

Hardware Lab

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Course: BCSE (Lateral)

Q Design a clock in the format HH:MM:SS (Hour: Minute: seconds.)

There are several existing clocks in this world: analog and digital, which one may wonder what other uses the clock may have. A digital clock is a type of clock that displays the time digitally. Instead of the rotary mechanism of electromechanical clock, it uses digital counters that count second minute and hours. Each sixty seconds make a minute and each sixty minutes an hour. After twenty four hours the clock resets and starts from initial condition. The functional unit of a digital clock is a counter that represents a second, minute or hour block for designing the clock we use the JK flip flop. For represent second and minute i.e. for counting from 0 to 59, we use the mod 10 and mod 6 counter and for representing the hours i.e. for counting 0 to 23, we use mod 24 counter. The mod 6 counter counting from 0 to 5 and the mod 10 counter is counting from 0 to 9. A clear button is also used for reset the counter. To represent the clock or for displaying the clock we use a LED display, which is already designed by 7 segment display.

JK Flip Flop Transition Table:

Q_N	Q_{N+1}	J	K
0	0	0	X
0	1	1	X
1	1	X	0
1	0	X	1

S	Initial state				Final state				Input (given)			
	Q_4	Q_3	Q_2	Q_1	Q_4	Q_3	Q_2	Q_1	q_1	q_2	q_3	q_4
0	0	0	0	0	0	0	0	1	1	0	0	0
0	0	0	0	1	0	0	0	1	1	1	0	0
0	0	0	1	1	0	0	1	1	1	0	0	0
0	0	0	1	0	0	1	0	1	1	1	1	0
0	0	1	1	1	0	1	1	1	1	0	0	0
0	0	1	1	0	0	1	0	1	1	1	0	0
0	0	1	0	1	0	1	1	1	1	0	0	0
0	0	1	0	0	0	1	0	1	1	1	0	0
0	1	0	0	1	0	0	0	0	1	0	0	1
0	1	0	0	0	0	0	0	0	1	0	0	1
1	0	0	0	0	1	0	0	1	1	0	0	1
1	0	0	1	0	0	0	0	1	1	0	0	1
1	0	0	1	1	0	0	1	1	1	1	0	0
1	0	1	1	1	0	0	1	1	1	1	0	0
1	0	1	1	0	0	0	1	1	1	1	0	0
1	0	1	0	1	0	0	0	1	1	1	0	0
1	0	1	0	0	0	0	0	1	1	1	0	0
1	1	0	0	1	1	0	0	0	1	0	1	0
1	1	0	0	0	1	0	0	0	1	0	1	0

K maps

For $S=0$;

q_2	$\bar{a}_2 \bar{a}_1$	$\bar{a}_2 a_1$	$a_2 a_1$	$a_2 \bar{a}_1$
$\bar{a}_4 \bar{a}_3$	0	1	1	0
$\bar{a}_4 a_3$	0	1	1	0
$a_4 a_3$	d ₁₂	d ₁₃	d ₁₅	d ₁₄
$a_4 \bar{a}_3$	0	0	d ₁₁	d ₁₀

$$JK \text{ for } q_2 = a_1 \bar{a}_4$$

For $S=1$;

q_2	$\bar{a}_2 \bar{a}_1$	$\bar{a}_2 a_1$	$a_2 a_1$	$a_2 \bar{a}_1$
$\bar{a}_4 \bar{a}_3$	0	0	0	1
$\bar{a}_4 a_3$	1	0	0	1
$a_4 a_3$	d ₁₂	d ₁₃	d ₁₅	d ₁₄
$a_4 \bar{a}_3$	1	0	d ₁₁	d ₁₀

$$JK \text{ for } q_2 = \bar{a}_1 a_2 + \bar{a}_1 a_3 + \bar{a}_1 a_4$$

For $S=0$

q_3	$\bar{a}_2\bar{a}_1$	\bar{a}_2a_1	a_2a_1	$a_2\bar{a}_1$
$\bar{a}_4\bar{a}_3$	0 ₀	0 ₁	1 ₃	0 ₂
\bar{a}_4a_3	0 ₄	0 ₅	1 ₇	0 ₆
a_4a_3	d ₁₂	d ₁₃	d ₁₅	d ₁₄
$a_4\bar{a}_3$	0 ₈	0 ₉	d ₁₁	d ₁₀

