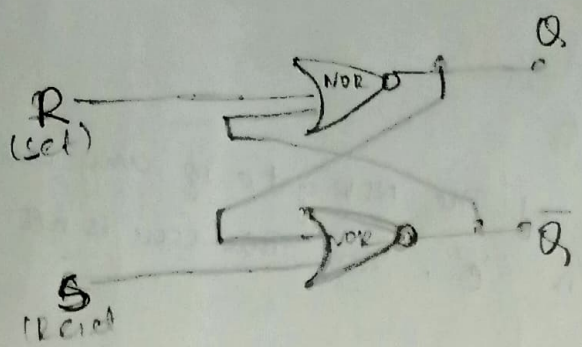
4/1/2023

SR LATCHE (Active high set)



S	R	Q	$\bar{Q}$
0	0	Q	$\bar{Q}$
0	1	0	1
1	0	1	0
1	1	Not valid	

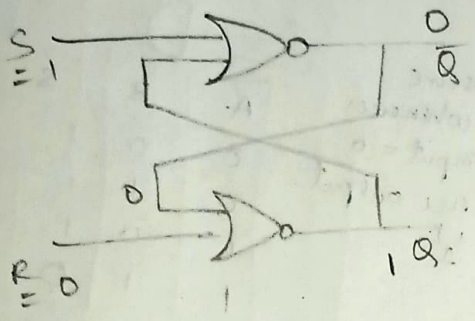
NOTE:
whenever, The input = 1 the output is '0'

Truth table for NOR gate.

A	B	D
0	0	1
0	1	0
1	0	0
1	1	0

case I :-

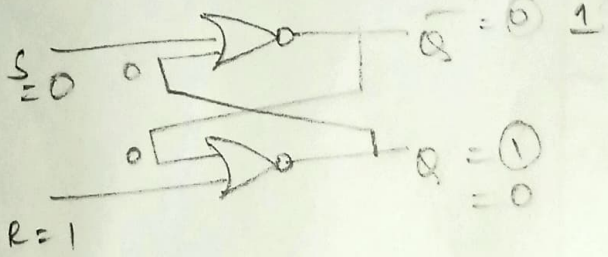
S = 1 & R = 0



from this
Q = 1, $\bar{Q}$ = 0

case II :-

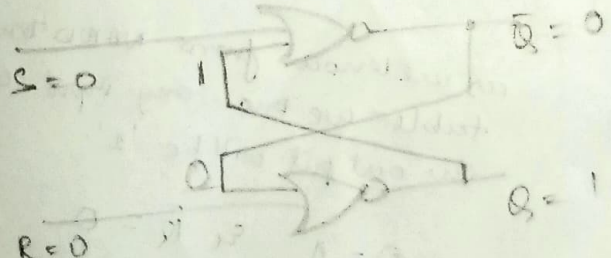
S = 0 & R = 1



from this
Q = 0, $\bar{Q}$ = 1

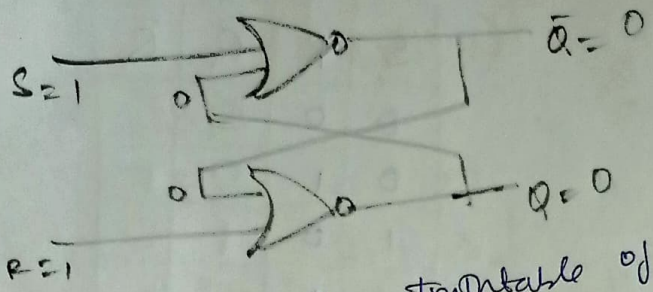
case III :-

S = 0 & R = 0



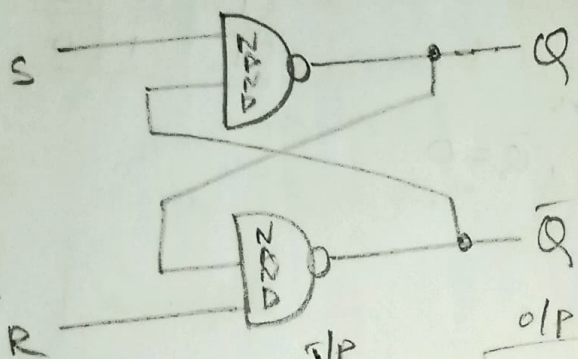
from this, Q = Q, $\bar{Q}$ = 0
whenever the inputs are 0 & 0 the previous Q & $\bar{Q}$ values are retained.

Case - IV : S = 1 & R = 1

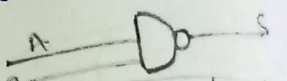


as we know from the truth table of the NOR gate if any one the inputis '1' then the output is '0'. so this case is not valid in DE.

