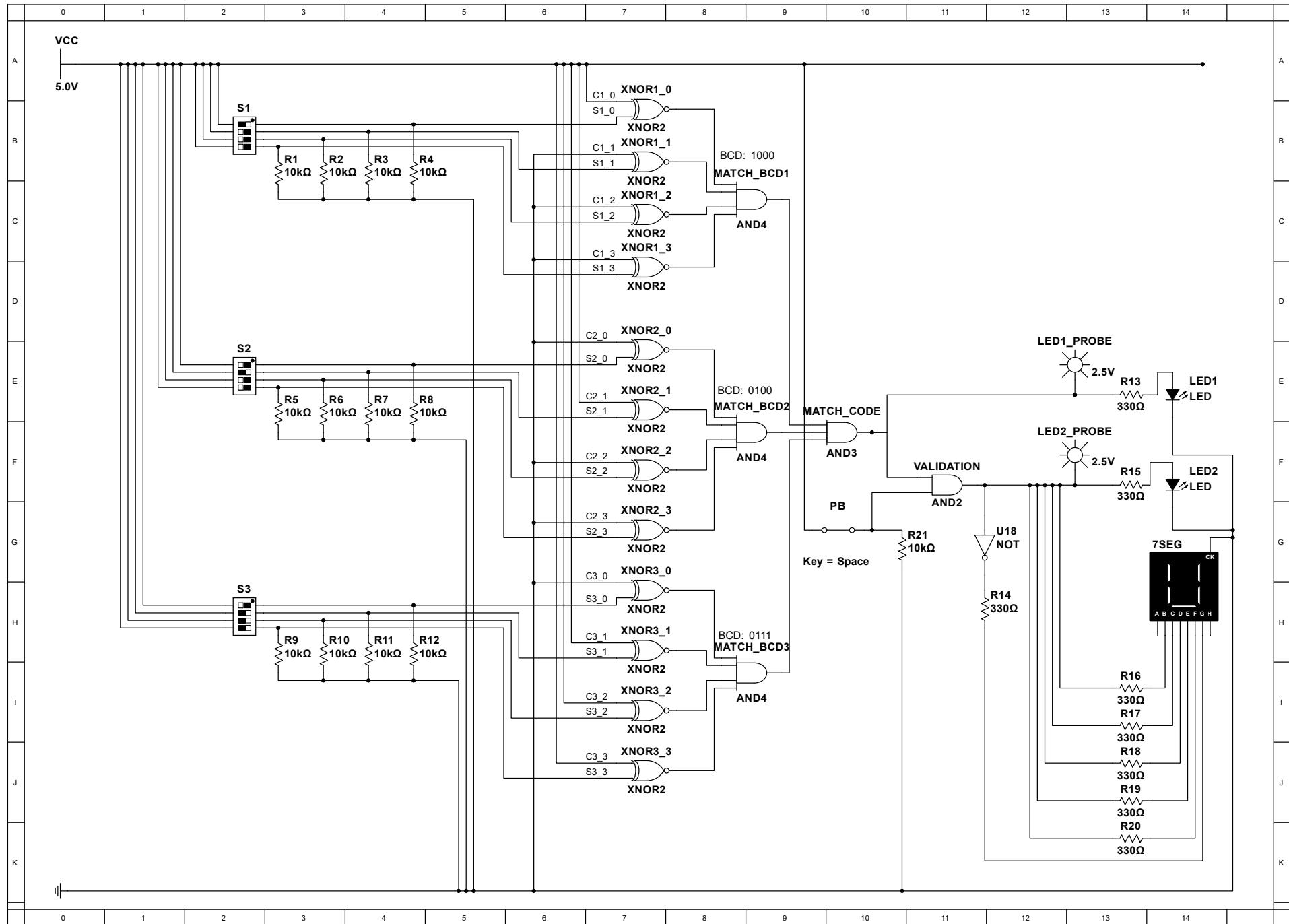


# Digital Electronics 2

## Lab 1

# Circuit Schematic



# Truth Table + Boolean Expressions

| MATCH_CODE | PUSH<br>BUTTON | LED1 | LED2 | UNLOCKED /<br>"U" (7seg: b,<br>c, d, e, f) | LOCKED / "-"<br>(7seg: g) |
|------------|----------------|------|------|--|---------------------------|
| 0          | 0              | 0    | 0    | 0  | 1                         |
| 0          | 1              | 0    | 0    | 0  | 1                         |
| 1          | 0              | 1    | 0    | 0  | 1                         |