JK for $q_3 = a_1a_2$

q_4	$\bar{a}_2\bar{a}_1$	\bar{a}_2a_1	a_2a_1	$a_2\bar{a}_1$
$\bar{a}_4\bar{a}_3$	0	0	0	0
\bar{a}_4a_3	0	0	1	0
a_4a_3	d	d	d	d
$a_4\bar{a}_3$	0	1	d	d

JK for $q_4 = a_1a_2a_3 + a_1\bar{a}_4$

For $S=1$

q_3	$\bar{a}_2\bar{a}_1$	\bar{a}_2a_1	a_2a_1	$a_2\bar{a}_1$
$\bar{a}_4\bar{a}_3$	0 ₀	0 ₁	0 ₃	0 ₂
\bar{a}_4a_3	1 ₄	0 ₅	0 ₇	0 ₆
a_4a_3	d ₁₂	d ₁₃	d ₁₅	d ₁₄
$a_4\bar{a}_3$	1 ₈	0 ₉	d ₁₁	d ₁₀

JK for $q_3 = \bar{a}_1\bar{a}_2a_3 + \bar{a}_1\bar{a}_2a_4$

q_4	$\bar{a}_2\bar{a}_1$	\bar{a}_2a_1	a_2a_1	$a_2\bar{a}_1$
$\bar{a}_4\bar{a}_3$	1	0	0	0
\bar{a}_4a_3	0	0	0	0
a_4a_3	d	d	d	d
$a_4\bar{a}_3$	1	0	d	d

JK for $q_4 = \bar{a}_1\bar{a}_2\bar{a}_3$

Seven segment Display

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	A	B	C	D	a	b	c	d	e	f	g
0	0	0	0	0	1	1	1	1	1	1	1
1	0	0	0	1	0	1	1	0	0	0	0
2	0	0	1	0	1	1	0	1	0	0	0
3	0	0	1	1	1	1	0	1	0	0	1
4	0	1	0	0	0	1	1	0	0	1	1
5	0	1	0	1	1	0	1	1	0	1	1
6	0	1	1	0	1	0	1	1	0	1	1
7	0	1	1	1	1	1	1	0	0	0	0
8	1	0	0	0	1	1	1	1	1	1	1
9	1	0	0	1	1	1	1	1	0	1	1

$\begin{matrix} a \\ \text{f} \end{matrix} \begin{matrix} b \\ \text{e} \end{matrix} \begin{matrix} c \\ \text{d} \end{matrix} \begin{matrix} d \\ \text{c} \end{matrix} \begin{matrix} e \\ \text{b} \end{matrix} \begin{matrix} f \\ \text{a} \end{matrix}$

Kmap for a

	CD	$\bar{C}\bar{D}$	$\bar{C}D$	$C\bar{D}$
AB	1	0	1	1
$\bar{A}\bar{B}$	1	0	1	1
$\bar{A}B$	0	1	1	1
$A\bar{B}$	x	x	x	x
AB	1	1	x	x

$$a = c + A + \bar{B}\bar{D} + BD$$

Kmap for b

	CD	$\bar{C}\bar{D}$	$\bar{C}D$	$C\bar{D}$
AB	1	1	1	1
$\bar{A}\bar{B}$	1	1	1	1
$\bar{A}B$	1	0	1	0
AB	x	x	x	x
AB	1	1	x	x

$$b = \bar{B} + CD + \bar{C}\bar{D}$$

Kmap for c

	CD	$\bar{C}\bar{D}$	$\bar{C}D$	$C\bar{D}$
AB	1	0	0	1
$\bar{A}\bar{B}$	1	0	0	1
$\bar{A}B$	0	0	0	1
AB	x	x	x	x
AB	1	0	x	1

