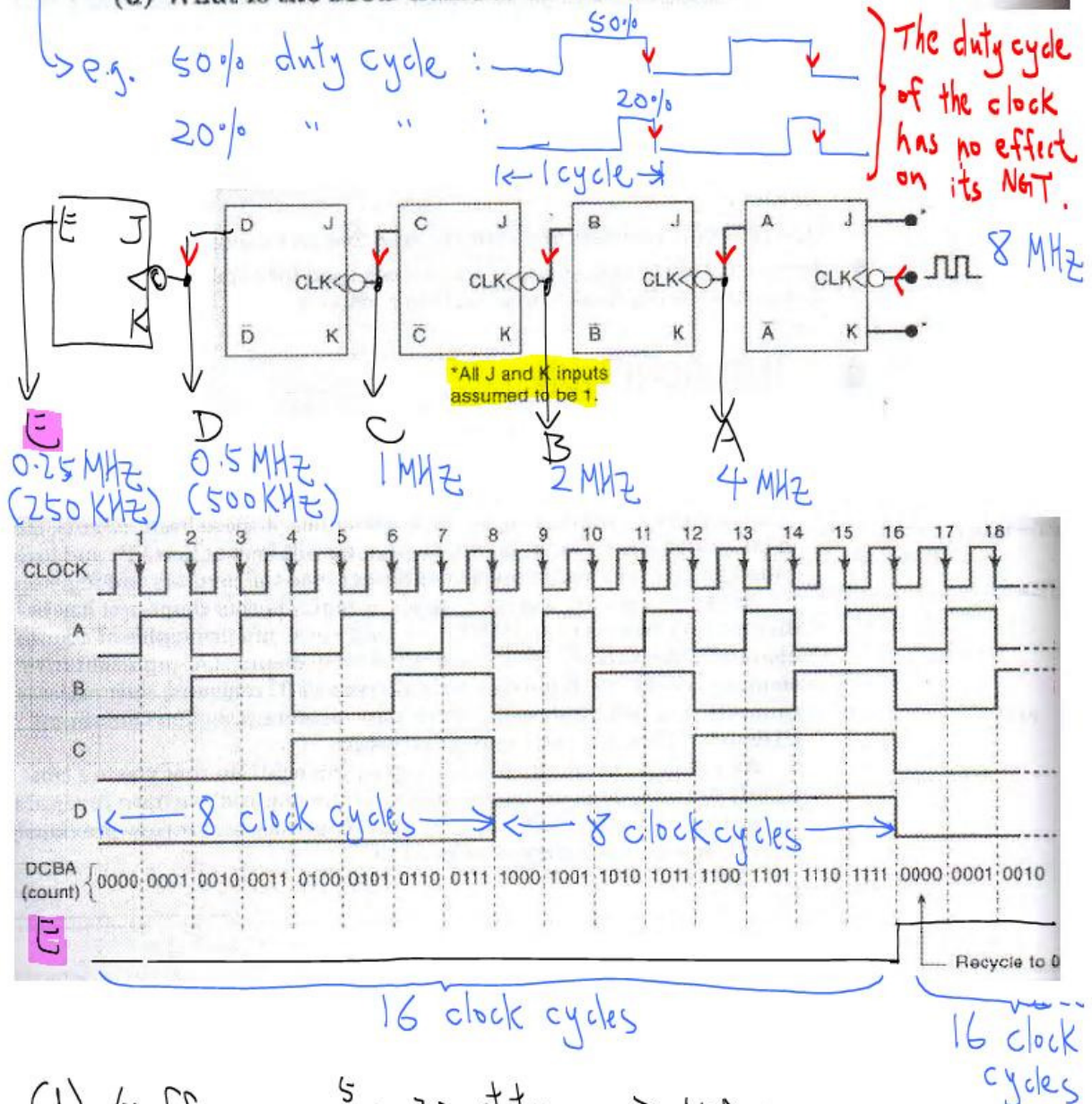


SECTIONS 7-1 AND 7-2

→ 7-1. Add another flip-flop, *E*, to the counter of Figure 7-1. The clock signal is an 8-MHz square wave.

