

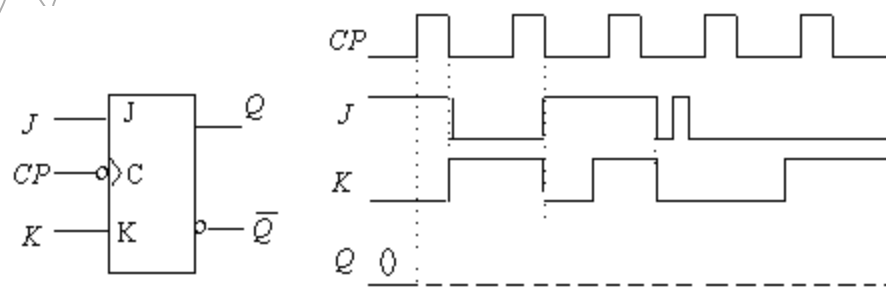
四川大学平时测验试题 (2018~2019 - 1)

课程号: 304131030 课序号: 7 教学周: 16 课程名称: 数字逻辑 (双语) 任课教师: 吴志红

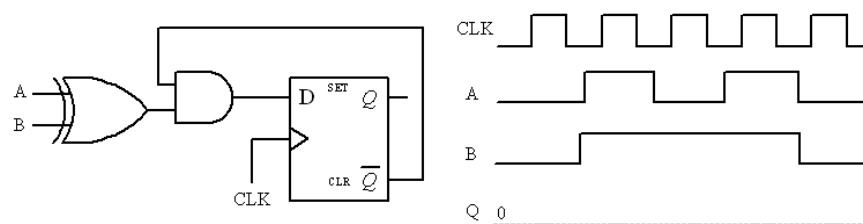
1. Fill in the blanks with the correct answer. (20p)

- When the Q output is HIGH, the latch is in the _____ state.
- The flip-flop can not change state except on the triggering edge of a _____ pulse.
- A 4-bit binary up/down counters is in the reset state. The next state in the DOWN mode is _____ and the next state in the UP mode is _____.
- A modulus-6 counter has _____ states and requires _____ flip-flops at least.
- A register has two basic function: data _____ and data _____.
- In general, a Johnson counter will produce a modulus of _____, where n is the number of stages in the counter.
- _____ Clock pulses are required to enter a byte of data serially into an 8-bit shift register.

2. Complete the J/K flip-flop's timing diagram. (10p)

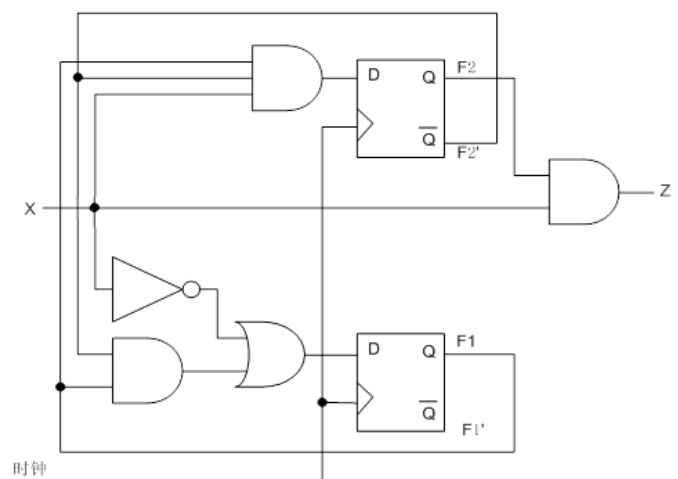


3. Given the logic diagram shown below, complete the partial timing diagram. (10p)



- Write the excitation equations and output equations;
- Write the next state equations;
- Create the state table;
- Create a state diagram.

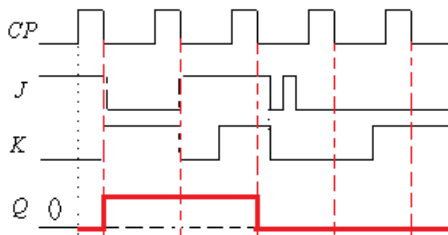
- Design a counter with the next-state table, the transition table and the excitation equations to produce the following sequence: 1, 4, 3, 5, 7, 6, 2, 1, ... (30p)



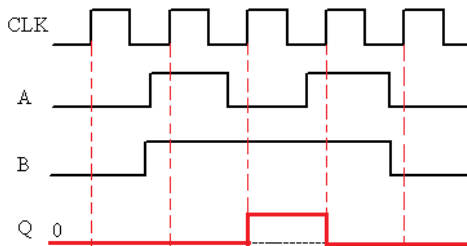
1. Fill in the blanks with the correct answer. (20p)