$$c = c\bar{D} + \bar{B}\bar{D}$$

Kmap for D

	CD	$\bar{C}\bar{D}$	$\bar{C}D$	$C\bar{D}$
AB	1	0	1	1
$\bar{A}\bar{B}$	1	0	1	1
$\bar{A}B$	0	1	0	1
AB	x	x	x	x
AB	1	1	x	x

$$d = \bar{B}\bar{D} + A + \bar{C}\bar{D} + B\bar{C} + B\bar{C}\bar{D}$$

Kmap for e

	CD	$\bar{C}\bar{D}$	$\bar{C}D$	$C\bar{D}$
AB	1	1	1	0
$\bar{A}\bar{B}$	1	1	1	1
$\bar{A}B$	1	1	1	1
AB	x	x	x	x
AB	1	1	x	x

$$e = B + \bar{C} + D$$

Kmap for f

	CD	$\bar{C}\bar{D}$	$\bar{C}D$	$C\bar{D}$
AB	1	0	0	0
$\bar{A}\bar{B}$	1	1	0	1
$\bar{A}B$	1	1	0	1
AB	x	x	x	x
AB	1	1	x	x

$$f = A + \bar{C}\bar{D} + \bar{B}\bar{D} + B\bar{C}$$

Kmap for g

	CD	$\bar{C}\bar{D}$	$\bar{C}D$	$C\bar{D}$
AB	0	0	1	1
$\bar{A}\bar{B}$	0	0	1	1
$\bar{A}B$	1	1	0	1
AB	x	x	x	x
AB	1	1	x	x

$$g = A + B\bar{C} + BC + C\bar{D}$$

Designing mod 6 updown counter: \rightarrow

mode	Initial state			Final state		
	a_2	a_1	Q_0	\bar{a}_2	\bar{a}_1	\bar{Q}_0
0	0	0	0	0	0	1
0	0	0	1	0	1	0
0	0	1	0	0	1	1
0	0	1	1	1	0	0
0	1	0	0	1	0	1
0	1	0	1	0	0	0
1	0	0	0	1	0	1
1	0	0	1	0	0	0
1	0	1	0	0	0	1
1	0	1	1	0	1	0
1	1	0	0	0	1	1
1	1	0	1	1	0	0

Kmap \rightarrow

J_0	$\bar{a}_2 \bar{a}_1$	$\bar{a}_2 a_1$	$a_2 a_1$	$a_2 \bar{a}_1$
\bar{Q}_0	1	1	X	1
Q_0	X	X	X	X

$$J_0 = 1$$

K_0	$\bar{a}_2 \bar{a}_1$	$\bar{a}_2 a_1$	$a_2 a_1$	$a_2 \bar{a}_1$
\bar{Q}_0	X	X	X	X
Q_0	1	1	X	1

$$K_0 = 1$$

J_1	$\bar{a}_2 \bar{a}_1$	$\bar{a}_2 a_1$	$a_2 a_1$	$a_2 \bar{a}_1$
\bar{Q}_0	0	X	X	1
Q_0	0	X	X	0

$$J_1 = a_2 \bar{Q}_0$$

K_1	$\bar{a}_2 \bar{a}_1$	$\bar{a}_2 a_1$	$a_2 a_1$	$a_2 \bar{a}_1$
\bar{Q}_0	X	1	X	X
Q_0	X	0	X	X

$$K_1 = \bar{Q}_0$$

J_2	$\bar{a}_2 \bar{a}_1$	$\bar{a}_2 a_1$	$a_2 a_1$	$a_2 \bar{a}_1$
\bar{Q}_0	1	0	X	X
Q_0	0	0	X	X

$$J_2 = \bar{a}_1 \bar{Q}_0$$

K_2	$\bar{a}_2 \bar{a}_1$	$\bar{a}_2 a_1$	$a_2 a_1$	$a_2 \bar{a}_1$
\bar{Q}_0	X	X	X	1
Q_0	X	X	X	0

$$K_2 = \bar{Q}_0$$



For counting 24, we can use mod 3 and mod 5

Mod-3

mode	Initial State		Final State		Inputs			
	Q_1	Q_0	Q_1^*	Q_0^*	J_1	K_1	J_0	K_0
0	0	0	0	1	0	X	1	X
0	0	1	1	0	1	X	X	1
0	1	0	0	0	X	1	0	X

