

Laboratory 7

Combinational Circuits-III Decimal to BCD Encoder and Decoders

1. Introduction and Purpose of Experiment

Students will learn to design and implement a circuit for Decimal to BCD Encoder.

2. Aim and Objectives

Aim: Design and implement a circuit for Decimal to BCD Encoder

Objectives: At the end of this lab, the student will be able to

- Develop a circuit for Decimal to BCD Encoder
- Understand the basics of Decoders

3. Experimental Procedure

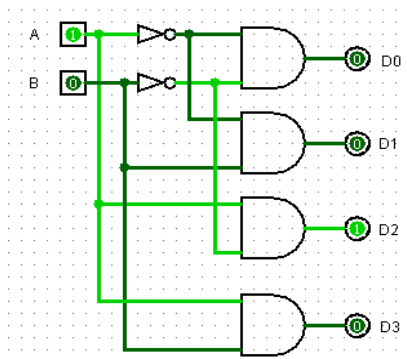
- Write truth table and block diagram for Decimal to BCD Encoder
- Construct the circuits for Decimal to BCD Encoder using appropriate ICs. Verify the functionality and show the output to the course leader
- Using an example, describe how a decoder can be implemented using a Demultiplexer.

Your document should include:

- Handwritten truth table and block diagrams for the circuit in 3(a).
- Answer to 3(c)

2:4 decoders

Circuit diagram

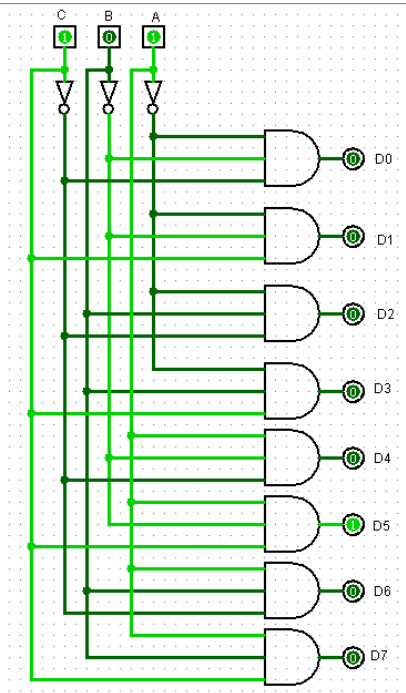


truth table

A	B	D3	D2	D1	D0
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0

3:8 decoders

Circuit diagram

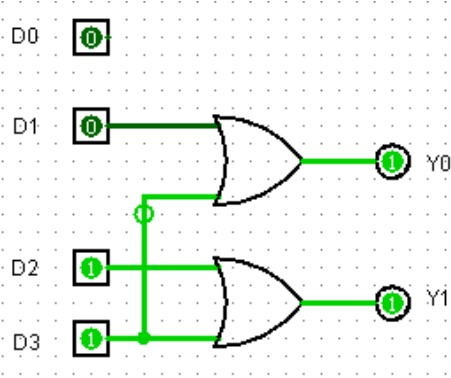


truth table

A	B	C	D7	D6	D5	D4	D3	D2	D1	D0
0	0	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	1	0	0	0	0	0	0	1	0	0
0	1	1	0	0	0	0	1	0	0	0
1	0	0	0	0	0	1	0	0	0	0
1	0	1	0	0	1	0	0	0	0	0
1	1	0	0	1	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0

4:2 encoders

Circuit diagram

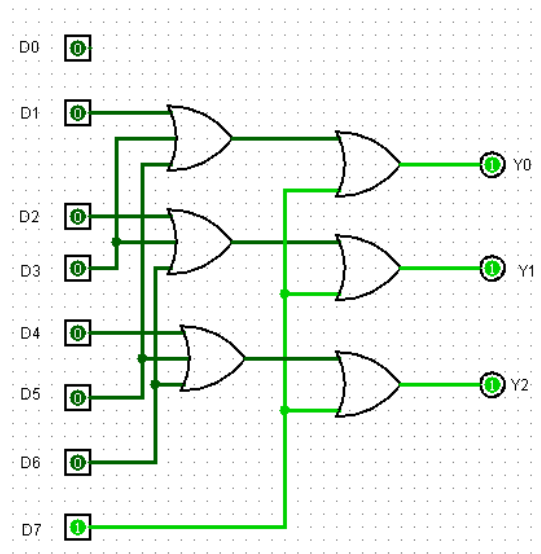


truth table

Y1	Y0	D3	D2	D1	D0
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0

8:3 encoders

Circuit diagram

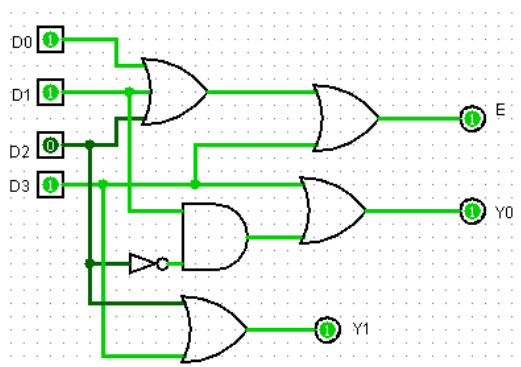


truth table

Y2	Y1	Y0	D7	D6	D5	D4	D3	D2	D1	D0
0	0	0	0	0	0	0	0	0	0	1
0	0	1	0	0	0	0	0	0	1	0
0	1	0	0	0	0	0	0	1	0	0
0	1	1	0	0	0	0	1	0	0	0
1	0	0	0	0	0	1	0	0	0	0
1	0	1	0	0	1	0	0	0	0	0
1	1	0	0	1	0	0	0	0	0	0
1	1	1	1	0	0	0	0	0	0	0

4:2 priority encoders

Circuit diagram

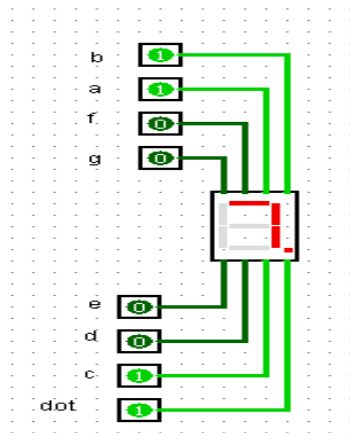


truth table

Y1	Y0	E	D3	D2	D1	D0
0	0	0	0	0	0	0
0	0	1	0	0	0	1
0	1	0	0	0	0	0
0	1	1	0	0	1	x
1	0	0	0	0	0	0
1	0	1	0	1	x	x
1	1	0	0	0	0	0
1	1	1	1	x	x	x

Bcd to 7 segment display

Block diagram



truth table

A	B	C	D	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	1	1	0
0	0	0	1	0	1	1	0	0	0	0
0	0	1	0	1	1	0	1	1	0	1
0	0	1	1	1	1	1	1	0	0	1
0	1	0	0	0	1	1	0	0	1	1
0	1	0	1	1	0	1	1	0	1	1
0	1	1	0	1	0	1	1	1	1	1
0	1	1	1	1	1	1	0	0	0	0
1	0	0	0	1	1	1	1	1	1	1
1	0	0	1	1	1	1	1	0	1	1