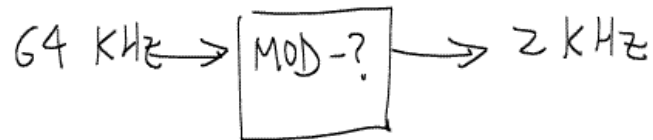
- (a) What will be the frequency at the *E* output? What will be the duty cycle of this signal? *Duty cycle: $\frac{\text{High Time}}{\text{clock cycle}} \times 100\%$*
- (b) Repeat (a) if the clock signal has a **20 percent duty cycle.**
- (c) What will be the frequency at the *C* output?
- (d) What is the MOD number of this counter?



(d) 5 ff.s $\rightarrow 2^5 = 32$ states \rightarrow MOD-32

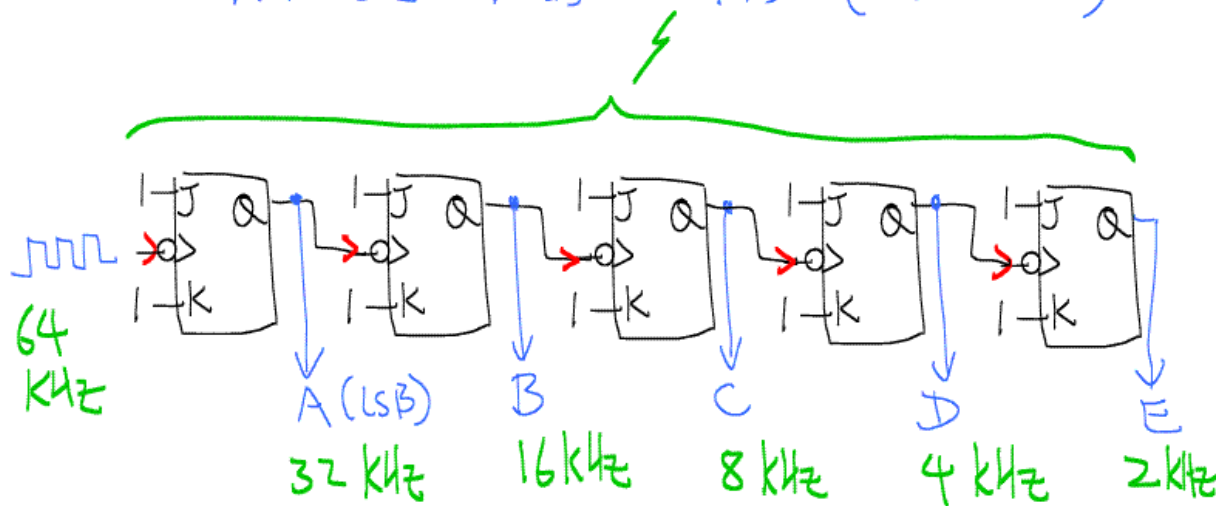
ie count in binary sequence

7-2. Construct a binary counter that will convert a 64-kHz pulse signal into a 2-kHz square wave.



$$\frac{64}{2} = 32 \rightarrow \text{MOD-32}$$

MOD-32 needs 5 ffs ($2^5 = 32$)



