Name: Sujan Biswovs Roll No: 302010501003 Course: BCSE (Lateral) Group! A1 (B) Design a counter which counts from 0 to 590 The job of a counter is to count by advancing the contents of the counter by one count with each cocleck pulse. Counter which advance their sequence of numbers or states when activated by a clock input are said to operate in a "canting activated by a clock input are said to operate in a "canting mode likewise counters which decrease their sequence of mode likewise counters which decrease their sequence of numbers or states when activated by a clock input are can be said to operate in a "count down mode. Counters can be operated in the both up and down made, for made to counter, we design it by using a mode 10 counters that counts 0 to 9 and a mode 6 counter that counts 0 to 5. In designing of mode 60 counters, at low means 0 it represent low counting and at high means 1, A represent high counting. At high counting, it soins the design the at low counting, it soins from 59 to 0. We design the at low counting, it soins procounter by using IK Elip flops. We also we the dock for updown counting of the clock pulse. A clear bottom is wed for a reset the counter. To supresent the count, we WE LED display for counting the pulse. JK Flip Flop Transition Table K Q<sub>N+1</sub> J Q, X 0 0 X X

gh

## Designing mad 6 updown counter: >

mode	Initial state  Q2 Q1 Q0  O O I	Final state  \[ \bar{a}_2  \bar{a}_1  \bar{a}_0 \\ 0 0 1 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 \\ 0 1 0 0 0 \\ 0 1 0 0 0 \\ 0 1 0 0 0 0 \\ 0 1 0 0 0 0 0 0 0 \\ 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0		0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Kmap 3

J. = 1

3, = 9, 90
------------

J2 (4, Q1)	Quan O	9291 X	Q291
Q6 0	0	×	X .

In Qa, Q	A2 91 A2 91
Ko Zi	XX
Qo X	X
	- 1

Ko=1

	ā,ā,	ā2A1	9291	9,9,
K	V <sub>X</sub>		×	X
80		3	X	X
00	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		1	

K= 90

Kz azai	a,a,	a, 9,	a, Q1
Q. X	X	×	D
The state of the s	×	×	0
Qo A	+	5	

Kz e Qo

Design a Up and Down (as selected by a control line)

Decade Counter wing JK-Flip Flop.

	In	s With		1	F	inal	State		7	input 6		•	S. S
5	0,4	Q3	Q2	$ a_1 $	R4"	Q3	az	a	2,	1		1	18
0	0	O	0	0	0	0	0,	1	91	92	93	94	
0	0	0	0	1	O	0	1	0		0	0	0	
0	0	0	1	0	O	0	l t	1.	,	0		0	
0	0	0.	1	1	0	1	0	0			0		
0	0	ot o	0	0	0	1	0	ľ ,	k	t		0	
0	0	1	0	1	0	1		,	l l	0	0	0	
0	0		1	0			'	0	l	l	0	0	
0	0				0	1	l	1	l	0	σ	0	
		'	1 .	1	\	0	0	0	1	1	1	1	
0	1	0	0	0.	1	0	6	1		0	0	0	
10	1	0	0	- 4	0	0	0	0	1	$\sigma$	6	1	
1	0	0	0	0	01	0	0						
1	0	0	0	1	0	0	0	0	1	0	0	1	~000
- 1	O	0	1	0	0	0	0		\	0	0	0	
1	0	<b>D</b>	•	<b>1</b>	0	· O 3		0		0	0	0	
1	0	1	O	0	0	0		1		l	ŀ	0	
1	0	i	0	1	O	1	0	0		0	0	0	
1	0	1	1.	0	, O	1	0		1	1	0	O	
1	P	<b>6</b>	<b>Ø</b>		0	1	1	O	1	0	O	0	
1	1	0	0	0	O	15	1		1	1	1		
1	1	0	0	1	l	0	0	0	1	0	0	0	

For 5=0;

Kmaps

a a, a, a,	a, aza, aza,	
22 a2 a1 00 2 a4 a3 0 0	1 1 3 0 z	
Q4 Q3 04	5 7	
@4@3 d 12	d 13 d 15 d 14	
Q4Q3 08	0 3 2 11 2 16	4

JK Por 92 = 9, Q4

For S=1,

		-				7	
92	āzā,	Q2 Q1	Q2Q1	<b>a</b> <sub>2</sub>	ā,		
Q4 Q3	0 .	0,	0	3/1	)	1	
A As	A	0	5 0	7	F	6	
Qa Qz	d	9	3 d	15	g	4	-
Qa Qz			9 d	11	9	To	
	-						