SR - Latch with NAND Gates (Active low set)



Truth table for NAND

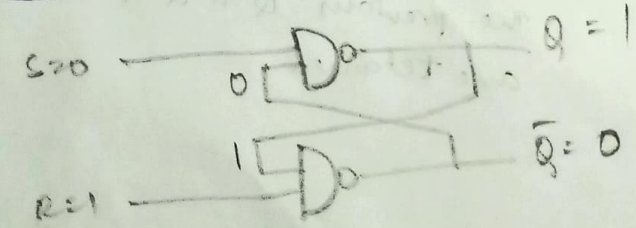


we observe that whenever any input = 0 then the output is '1'

A	B	S
0	0	1
0	1	1
1	0	1
1	1	0

S/P		O/P	
S	R	Q	Q̄
0	0	invalid	
0	1	1	0
1	0	0	1
1	1	Q	Q̄

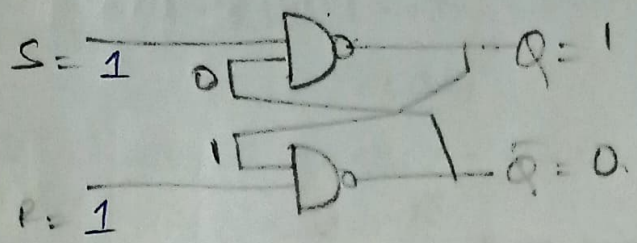
case(1): S = 0 , R = 1



as we know from NAND truth table we know any input = 0 the out put will be '1'

Q = 1 & Q̄ = 0

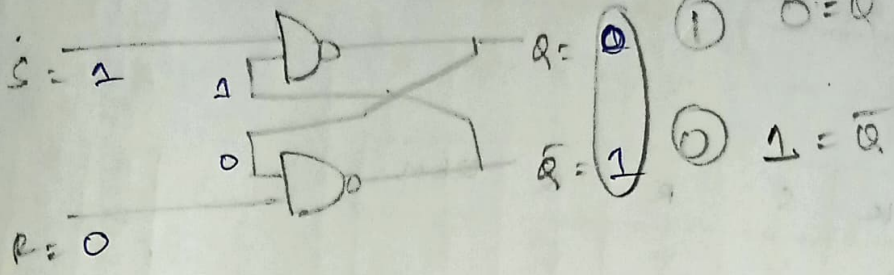
case (2): $S = 1$, $R = 1$



whenever the inputs are 1 & 1 the previous Q & $\bar{Q}$ values are retained.

$Q = 1$, $\bar{Q} = 0$

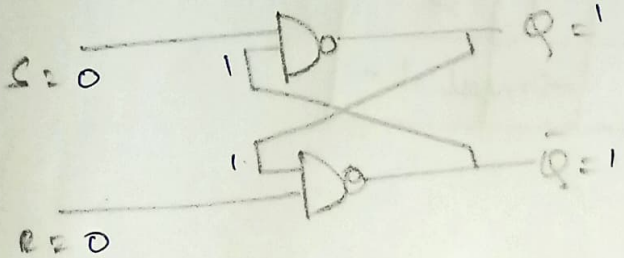
case (3): $S = 1$, $R = 0$



① $0 = Q$

② $1 = \bar{Q}$

case (4): $S = 0$, $R = 0$.



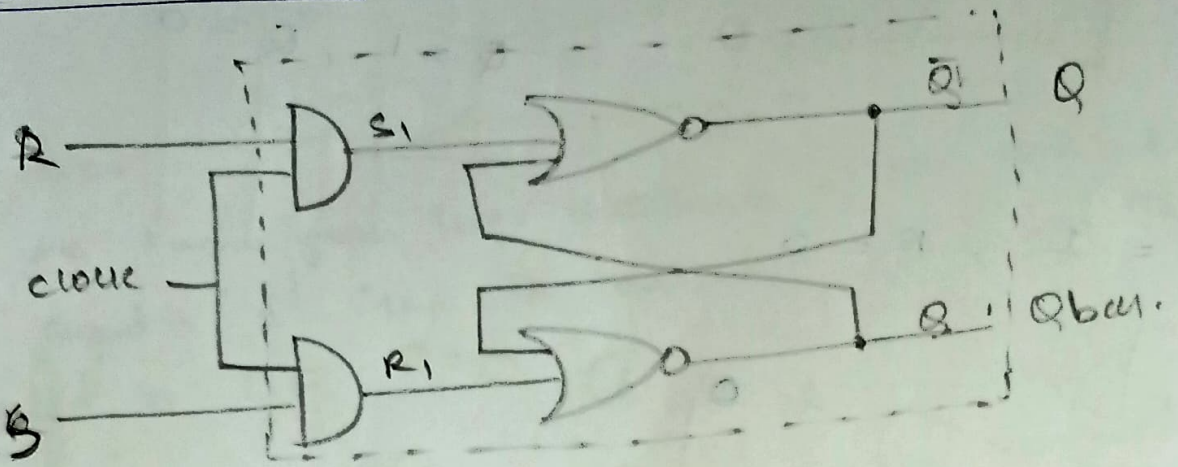
we know that from truth table of NAND gate we say any input 0 then output is '1'.

so this case is not valid.