K map

J_1

$Q_1 \backslash Q_0$	\bar{Q}_0	Q_0
\bar{Q}_1	0	1
Q_1	X	X

$$J_1 = Q_0$$

K_1

$Q_1 \backslash Q_0$	\bar{Q}_0	Q_0
\bar{Q}_1	X	X
Q_1	1	X

$$K_1 = 1$$

J_0

$Q_1 \backslash Q_0$	\bar{Q}_0	Q_0
\bar{Q}_1	1	X
Q_1	0	X

$$J_0 = \bar{Q}_1$$

K_0

$Q_1 \backslash Q_0$	\bar{Q}_0	Q_0
\bar{Q}_1	X	1
Q_1	X	X

$$K_0 = 1$$

Mod-5

Mod	Initial State			Final state			Inputs					
	Q_2	Q_1	Q_0	Q_2^*	Q_1^*	Q_0^*	J_2	K_2	J_1	K_1	J_0	K_0
0	0	0	0	0	0	1	0	X	0	X	0	X
1	0	0	1	0	1	0	0	X	1	X	X	X
2	0	1	0	0	1	1	0	X	X	0	1	X
3	0	1	1	1	0	0	1	X	X	1	X	1
4	1	0	0	0	0	0	X	1	0	X	0	X

Kmap

J_2

	$Q_2 Q_1$	$\bar{Q}_2 \bar{Q}_1$	$\bar{Q}_2 Q_1$	$Q_2 Q_1$
Q_0	0	0	1	0
\bar{Q}_0	X	X	X	X

$$J_2 = Q_1 Q_2$$

K_2

	$Q_2 Q_1$	$\bar{Q}_2 \bar{Q}_1$	$\bar{Q}_2 Q_1$	$Q_2 Q_1$
Q_0	X	X	X	X
\bar{Q}_0	1	X	X	X

$$K_2 = 1$$

J_1

	$Q_2 Q_1$	$\bar{Q}_2 \bar{Q}_1$	$\bar{Q}_2 Q_1$	$Q_2 Q_1$
Q_0	0	1	X	X
\bar{Q}_0	0	X	X	X

$$J_1 = Q_1$$

K_1

	$Q_2 Q_1$	$\bar{Q}_2 \bar{Q}_1$	$\bar{Q}_2 Q_1$	$Q_2 Q_1$
Q_0	X	X	1	0
\bar{Q}_0	X	X	X	X