Set Clock 1111 0001 6 3 storage movement 2n 8

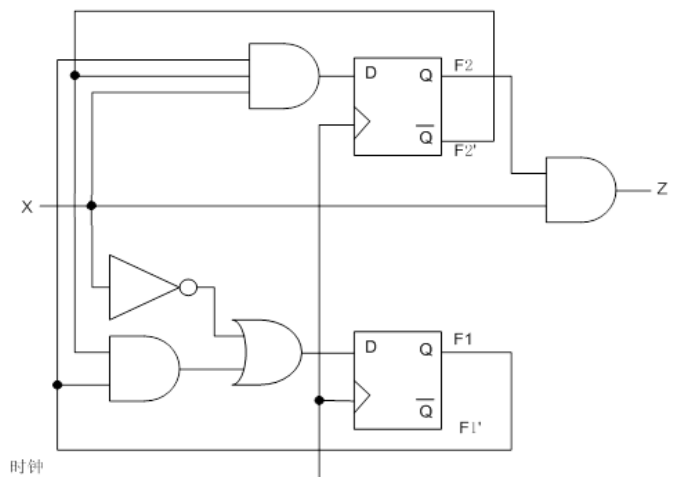
2. Complete the JK flip-flop'timing diagram.(10 points)



3. Given the logic diagram shown below, complete the partial timing diagram.(10 points)



4. Given the logic diagram for this problem as the figure, complete follow: a) Write the excitation equations and output equations; b) Write the next state equations; c) Create the state table; d) Create a state diagram.(30 points)



a)The excitation equations(6p):

$$D_2 = xF_1F_2' \quad D_1 = x' + F_1F_2'$$

The output equations(3p): $z = xF_2$

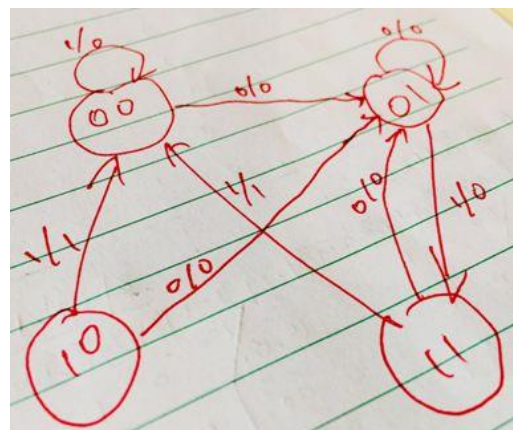
b)The next state equations(6p):

$$F_2(t+1) = D_2 = xF_1F_2' \quad F_1(t+1) = D_1 = x' + F_1F_2'$$

c)The state table(9p):

F_2F_1	$x=0$		$x=1$	
	$F_2(t+1) F_1(t+1)$	z	$F_2(t+1) F_1(t+1)$	z
00	01	0	00	0
01	01	0	11	0
10	01	0	00	1
11	01	0	00	1

d)The state diagram(6p):



5. Design a counter with the next-state table, the transition table and the excitation equations to produce the following sequence: 1, 4, 3, 5, 7, 6, 2, 1, ... (30 points)

The next state table (4p):

$Q_2(t)Q_1(t)Q_0(t)$	$Q_2(t+1)Q_1(t+1)Q_0(t+1)$
000	xxx
001	100
010	001
011	101
100	011
101	111
110	010
111	110

The transition table if select the D flip-flops (8p):

$Q_2(t)Q_1(t)Q_0(t)$	$D_2D_1D_0$
000	xxx
001	100
010	001
011	101
100	011
101	111
110	010
111	110

The excitation equations (10p):

$D_2:$

	00	01	11	10
0	x	1	1	0
1	0	1	1	0

$$D_2 = Q_0$$

$D_1:$

	00	01	11	10
0	x	0	0	0
1	1	1	1	1

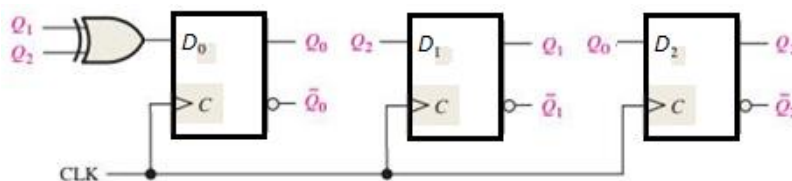
$$D_1 = Q_2$$

$D_0:$

	00	01	11	10
0	x	0	1	1
1	1	1	0	0

$$D_0 = Q_2Q_1' + Q_2'Q_1 = Q_2 \oplus Q_1$$

The logic diagram (8p):



If select the JK flip-flops, the transition table (8p):

$Q_2(t)Q_1(t)Q_0(t)$	$Q_2(t+1)Q_1(t+1)Q_0(t+1)$	$J_2 K_2$	$J_1 K_1$	$J_0 K_0$
000	xxx	xx	xx	xx
001	100	1x	0x	x1
010	001	0x	x1	1x
011	101	1x	x1	x0
100	011	x1	1x	1x
101	111	x0	1x	x0
110	010	x1	x0	0x
111	110	x0	x0	x1

The excitation equations (6p):

$$J_2 = Q_0 \quad K_2 = Q_0'; \quad J_1 = Q_2 \quad K_1 = Q_2'; \quad J_0 = Q_2' + Q_1' \quad K_0 = Q_2'Q_1' + Q_2Q_1$$

The logic diagram (8p):

