

# DIGITAL CIRCUITS LAB

## EXPERIMENT-9

### 4 BIT UNIVERSAL SHIFT REGISTER

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**Aim:** Design a circuit for 4-bit universal shift register controlled by a 2 bit control input and performs the following required operation.

Input		Operation
A	B	
0	0	Parallel Loading
0	1	Left Shift
1	0	Right Shift

#### Components used:

- IC (DM54153) 4:1 MUX
- IC (DM7474) Dual Positive-Edge-Triggered D-Type Flip-Flops with Preset, Clear and Complementary Outputs
- Switches
- LED
- Breadboard
- power supply

## Summary of the experiment:

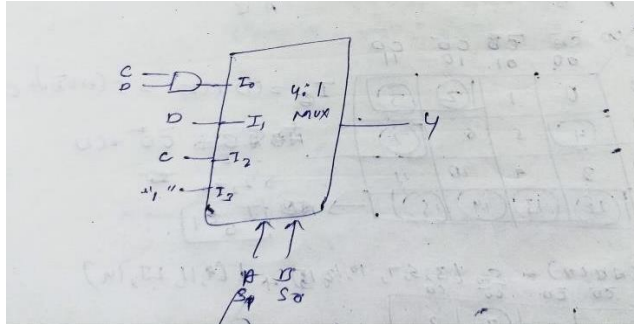
In this experiment we have to design a 4-bit universal shift register controlled by a 2 bit controller input and performs the above operation.

### Steps :-

- The operation given to us is opposite of the we studied in class.
- So we made circuit according to given conditions.
- Since this is 4-bit universal shift register it will perform shift in both direction and we required 4 MUX and 4-D-Flip Flop.
- Since there are 2 MUX and 2 FF one IC so we used 2 MUX IC and 2 FF IC .
- In this we used  $S_1, S_2$  for right and left shift.
- Inputs for the circuit are  $S_1, S_2, I_0, I_1, I_2, I_3$  which we gave from switch.
- And there are 4 outputs  $Q_0, Q_1, Q_2, Q_3$  these we connected to LED.
- We gave clock from AFG(arbitrary function generator) and saw clock output on oscilloscope.
- Where we saw the right shift, left shift on LED according to clk movement
- **SOME PROPERTIES OF UNIVERSAL SHIFT REGISTER**
- Data  $I_0, I_1, I_2$ , and  $I_3$  are stored in the D-FF
- Parallel input Parallel Output
- Clear is used for resetting
- $S_0$  and  $S_1$  are selectors
- They are also used to select the mode of the register, Left shifting, right shifting or parallel loading

## Design Procedure:

### 4:1 MUX



#### Truth table of 4:1 MUX

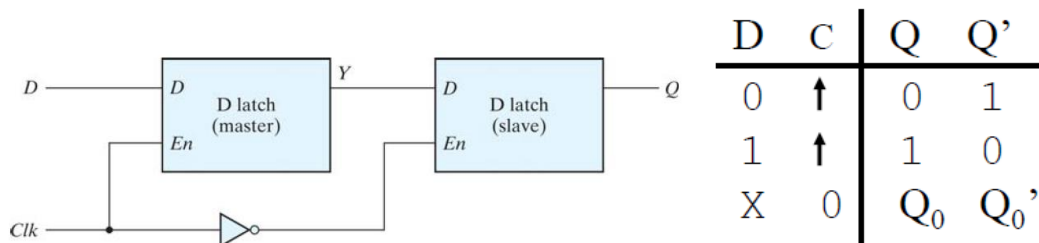
According to which we manipulated MUX

S <sub>1</sub>	S <sub>2</sub>	I <sub>0</sub>	I <sub>1</sub>	I <sub>2</sub>	I <sub>3</sub>	Y
A	B	I <sub>0</sub>	I <sub>1</sub>	I <sub>2</sub>	I <sub>3</sub>	Y
0	0	0	0	0	0	0
0	0	0	1	0	0	1
0	1	0	0	0	0	0
0	1	0	1	0	0	1
1	0	0	0	1	0	0
1	0	0	1	1	0	1
1	1	0	0	0	1	0
1	1	0	1	0	1	1

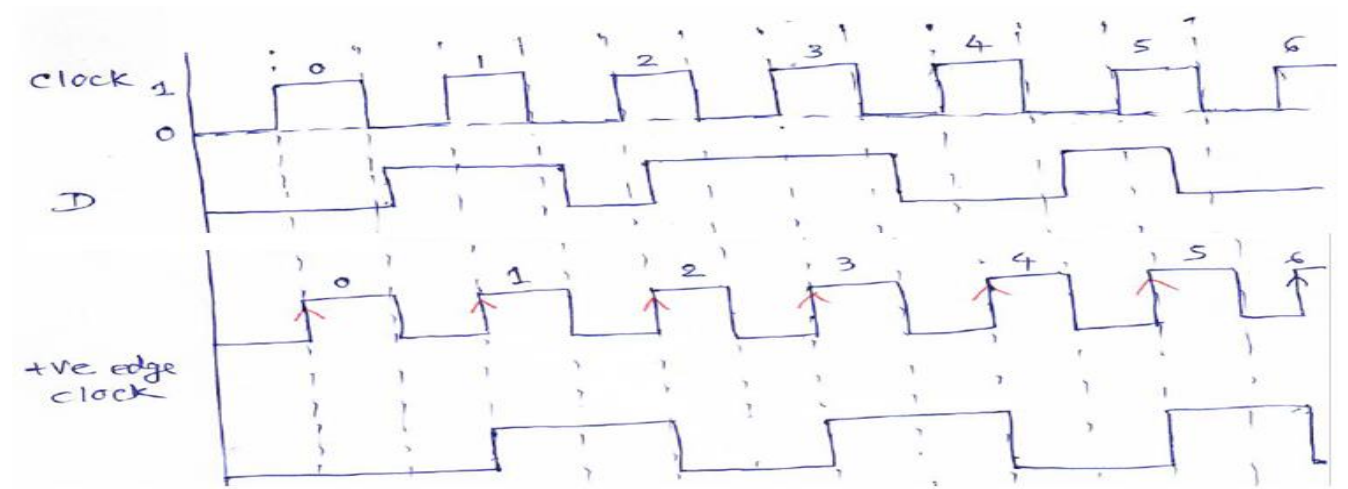
C	D	I <sub>0</sub>	I <sub>1</sub>	I <sub>2</sub>	I <sub>3</sub>	Y
0	0	0	0	0	0	0
0	1	0	1	0	0	1
1	0	0	0	1	0	0
1	1	0	1	1	0	1

## D-type positive-edge-triggered flip-flop:

since we used IC of D type positive-edge-triggered flip-flop



How D-type positive-edge-triggered flip-flop works with clk



Clk	D	Q(t+1)
0	X	Q(t)
1	0	0
1	1	1

S1	S0	Register output
1	1	No change
1	0	Shift Right
0	1	Shift Left
0	0	Parallel load