$Q = 1$ & $\bar{Q} = 1$

SR - FLIP-FLOP

SR - FLIP FLOP for (NOR Gate)



CLK	S	R	Q	Qbar.
0	X	X	Q	$\overline{Q}$
1	0	0	Q	$\overline{Q}$
1	0	1	0	1
1	1	0	1	0
1	1	1	- Invalid -	

NOR Gate Truth table

A	B	Y
0	0	1
0	1	0
1	0	0
1	1	0

AND Gate Truth table

A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1

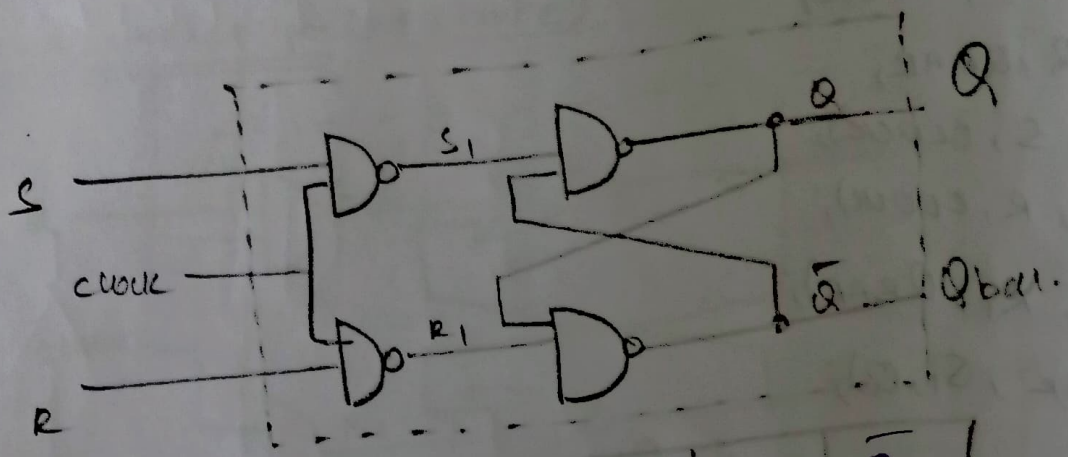
Verilog code for SR FLIPFLOP

```
module SRFF (S, R, CLOCK, Q, QBAR);
  input S, R, CLOCK;
  output Q, QBAR;
  and (R1, S, CLOCK);
  and (S1, R, CLOCK);
  nor (Q, R1, QBAR);
  nor (QBAR, S1, Q);
end module.
```

SR- FLIP-FLOP for NAND gate

NAND gate Truth table

A	B	Y
0	0	1
0	1	1
1	0	1
1	1	0

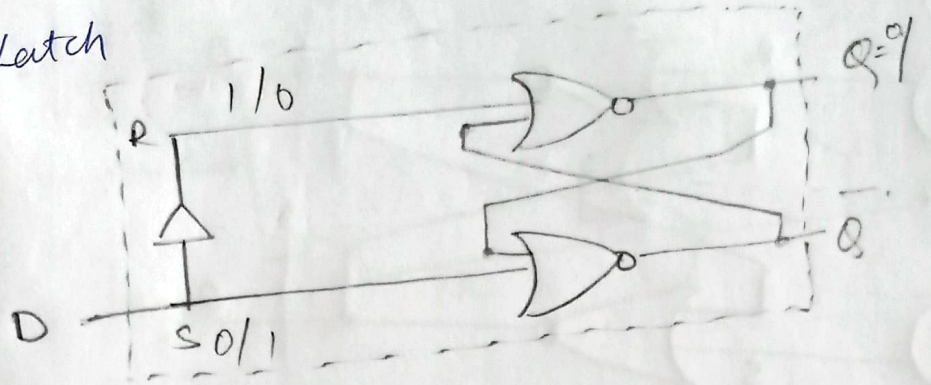


CLK	S	R	Q	$\bar{Q}$
0	X	X	Q	$\bar{Q}$
1	0	0	Q	$\bar{Q}$
1	0	1	0	1
1	1	0	1	0
1	1	1	Invalid	

