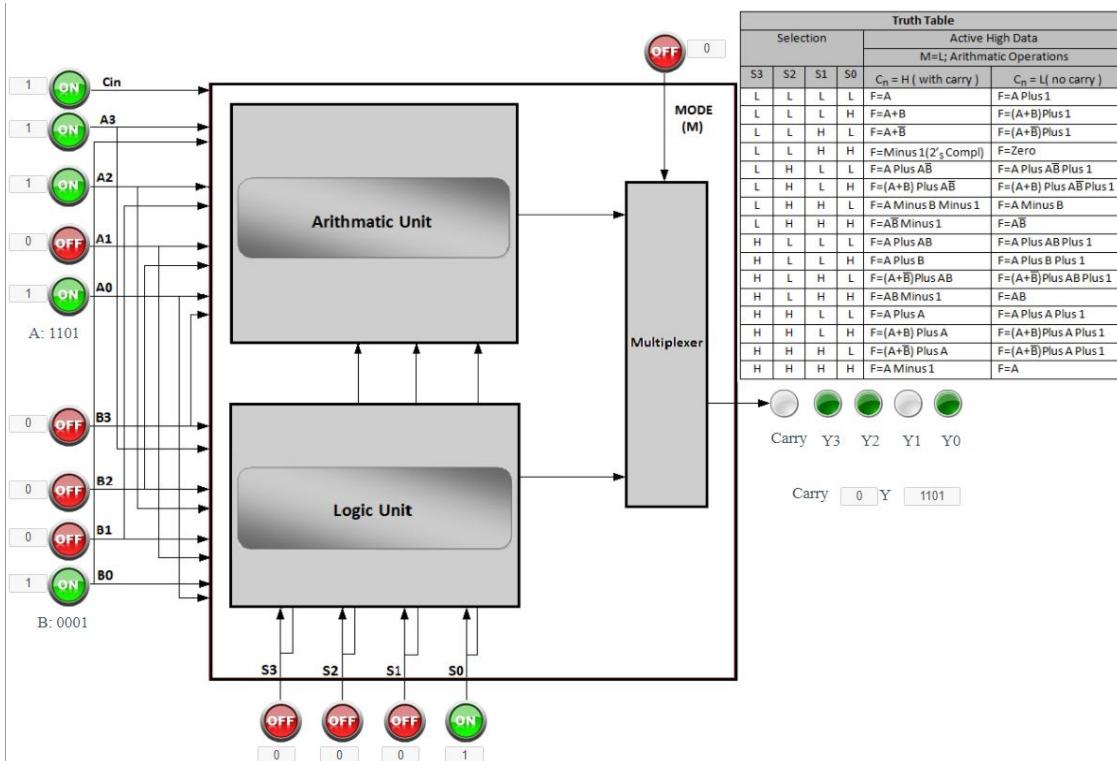
ii. Without carry:



Calculation: A = 0100; B = 0010; C_{in} = 0
 A plus B plus 1 = (0100 plus 0010 plus 1) = 0111; Carry = 0

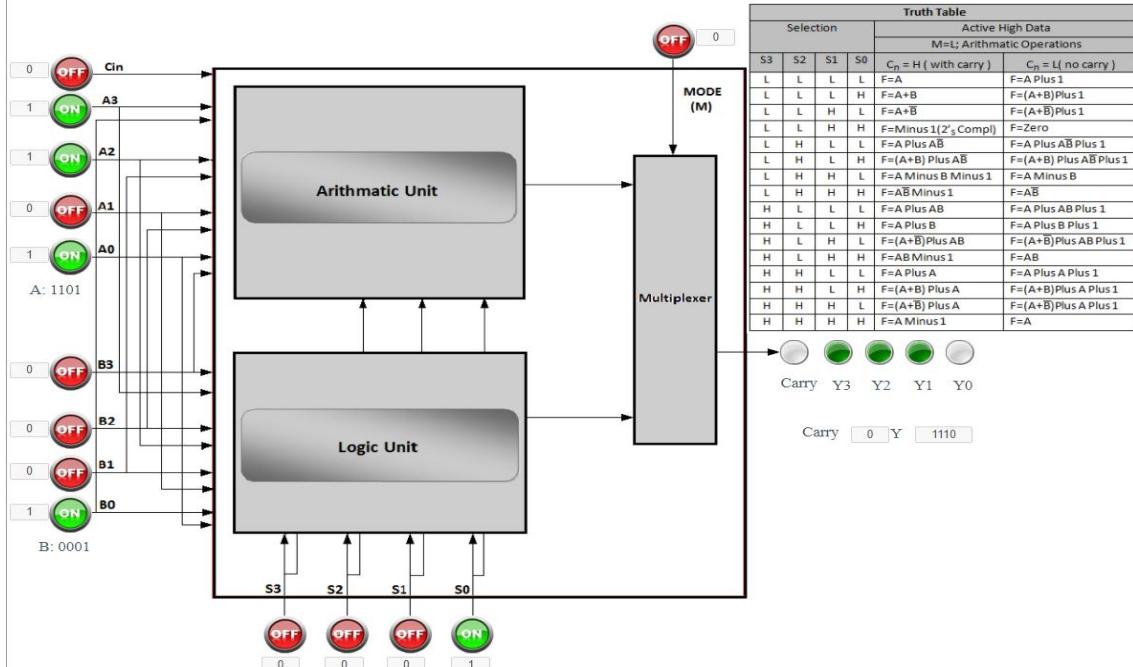
d) (A + B) plus 1

i. With carry:



Calculation: A = 1101; B = 0001; $C_{in} = 1$
 $A + B = (1101 + 0001) = 1101$; Carry = 0

ii. Without carry:

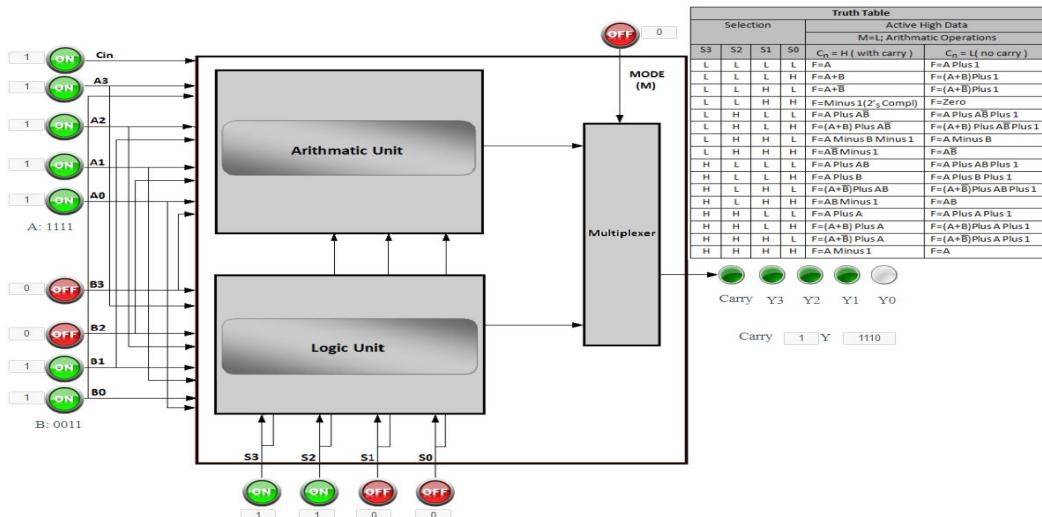


Calculation: A = 1101; B = 0001; $C_{in} = 0$
 $(A + B) \text{ plus } 1 = (1101 + 0001) \text{ plus } 1 = 1110$; Carry = 0

e) A plus A

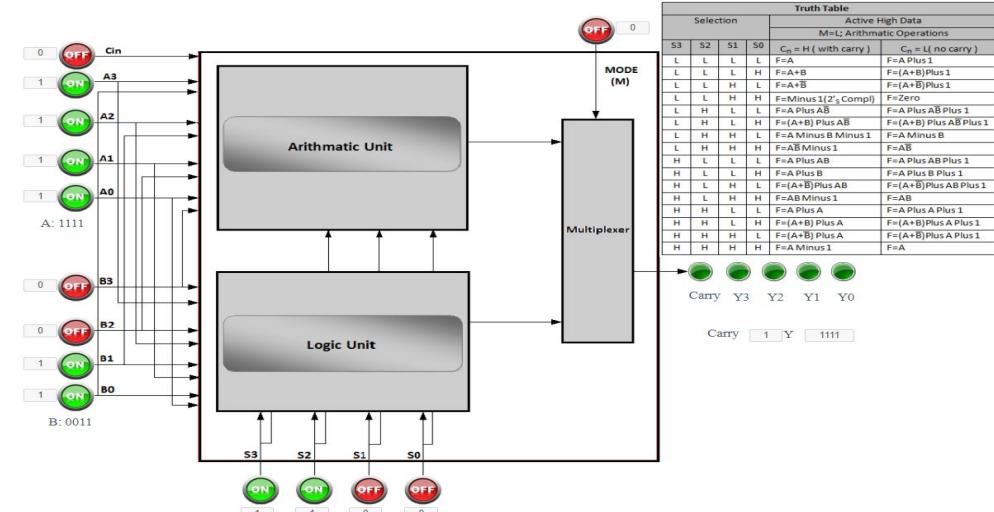
i. With carry:

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University of Engineering and Management, Kolkata



Calculation: A = 1111; B = 0011; C_{in} = 1
 A plus A = (1111 plus 0011) = 1110; Carry = 1

ii. Without carry:



Calculation: A = 1111; B = 0011; C_{in} = 1
 A plus A plus 1 = (1111 plus 0011) plus 1 = 1111; Carry = 1

Discussions:

From this experiment, we got to know to design and simulation of arithmetic logic unit and Show the different arithmetic operations' using VLAB and compiled output successfully.