Jx600 92= Q1 Q2+ Q1 Q3 + + Q1 Q4 64MP AI QUAD CAMER

For	5=()	
101,	JZV	

1				
93	$\bar{a}_2\bar{a_i}$	QZ QI	Ø2 Q1	9201
Q Q3	0	0,	13.	2
Q403	0,	0 5	7	0
0493	d 12	dis	dis	d 19
विव वि	0 8	c 0	di	010

	24	Q2Q1	آ <sub>ک</sub> ِ۵	9281	a, a,
	$\overline{Q}_4 \overline{Q}_3$	0	0	0	0
	Q <sub>A</sub> Q <sub>3</sub>	0	0		
ľ	Q4Q3	d	1d	(d)	d
1	3.6	0	1	d	d
1	14 019		100		

Jkfor 2 = 9,0203+0,04

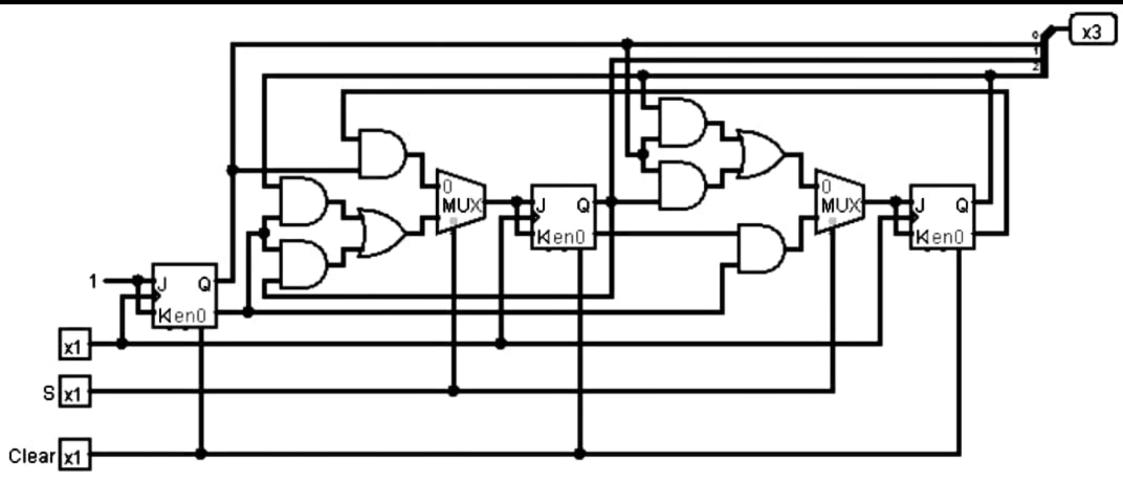
## For Sel

	93 9	ā,	ā <sub>2</sub> Q <sub>1</sub>	AZA,	0 2
	Q4 Q3	0	0	0 7	0
	Q4 Q3		d	d	5 14
-	B4 B3	U	8 0		300

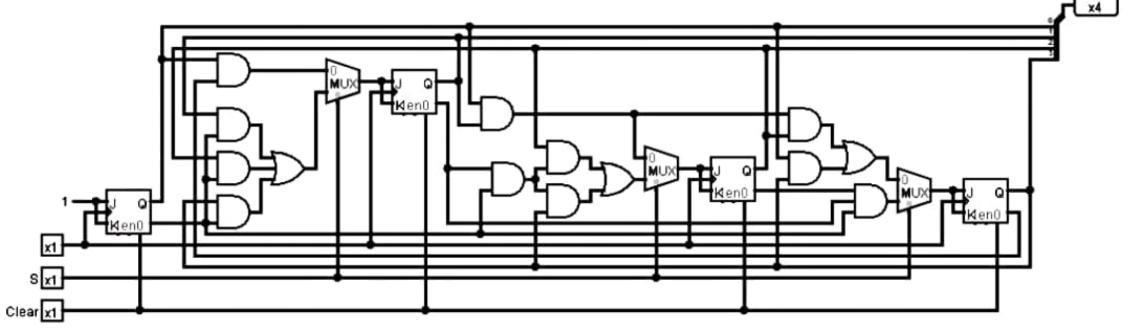
3× for 3 = 9, 92 93+9,9294

94	QQ, Q	0	9291	Q.Q.
Q4Q3	0	0	0	0
Q4 Q3 Q4 Q3	A	0	14	To To

3xf. 22 Q Q Q Q 3



## **Mod 6 counter**



**Mod 10 counter** 