$$K_1 = Q_1$$

J_0

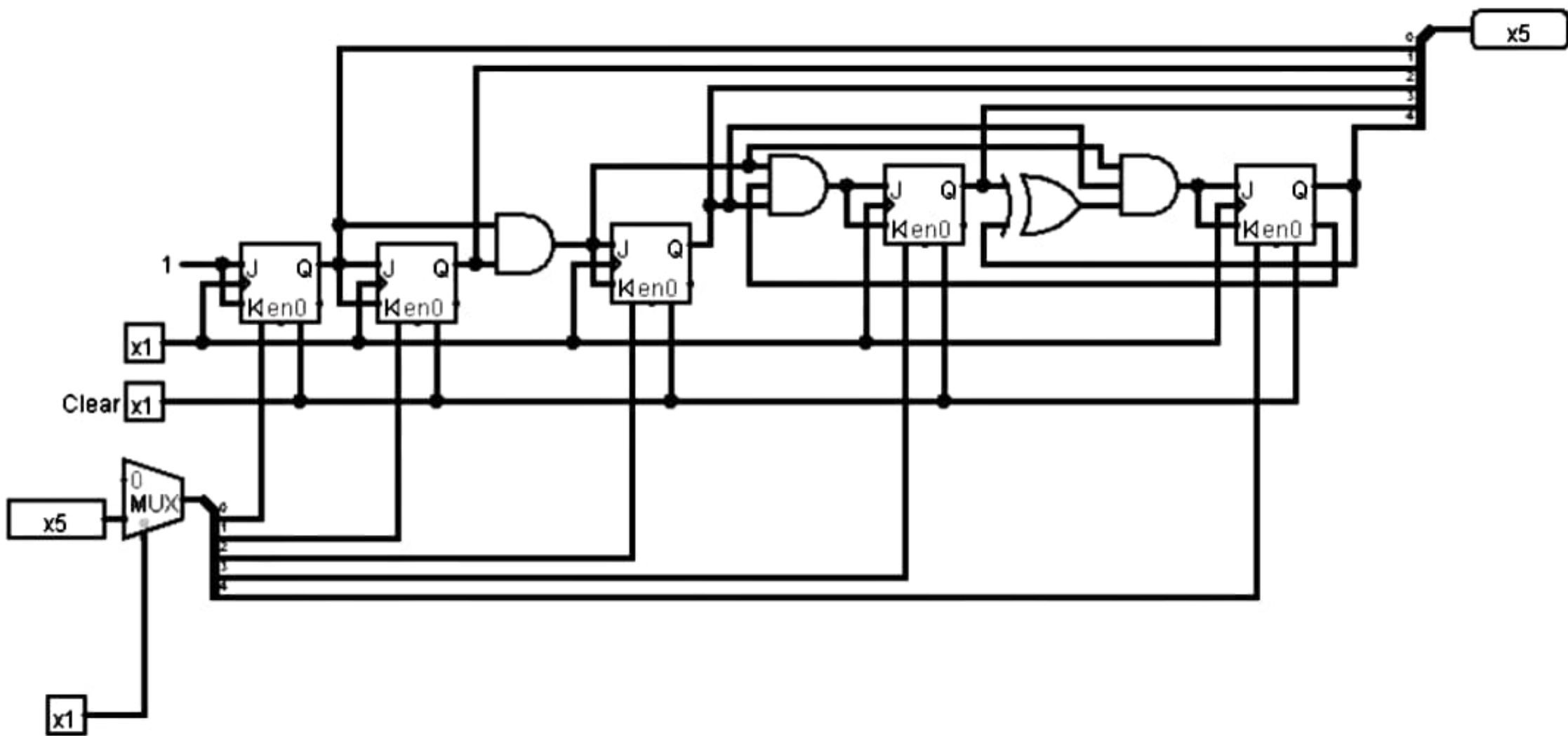
	$Q_2 Q_1$	$\bar{Q}_2 \bar{Q}_1$	$\bar{Q}_2 Q_1$	$Q_2 Q_1$
Q_0	1	X	X	1
\bar{Q}_0	0	X	X	X

