

# Lesson Objectives

- Construct truth tables for a given logic statement (AND, OR NOT)
- Produce logic statements for a given problem

Literacy – Key Words	
<b>Binary Logic</b>	Also known as Boolean Logic, it is the process of reducing values to either True or False, in order to perform calculations.
<b>Logic Gate</b>	A logic gate is a building block of the digital circuitry found in a CPU. It performs a logical operation on the inputs it receives.
<b>Truth Table</b>	A table showing all possible outputs from the various combinations of inputs that a gate can be supplied with.



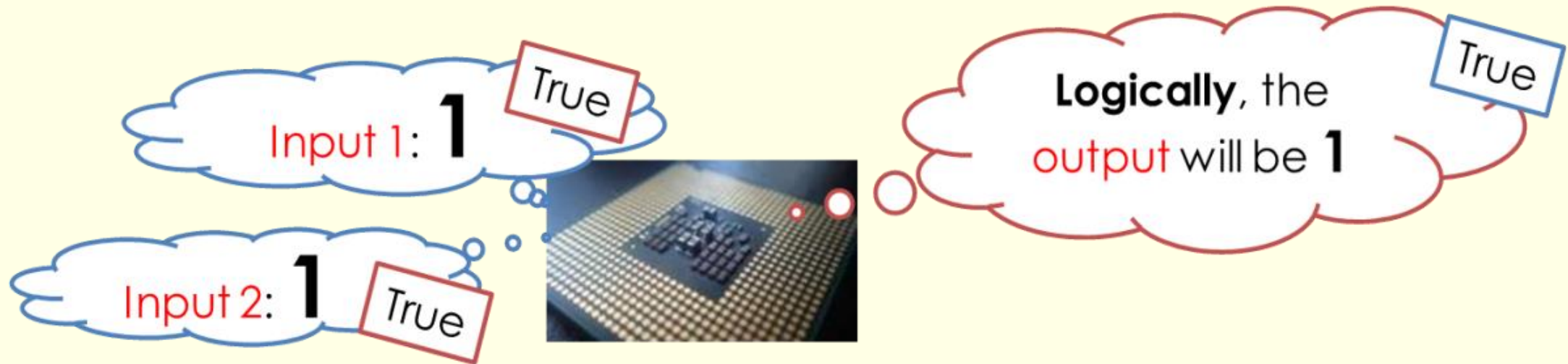
# What is Logic? What is Binary Logic?

Human logic works with rules / facts / statements which are either **True** or **False**.

Computers have been designed to do the same.

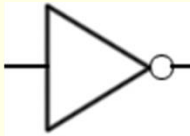

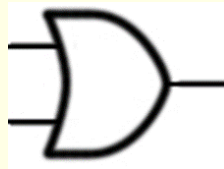
Binary logic is what a CPU uses to make decisions based on the inputs it receives.

The CPU (like us) will take inputs which may be true or false (1 or 0) and make a decision which will produce a particular output.



# Binary Logic gates

Electronics engineers have developed components that can carry out the AND, OR and NOT logic operations. They are made up of transistor switches arranged in particular ways.

<p>logic operations. The are made up of transistor switches arranged in particular ways.</p> <p>The NOT gate produces an output which is the reverse of the input.</p>	<p><b>Q = NOT A</b></p> <p>A  Q</p>	<table><tr><th>A</th><th>Q</th></tr><tr><td>0</td><td>1</td></tr><tr><td>1</td><td>0</td></tr></table>	A	Q	0	1	1	0									
A	Q																
0	1																
1	0																
<p>The rule for this gate is that if both A and B are True then the output is also True, otherwise it is False.</p>	<p><b>Q = A AND B</b></p> <p>A  Q</p> <p>B</p>	<table><tr><th>A</th><th>B</th><th>Q</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>0</td><td>0</td></tr><tr><td>0</td><td>1</td><td>0</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	Q	0	0	0	1	0	0	0	1	0	1	1	1
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<p>The rule for this gate is that if <b>either input, or both inputs</b> are True then the output is also True.</p>	<p><b>Q = A OR B</b></p> <p>A  Q</p> <p>B</p>	<table><tr><th>A</th><th>B</th><th>Q</th></tr><tr><td>0</td><td>0</td><td>0</td></tr><tr><td>1</td><td>0</td><td>1</td></tr><tr><td>0</td><td>1</td><td>1</td></tr><tr><td>1</td><td>1</td><td>1</td></tr></table>	A	B	Q	0	0	0	1	0	1	0	1	1	1	1	1
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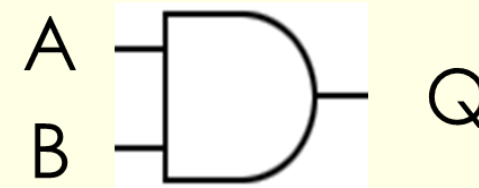
# Worked Example

- The designer of the game stated that the game is over when health gets to 0 or lower **and** if the player only has one life left.

- The two conditions for ending the game:

- health  $\leq 0$

- life = 1



health $\leq 0$	lives = 1	game over?
no	no	no
no	yes	no
yes	no	no
yes	yes	yes

ne (AND)

```
if (health <= 0) and (lives == 1):  
    gameOver = True
```

