

# **Functions of Combinational Logic**

## Objectives

- Adders
- Comparators
- Decoders
- Encoders
- Code converters
- Multiplexers ( data selectors )
- De-multiplexers
- Parity generators/checkers

## Reading Assignment

pp.314-387 (chapter 6)

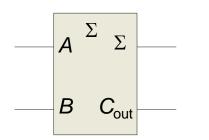
#### Half-Adder

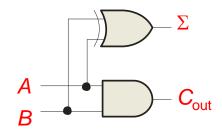
Basic rules of binary addition are performed by a **half adder**, which has two binary inputs (*A* and *B*) and two binary outputs (Carry out and Sum).

The inputs and outputs can be summarized on a truth table.

| A     B     C <sub>but</sub> Σ       0     0     0     0       0     1     0     1       1     0     0     1 | Inputs |   | Outputs |   |
|--|--------|---|---------|---|
| 0 0 0 0 0 0 0 1  | Α      | В | Cout    | Σ |
| '   '  | 0      | 0 |         | 0 |
| 1 0 0 1  | 0      | 1 | 0       | 1 |
|  | 1      | 0 | 0       | 1 |
| 1 1   1 0  | 1      | 1 | 1       | 0 |

The logic symbol and equivalent circuit are:

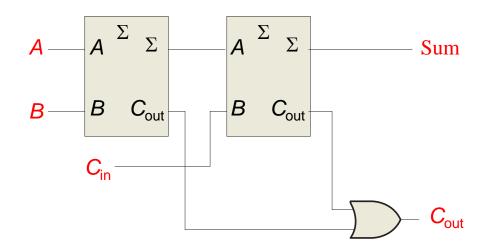




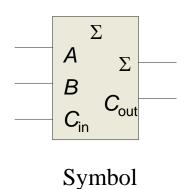
#### Full-Adder

By contrast, a **full adder** has three binary inputs (*A*, *B*, and Carry in) and two binary outputs (Carry out and Sum). The truth table summarizes the operation.

A full-adder can be constructed from two half adders as shown:



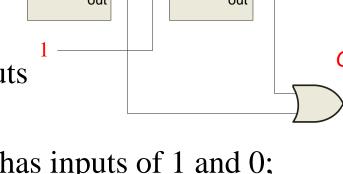
| Inputs |   |          | Outputs          |   |  |
|--------|---|----------|------------------|---|--|
| Α      | В | $C_{ln}$ | $C_{\text{out}}$ | Σ |  |
| 0      | 0 | 0        | 0                | 0 |  |
| 0      | 0 | 1        | 0                | 1 |  |
| 0      | 1 | 0        | 0                | 1 |  |
| 0      | 1 | 1        | 1                | 0 |  |
| 1      | 0 | 0        | 0                | 1 |  |
| 1      | 0 | 1        | 1                | 0 |  |
| 1      | 1 | 0        | 1                | 0 |  |
| 1      | 1 | 1        | 1                | 1 |  |



## Full-Adder

# **Example**

For the given inputs, determine the intermediate and final outputs of the full adder.



Sum

# **Solution**

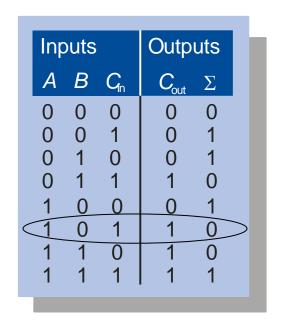
The first half-adder has inputs of 1 and 0; therefore the Sum =1 and the Carry out =0.

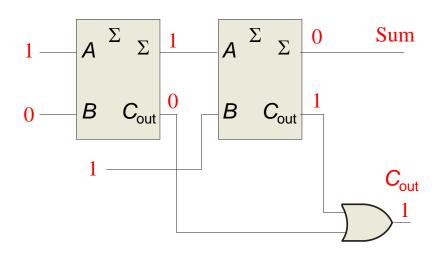
The second half-adder has inputs of 1 and 1; therefore the Sum = 0 and the Carry out = 1.

