CS2100 Computer Organisation

Lab #10: Using Logisim II

(Week 13: 12 – 16 April 2021)

[This document is available on LumiNUS and module website http://www.comp.nus.edu.sg/~cs2100]

Remember to bring this along to your lab!

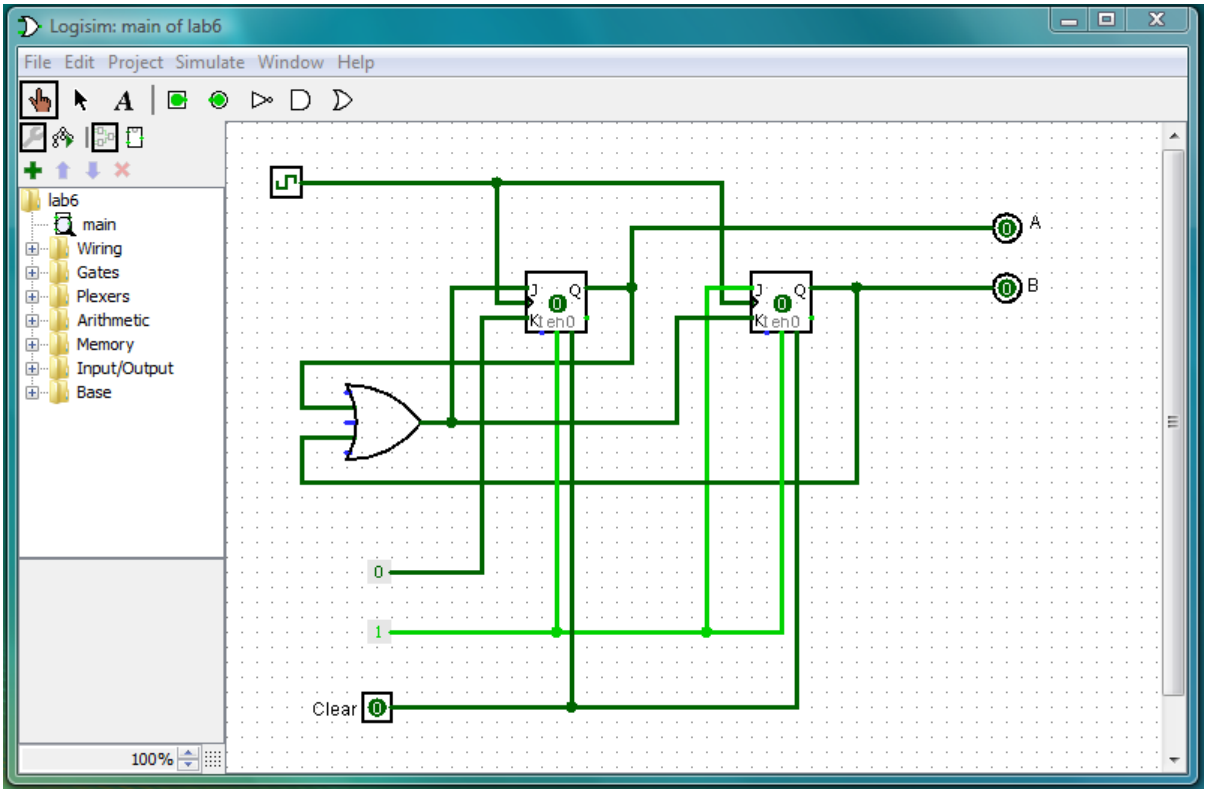
Name: Toh Zhen Yu, Nicholas Student No.: A0201406Y

Lab Group: _____

Objective:
In this experiment, you will use **Logisim** to analyse and design sequential circuits.

