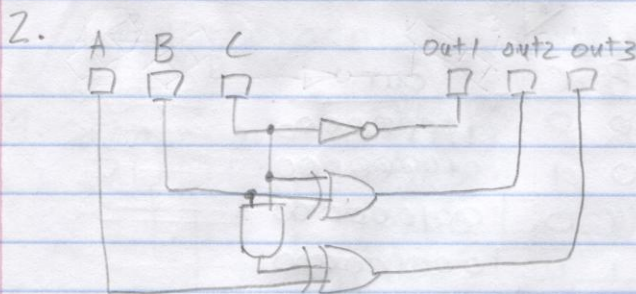
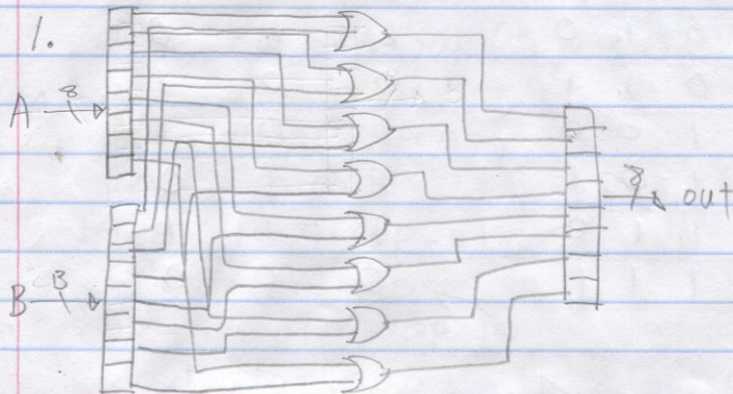


collab bro = Tim, Basil

Jun ho Lim

# Digital Logic HW

## Chapter 3.



3.

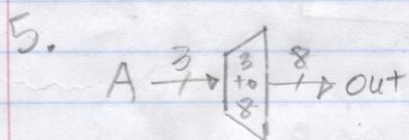
$$\text{out1} = (\bar{A} \cdot \bar{B} \cdot \bar{C}) + (\bar{A} \cdot B \cdot \bar{C}) + (A \cdot \bar{B} \cdot \bar{C}) + (A \cdot \bar{B} \cdot C) + (A \cdot B \cdot \bar{C})$$

$$\text{out2} = (\bar{A} \cdot \bar{B} \cdot C) + (\bar{A} \cdot B \cdot \bar{C}) + (A \cdot \bar{B} \cdot C) + (A \cdot B \cdot \bar{C})$$

$$\text{out3} = (\bar{A} \cdot B \cdot C) + (A \cdot \bar{B} \cdot \bar{C}) + (A \cdot B \cdot \bar{C})$$

4.

A	B	C	out1	out2	out3
0	0	0	1	0	0
0	0	1	0	1	0
0	1	0	1	1	0
0	1	1	0	0	1
1	0	0	1	0	1
1	0	1	1	1	0
1	1	0	1	1	1
1	1	1	0	0	0

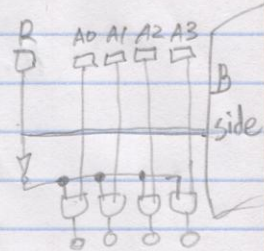


6.

A	B	C	out
0	0	0	16000000
0	0	1	01000000
0	1	0	00100000
0	1	1	00010000
1	0	0	00001000
1	0	1	00000100
1	1	0	00000010
1	1	1	00000001



7.  $out_1 = (\bar{R} \text{ And } A_0) \text{ OR } (R \text{ And } B_0)$   
 $out_2 = (\bar{R} \text{ And } A_1) \text{ OR } (R \text{ And } B_1)$   
 $out_3 = (\bar{R} \text{ And } A_2) \text{ OR } (R \text{ And } B_2)$   
 $out_4 = (\bar{R} \text{ And } A_3) \text{ OR } (R \text{ And } B_3)$



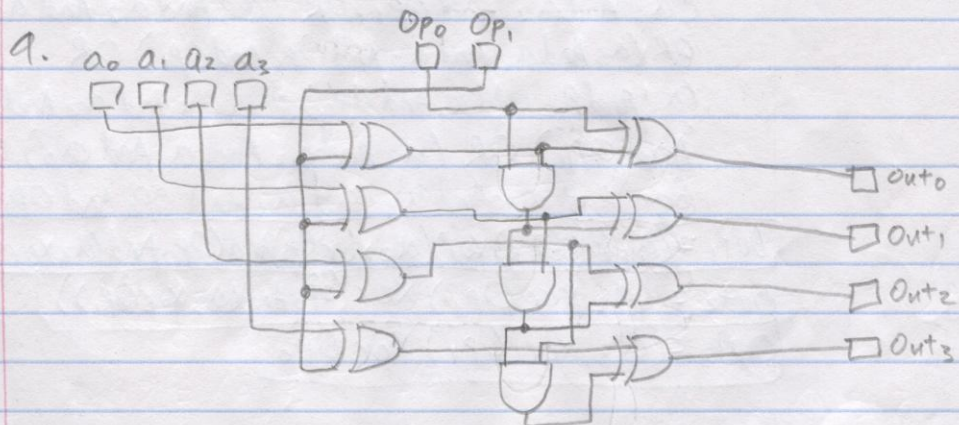
8. a)  $K = 10110111$   $Op = 00$   
 $out = 10110111$

b)  $K = 10110111$   $Op = 01$   
 $out = 10111000$

c)  $K = 10110111$   $Op = 10$   
 $out = 01001000$

10111000

d)  $K = 10110111$   $Op = 11$   
 $out = 01000111$



$$(a_0 \text{ Xor } Op_1) \text{ Xor } (a_1 \text{ Xor } Op_1) \text{ And } (a_2 \text{ Xor } Op_1) \text{ And } (Op_0 \text{ And } (a_3 \text{ Xor } Op_1))$$