The OR gate has inputs of 1 and 0, therefore the final carry out = 1.

#### Full-Adder

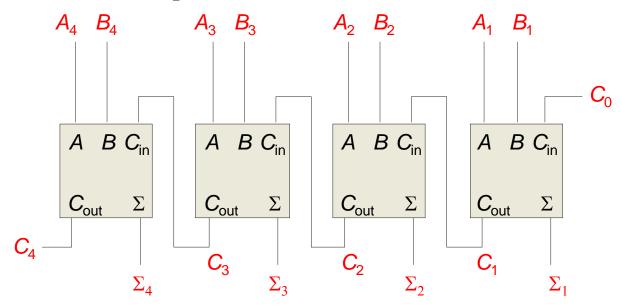
Notice that the result from the previous example can be read directly on the truth table for a full adder.





#### Parallel Adders

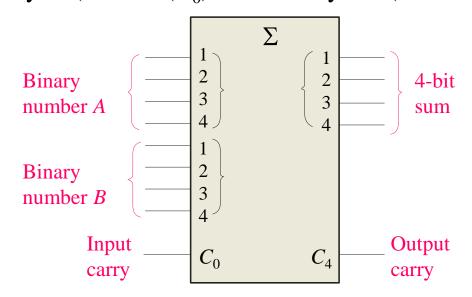
Full adders are combined into parallel adders that can add binary numbers with multiple bits. A 4-bit adder is shown.



The output carry  $(C_4)$  is not ready until it propagates through all of the full adders. This is called *ripple carry*, delaying the addition process.

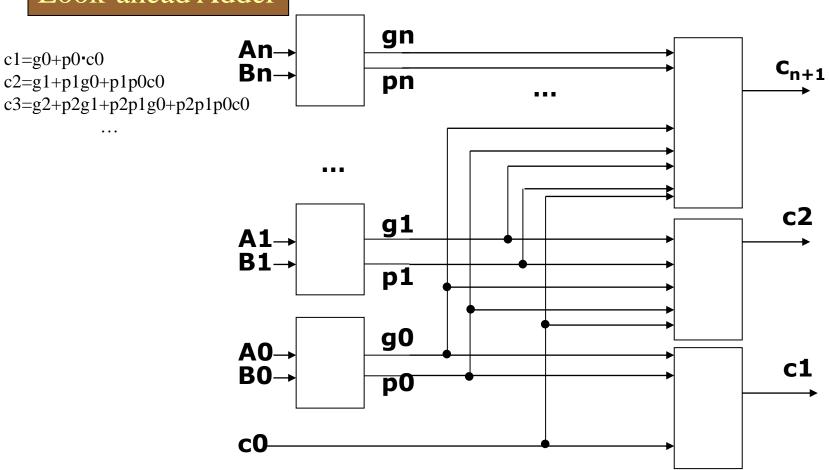
#### Parallel Adders

The logic symbol for a 4-bit parallel adder is shown. This 4-bit adder includes a carry in (labeled  $(C_0)$  and a Carry out (labeled  $C_4$ ).