Part I

1. Run Logisim, open the file **lab10part1.circ**. The circuit is shown below.



2. The circuit consists of two JK flip-flop and an OR gate. Note the following:
   - The outputs of the two JK flip-flops are labelled *A* and *B*, which form the state of the circuit.
   - The Clock is connected to the clock inputs of the flip-flops.
   - The logic constant 1 is connected to the Enable inputs of the flip-flops.
   - The Clear switch is connected to the clear inputs of the flip-flops. Hence when Clear = 1, it clears the contents of both flip-flips to 0, bringing the circuit to the initial state of *AB*=00.
   - The flip-flop inputs are as follows:

For flip-flop *A*: $JA = A + B$; $KA = 0$

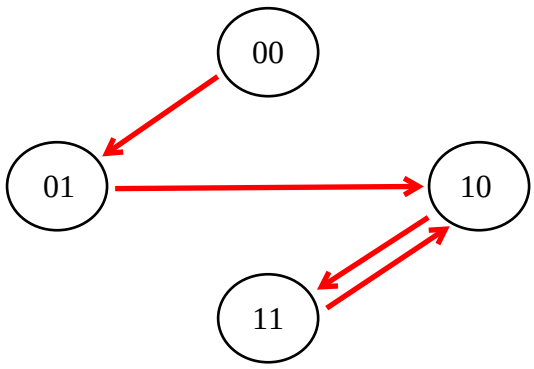
For flip-flop *B*: $JB = 1$; $KB = A + B$

3. Complete the following table: [6 marks]

Present state		Flip-flop inputs				Next state	
A	***B***	***JA***	***KA***	***JB***	***KB***	A^+	B^+
0	0	0	0	1	0	0	1
0	1	1	0	1	1	1	0
1	0	1	0	1	1	1	1
1	1	1	0	1	1	1	0

4. Verify the correctness of your table above by testing the circuit in Logisim.
   a) Click on "Clear" input to get 1. This clears both flip-flops to 0, bringing the circuit to the initial state of *AB*=00.
   b) Click on "Clear" input to get 0 before you proceed. This puts the flip-flops in their normal operation mode.
   c) Clicking the "Clock" input toggles its value. When the "Clock" value changes from 0 to 1 (i.e. a rising edge), the flip-flops react according to the commands at their J and K inputs.
   d) Click the "Clock" input several times to simulate the square wave, and watch the outputs of the flip-flops change their values. Do the values follow your table above?
   e) If at any point of time you want to reset the flip-flops to the initial state of 00, go to step (a) above.

5. Complete the state diagram below. [4 marks]



Part II

6. You will design a sequential circuit using JK flip-flops. The flip-flop inputs are given below:

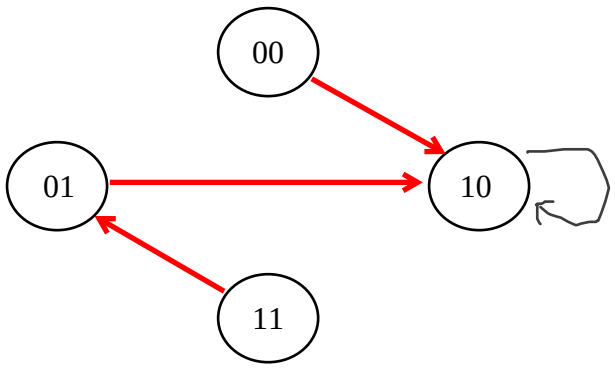
   For flip-flop *A*: $JA = 1$; $KA = A \cdot B$

   For flip-flop *B*: $JB = 0$; $KB = (A \cdot B)'$

7. Complete the following table: [6 marks]

Present state		Flip-flop inputs				Next state	
A	***B***	***JA***	***KA***	***JB***	***KB***	A^+	B^+
0	0	1	0	0	1	1	0
0	1	1	0	0	1	1	0
1	0	1	0	0	1	1	0
1	1	1	1	0	0	0	1

8. Complete the state diagram below. [4 marks]



9. Implement the circuit on Logisim and show it to your lab TA. In your circuit, you should also include a "Preset" input so that you can set both flip-flops to 1. [5 marks]

10. As this is your final lab, your lab report will not be returned to you.

Total: 25 marks