6/1/2023

D - Latch

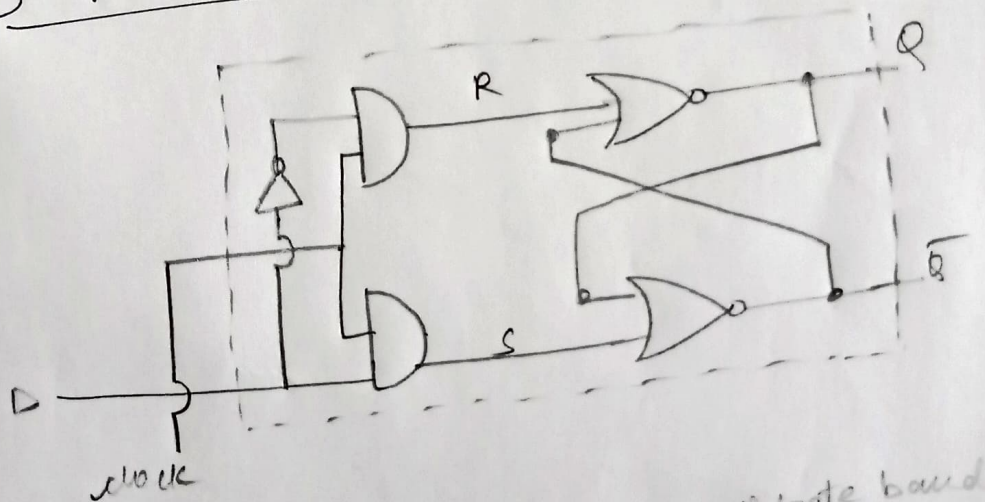
also called as Data latch, Delay latch, Transparent Latch



Truth table:

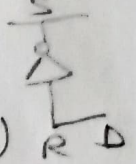
D	Q
0	0
1	1

D - FLIP - FLOP

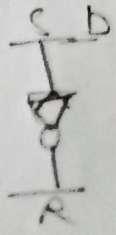


clock	D	Q_{n+1}
0	X	Q_n
1	0	0
1	1	1

-> NOR gate based latch. (Inverting goes from R to S)

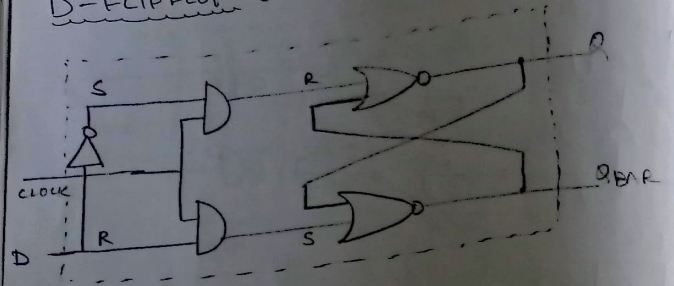


-> NAND gate based latch (Inverting goes from S to R)

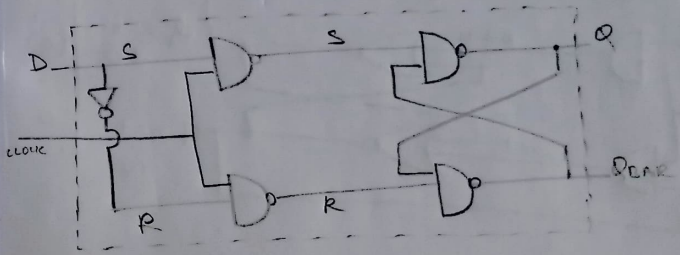


D-Latch

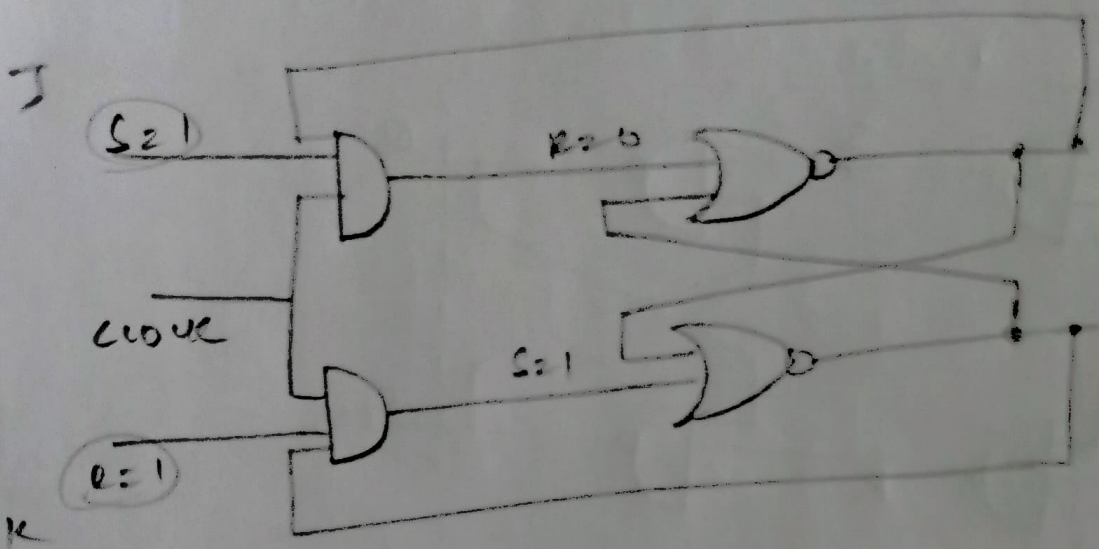
D-FLIP FLOP (NOR GATE)



D-FLIP FLOP (NAND GATE)