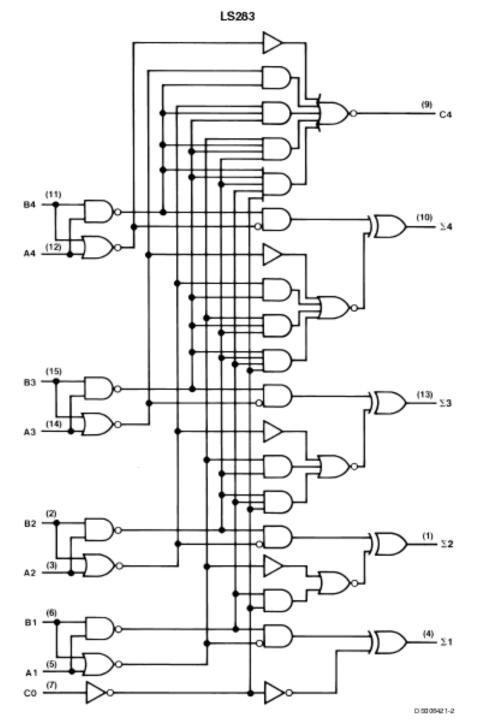


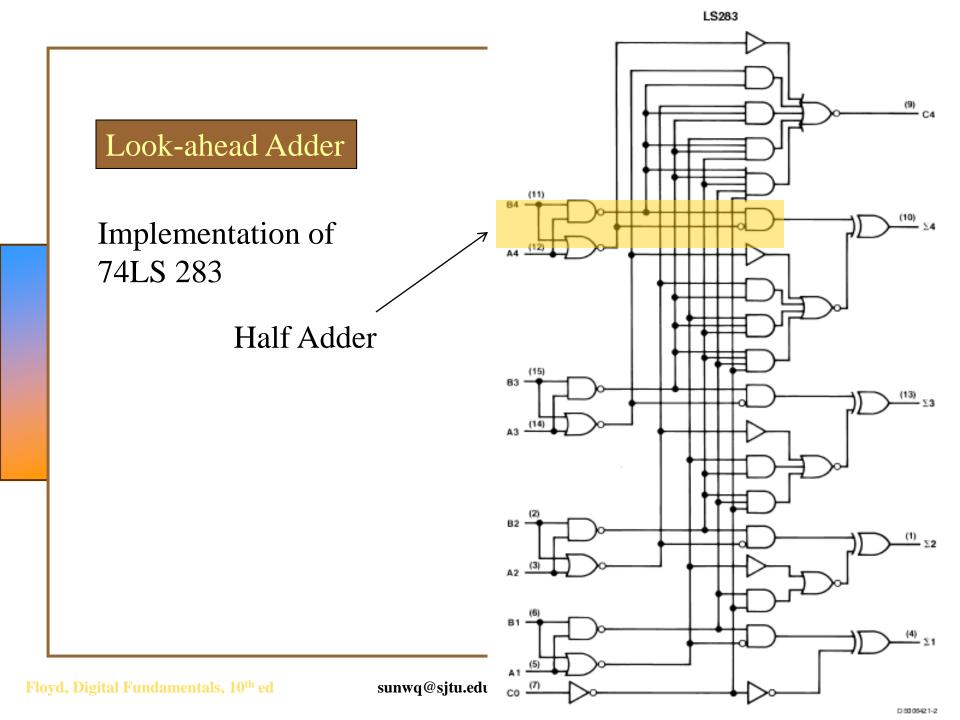
The 74LS283 is an example. It features *look-ahead carry*, which adds logic to minimize the output carry delay. For the 74LS283, the maximum delay to the output carry is 17 ns.

- Define carry generating signal and carry propagating signal for each stage:
  - $-g_i=A_i\cdot B_i$
  - $p_i = A_i + B_i$
- Carry to the next stage:  $c_{i+1} = A_i \cdot B_i + (A_i + B_i)c_i = g_i + p_i c_i$ 
  - Either generated at this stage, or
  - Propagating the carry from the previous stage to the next stage
  - For example:
    - $c1=g0+p0\cdot c0$
    - $c2=g1+p1\cdot c1=g1+p1\cdot (g0+p0\cdot c0)=g1+p1g0+p1p0c0$
    - ...