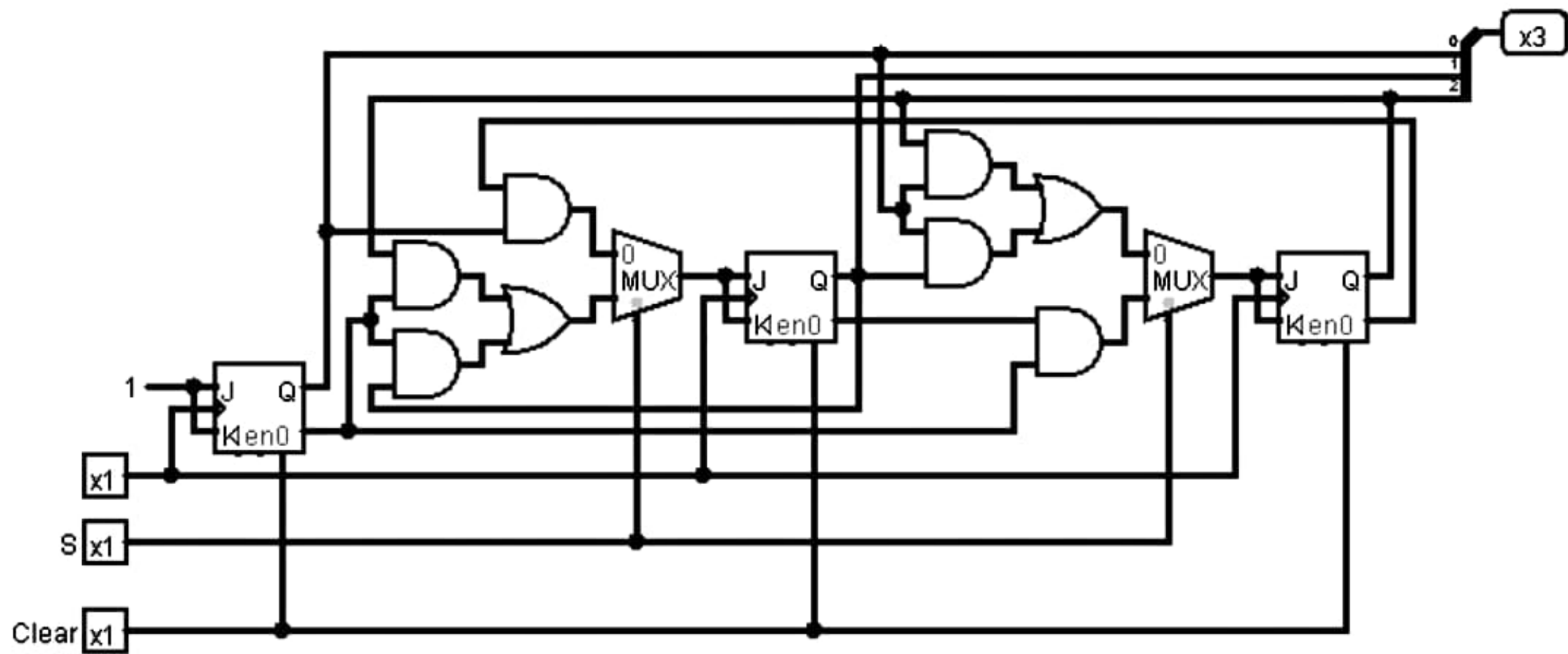
$$J_0 = \bar{Q}_0$$

K_0

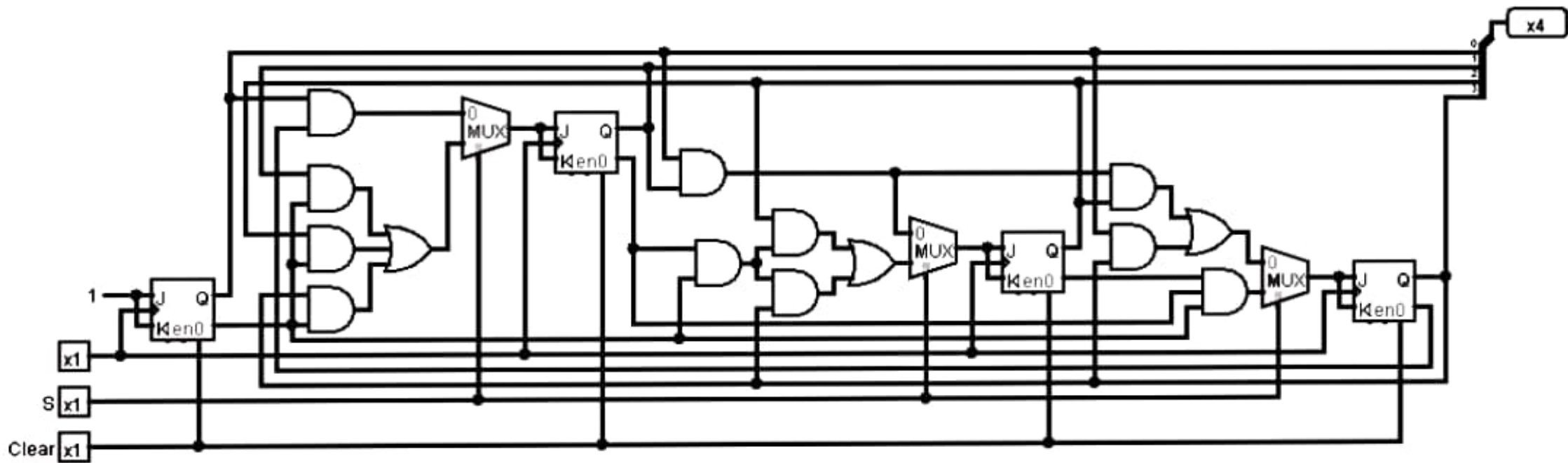
	$Q_2 Q_1$	$\bar{Q}_2 \bar{Q}_1$	$\bar{Q}_2 Q_1$	$Q_2 Q_1$
Q_0	X	1	1	X
\bar{Q}_0	X	X	X	X