JK - FLIP FLOP



J	K	Q_{n+1}
0	0	Q_n
0	1	0
1	0	1
1	1	$\bar{Q}_n$

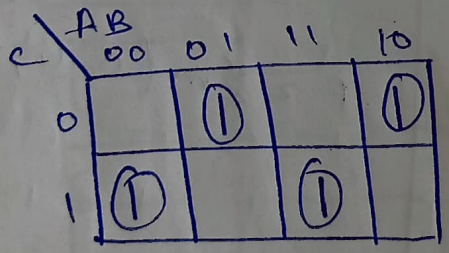
FULL ADDER USING PAL & PLA

Truth Table:

A	B	C	sum	CO
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

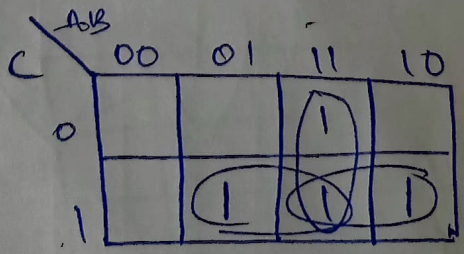
Kmaps:

for sum:



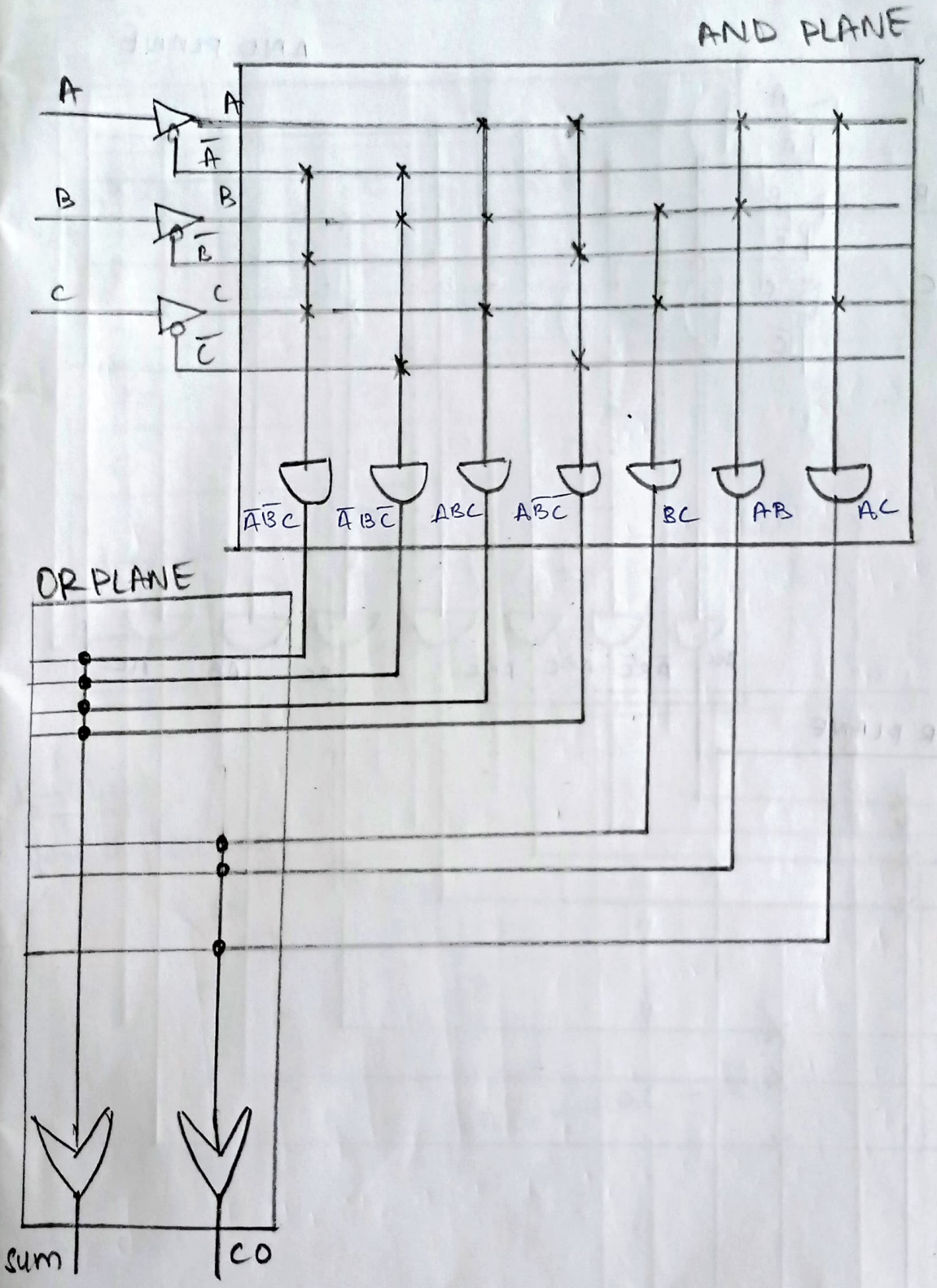
$$sum = \bar{A}\bar{B}C + \bar{A}B\bar{C} + ABC + A\bar{B}\bar{C}$$

for CO:

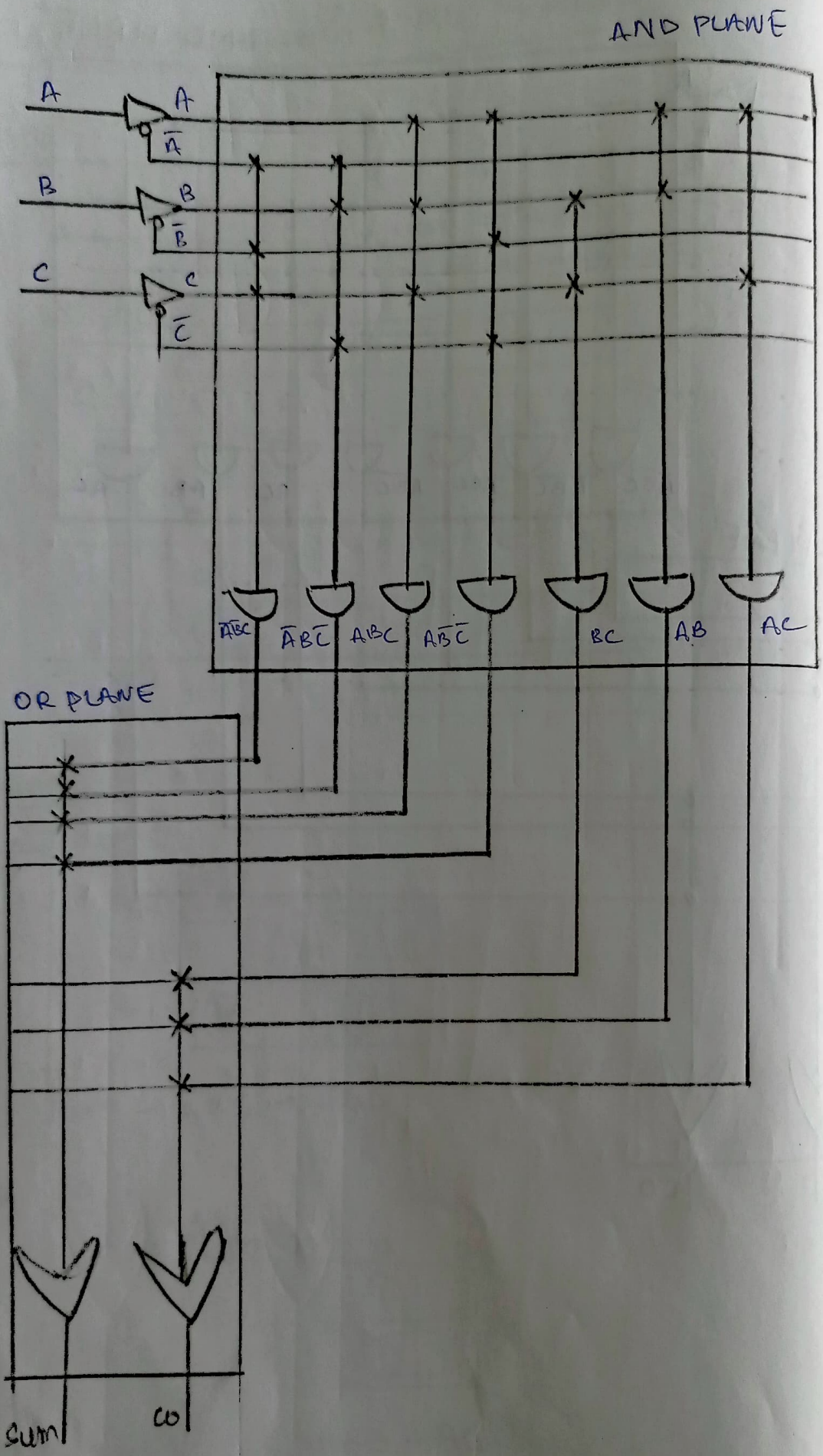


$$CO = BC + AB + AC$$

PAL:


AND PLANE
A
B
C
$\overline{A}$
$\overline{B}$
$\overline{C}$
$\overline{A}\overline{B}C$
$\overline{A}B\overline{C}$
ABC
$A\overline{B}\overline{C}$
BC
AB
AC
OR PLANE
sum
CO

PLA :


AND PLANE
A
$\bar{A}$
B
$\bar{B}$
C
$\bar{C}$
$\bar{A}\bar{B}C$
$\bar{A}B\bar{C}$
ABC
$AB\bar{C}$
BC
AB
AC
OR PLANE
Sum
Co