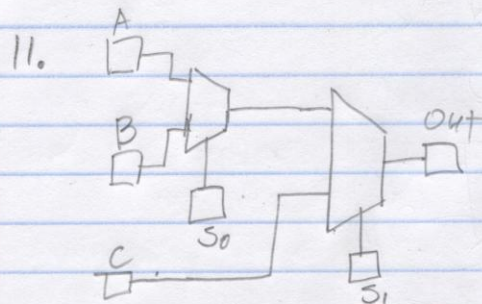
$$\begin{aligned} 10. Out_0 = & (a_0) \text{ OR } (Op_1) \text{ OR } (Op_0) \text{ OR } (a_0 \text{ And } Op_1 \text{ And } Op_0) \\ & \text{OR } (a_1 \text{ And } Op_1) \text{ OR } (a_1 \text{ And } Op_0) \text{ OR } \\ & (a_1 \text{ And } a_0) \text{ OR } (a_1 \text{ And } a_0 \text{ And } Op_1 \text{ And } Op_2) \\ & \text{OR } (a_2 \text{ And } Op_1) \text{ OR } (a_2 \text{ And } Op_0) \text{ OR } \\ & (a_2 \text{ And } a_0) \text{ OR } (a_2 \text{ And } a_0 \text{ And } Op_1 \text{ And } Op_0) \\ & \text{OR } (a_2 \text{ And } a_1 \text{ And } Op_0) \text{ OR } (a_2 \text{ And } a_1 \text{ And } Op_1) \\ & \text{OR } (a_2 \text{ And } a_1 \text{ And } a_0) \text{ OR } (a_2 \text{ And } a_1 \text{ And } a_0 \\ & \text{And } Op_0 \text{ And } Op_1) \text{ OR } (a_3 \text{ And } Op_0) \text{ OR } \\ & (a_3 \text{ And } Op_1) \text{ OR } (a_3 \text{ And } a_0) \text{ OR } \\ & (a_3 \text{ And } a_0 \text{ And } Op_0 \text{ And } Op_1) \text{ OR } \\ & (a_3 \text{ And } a_1 \text{ And } Op_0) \text{ OR } (a_3 \text{ And } a_1 \text{ And } Op_1) \\ & \text{OR } (a_3 \text{ And } a_1 \text{ And } a_0) \text{ OR } (a_3 \text{ And } a_1 \text{ And } a_0 \text{ And } \\ & Op_0 \text{ And } Op_1) \text{ OR } (a_3 \text{ And } a_2 \text{ And } Op_0) \text{ OR } \\ & (a_3 \text{ And } a_2 \text{ And } Op_1) \text{ OR } (a_3 \text{ And } a_2 \text{ And } a_0) \\ & \text{OR } (a_3 \text{ And } a_2 \text{ And } a_0 \text{ And } Op_0 \text{ And } Op_1) \text{ OR } \\ & (a_3 \text{ And } a_2 \text{ And } a_1 \text{ And } Op_0) \text{ OR } (a_3 \text{ And } a_2 \text{ And } a_1 \\ & \text{And } Op_1) \text{ OR } (a_3 \text{ And } a_2 \text{ And } a_1 \text{ And } a_0) \text{ OR } \\ & (a_1 \text{ And } a_0 \text{ And } a_1 \text{ And } a_0 \text{ And } Op_0 \text{ And } Op_1) \end{aligned}$$

$$Out_1 = (a_1 \text{ Xor } Op_1) \text{ Xor } (a_2 \text{ Xor } Op_1) \text{ And } (Op_0 \text{ And } (a_3 \text{ Xor } Op_1))$$

$$Out_2 = (a_2 \text{ Xor } Op_1) \text{ Xor } (Op_0 \text{ And } (a_3 \text{ Xor } Op_1))$$

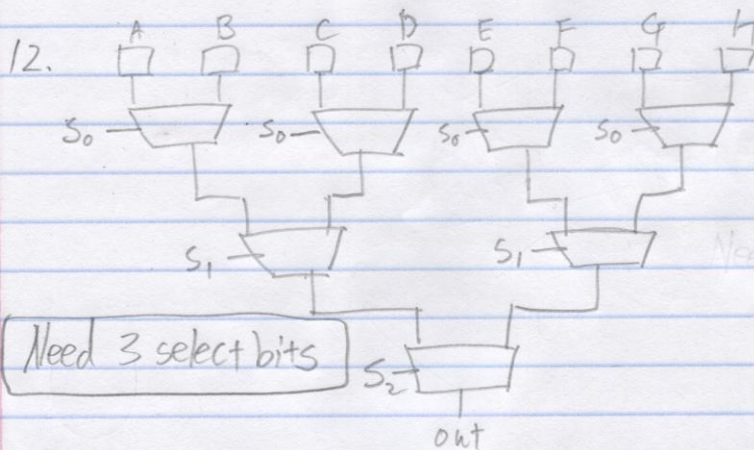
$$Out_3 = (a_3 \text{ Xor } Op_1) \text{ Xor } Op_0$$





A	B	C	$S_0$	$S_1$	out
1	0	0	0	0	1
0	1	0	1	0	1
0	0	1	0	1	1

Need 2 select bits



Need 3 select bits

changing select bits to 3 in decoder component.