| 1          | 1              | 1    | 1    | 1  | 0                         |

Let "M" be MATCH\_CODE and P be "PUSHBUTTON"...

$$\text{LED1} = M$$

$$\text{LED2} = MP$$

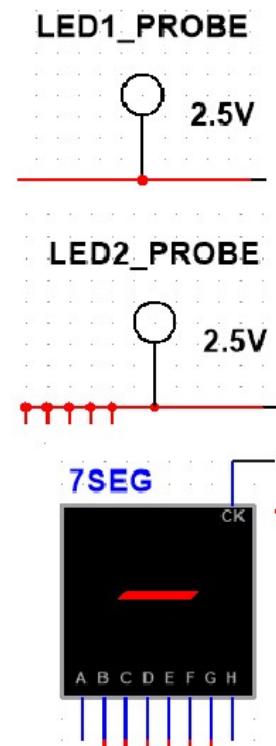
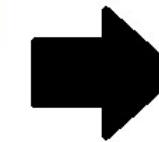
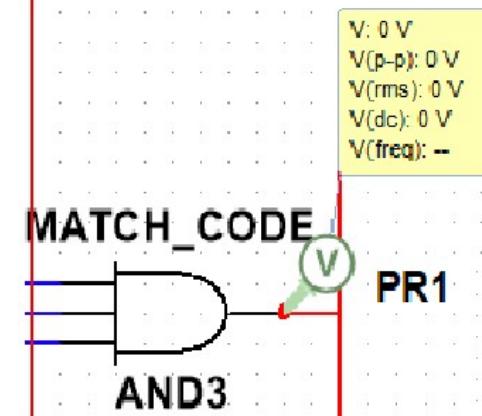
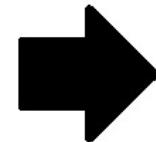
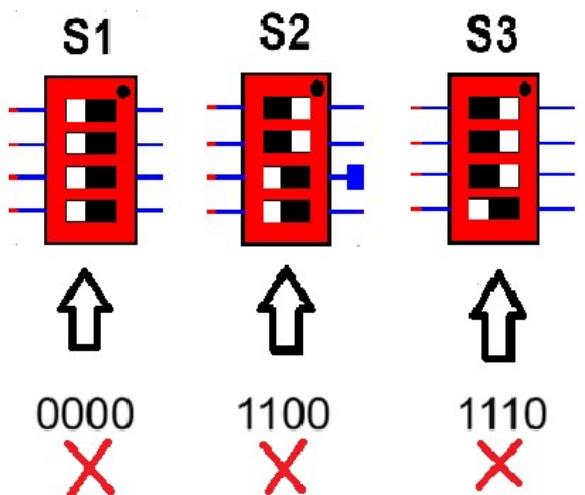
$$\text{UNLOCKED} = MP$$

$$\text{LOCKED} = \overline{M} + \overline{P}$$

# Case 1

- If any of the BCD codes are entered incorrectly, MATCH\_CODE remains at logic LOW and therefore both LEDs do not light up and the 7seg display indicates a locked state