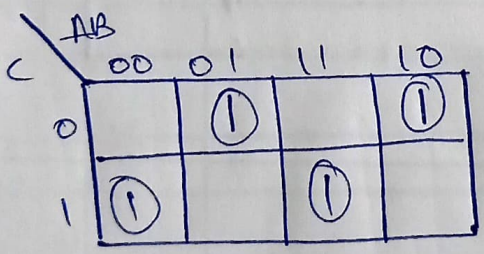
FULL SUBTRACTOR USING PAL & PLA

Truth table:

A	B	C	Difference	Borrow
0	0	0	0	0
0	0	1	1	1
0	1	0	1	1
0	1	1	0	1
1	0	0	1	0
1	0	1	0	0
1	1	0	0	0
1	1	1	1	1

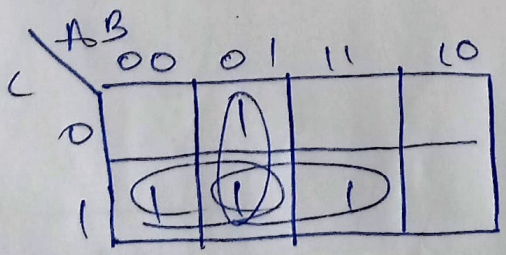
K-Maps:

for difference:



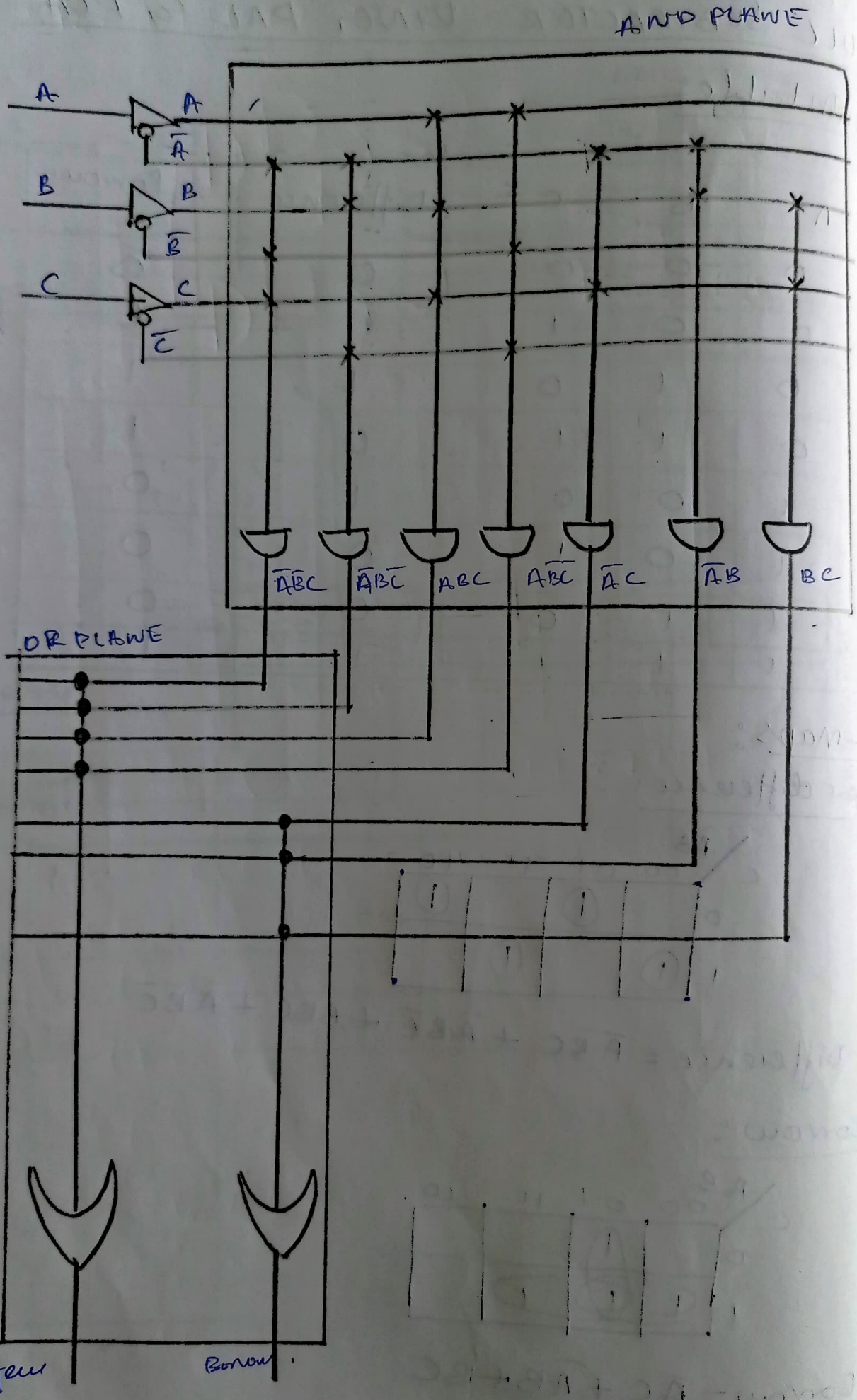
$$\text{Difference} = \bar{A}\bar{B}C + \bar{A}B\bar{C} + ABC + A\bar{B}\bar{C}$$