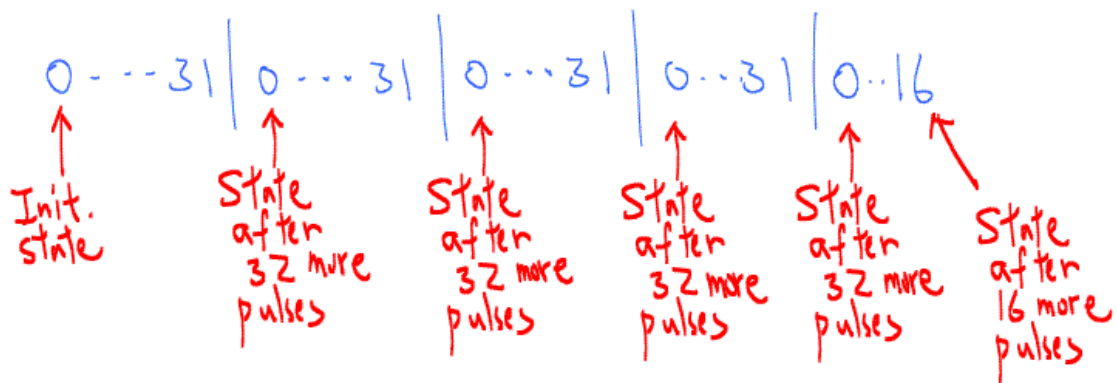
5 ffs \rightarrow MOD-32

7-3. Assume that a five-bit binary counter starts in the 00000 state. What will be the count after 144 input pulses?

(Hint: It will return to the same state after every 32 clock pulses.)

$$144 \div 32 = 4 \text{ remainder } 16$$

Hence the final count is $16 = \underline{10000}_2$



What will be the final state after 144 pulses if the initial state is 10

What will be the final state after 144 pulses if the initial state is 20?

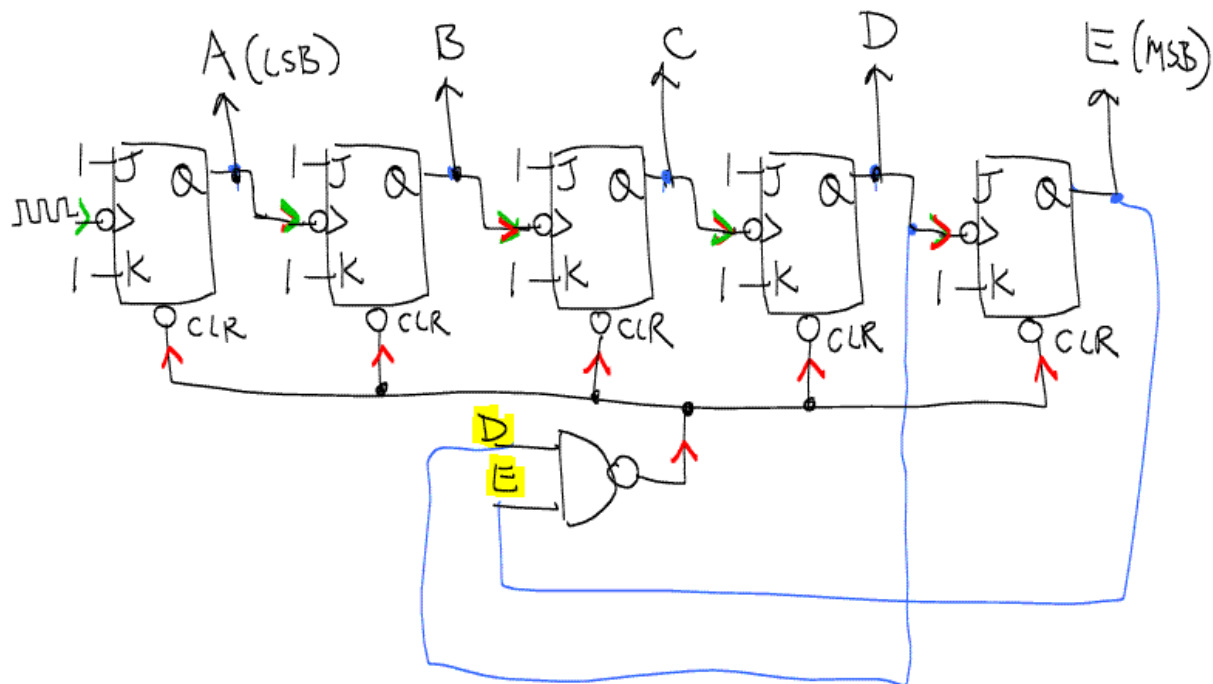
$$\left\{ \frac{20 + 144}{32} = 5 \text{ remainder } 4 \right.$$