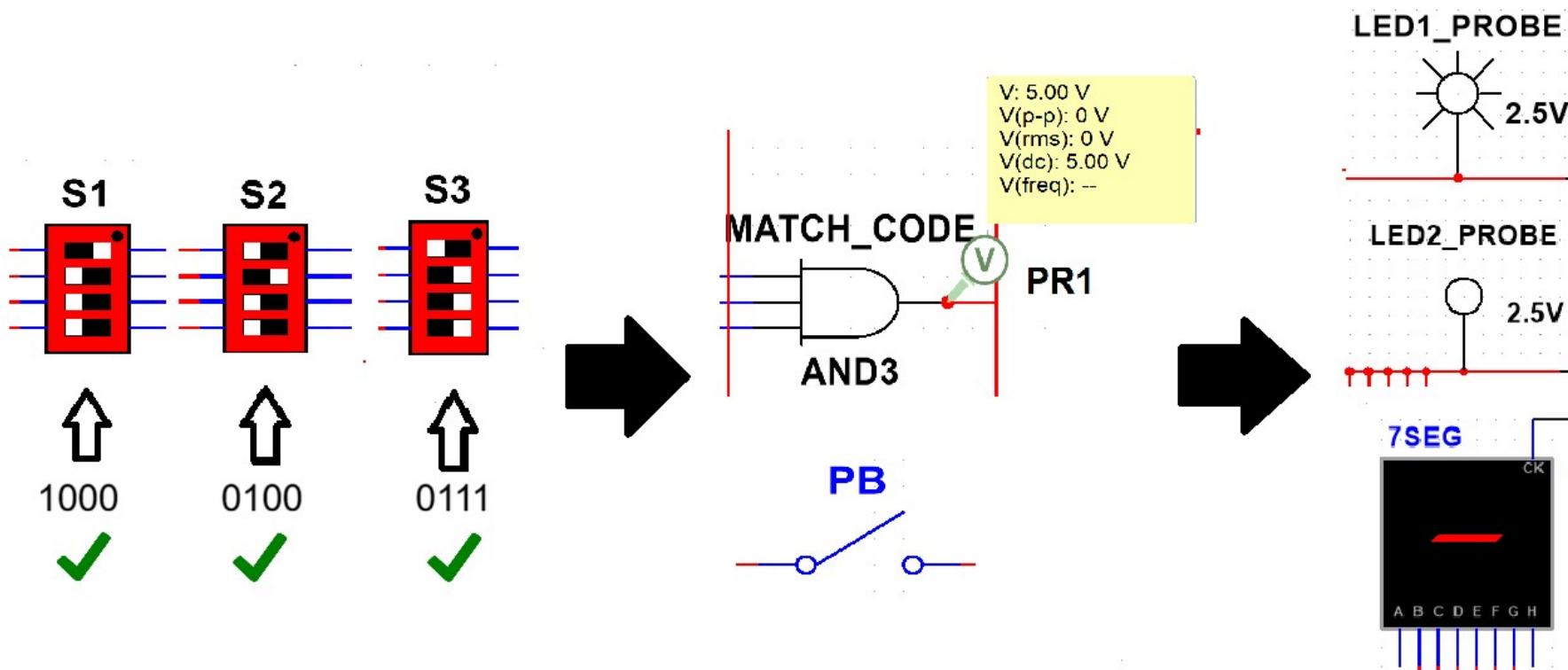
(Correct code = 847 or 1000 0100 0111 in BCD)



# Case 2

Each DIP switch matches its correct BCD code, therefore MATCH\_CODE produces logic HIGH and LED1 lights up. However, the push button (PB) remains open and as such, LED2 still does not light up and the 7segment display still indicates a locked state

(Correct code = 847 or 1000 0100 0111 in BCD)



# Case 3

Each DIP switch matches its correct BCD code, therefore MATCH\_CODE produces logic HIGH. Also, the pushbutton (PB) is closed and as such allows the "VALIDATION" AND gate to produce logic HIGH. Now, LED2 lights up and the 7segment display shows the letter U (segments b-f)

(Correct code = 847 or 1000 0100 0111 in BCD)