Borrow:

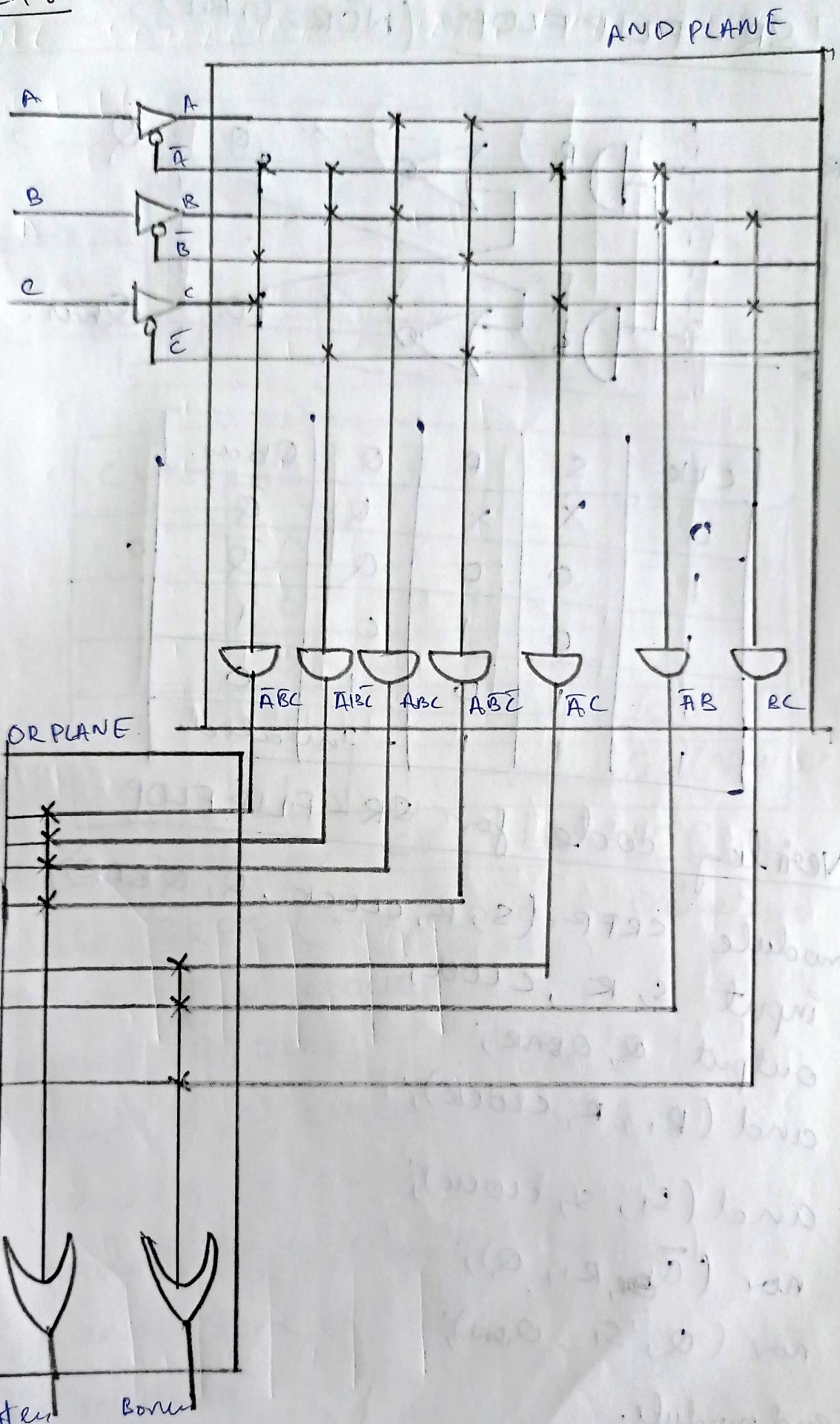


$$\text{Borrow} = \bar{A}C + \bar{A}B + BC$$

PAL :


AND PLANE
A
$\bar{A}$
B
$\bar{B}$
C
$\bar{C}$
$\bar{A}\bar{B}C$
$\bar{A}B\bar{C}$
ABC
$A\bar{B}\bar{C}$
$\bar{A}C$
$\bar{A}B$
BC
OR PLANE
Diffen
Bonou

PLA:


AND PLANE
A
$\bar{A}$
B
$\bar{B}$
C
$\bar{C}$
$\bar{A}BC$
$A\bar{B}C$
ABC
$AB\bar{C}$
$\bar{A}C$
$\bar{A}B$
BC
OR PLANE