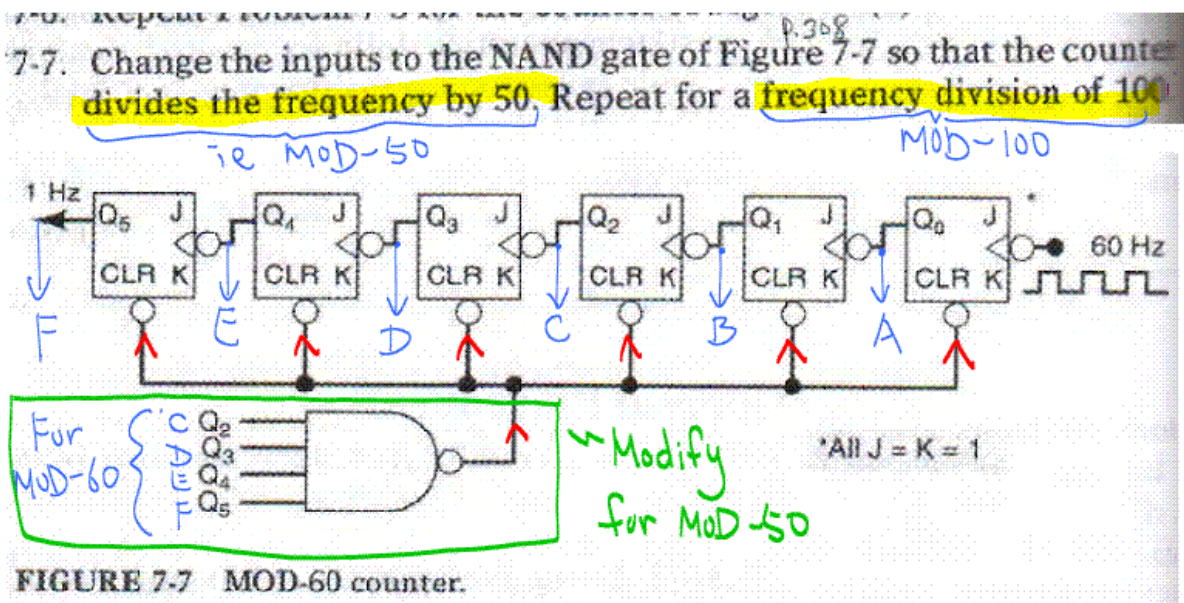
ie $\frac{\text{Init. State} + \text{No. of Pulses}}{\text{MOD}}$

*7-4. Use J-K flip-flops and any other necessary logic to construct a MOD-24 asynchronous counter.

MOD-24 \rightarrow Modified from MOD-32
5 f.f.s

E D C B A
24 = 11000₂
 $\uparrow \uparrow$
Resets all f.f.s when E=1 and D=1

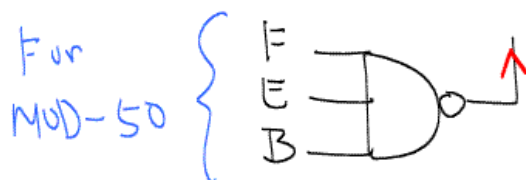




For MOD-50:

F E D C B A
 $50_{10} = 110010_2$

Reset all ffs when $F=1$ and $E=1$ and $B=1$



Q7.7

For MOD-100 :

$$100_{10} = \overbrace{1100100}_{\text{7-bit (7 ff.s)}}_2$$

G F E D C B A

↑ ↑ ↗

Reset all ff.s when G, F, C are all '1'.