$$K_0 = 1$$

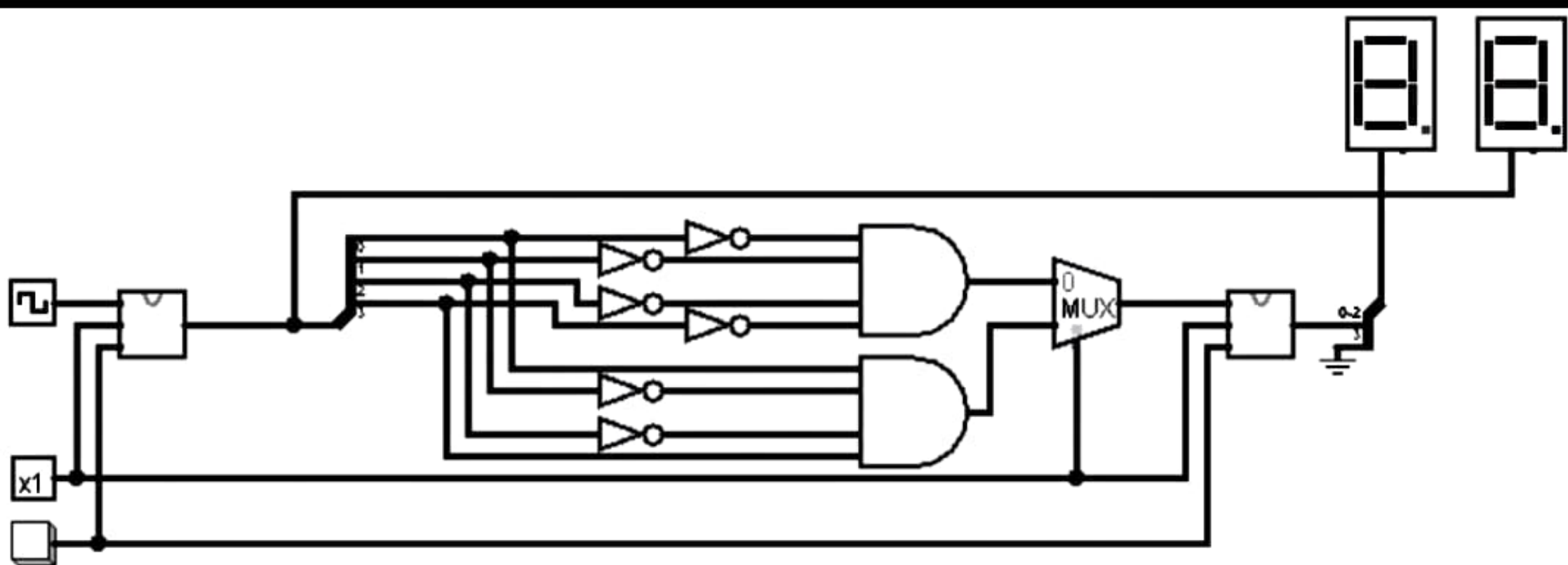




Mod 6 counter



Mod 10 counter



Mod 60 counter