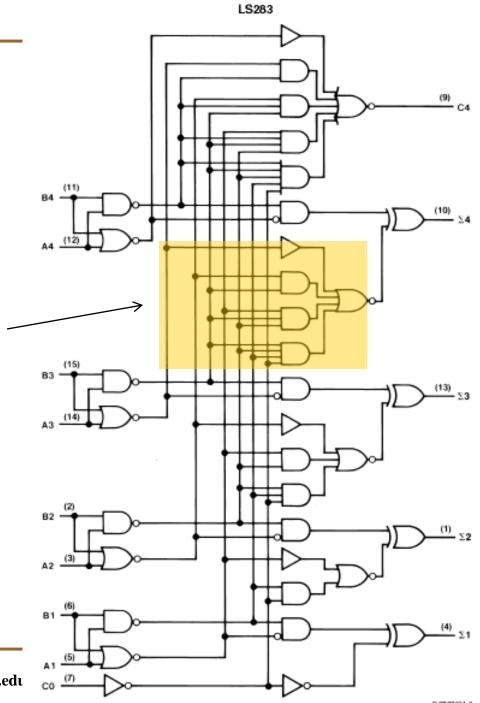
Implementation of 74LS 283





Implementation of 74LS 283

Carry Generating Logic

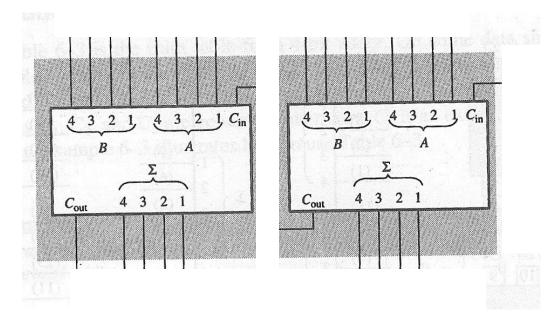


### **Expanding Adders**

Larger scale adders (adders with more inputs) may be implemented with multiple smaller scale adders



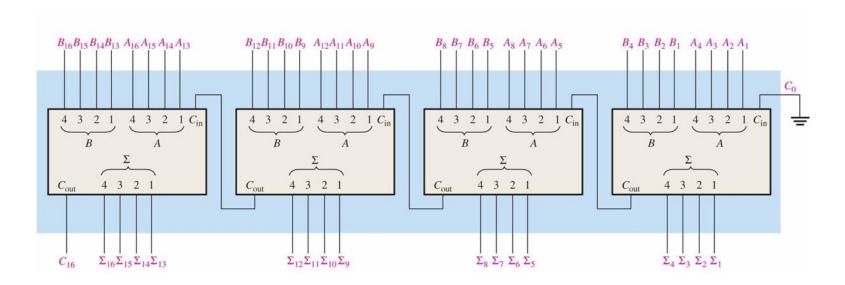
How could you realize a 8-bit adder with 4-bit adders?



## **Expanding Adders**



How could you realize a 16-bit adder with 4-bit adders?



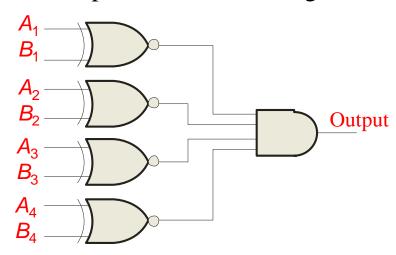
## Comparators

The function of a comparator is to compare the magnitudes of two binary numbers to determine the relationship between them. In the simplest form, a comparator can test for equality using XNOR gates.



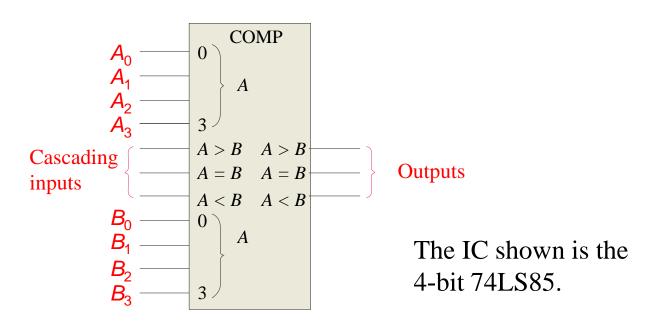
How could you test two 4-bit numbers for equality?

AND the outputs of four XNOR gates.



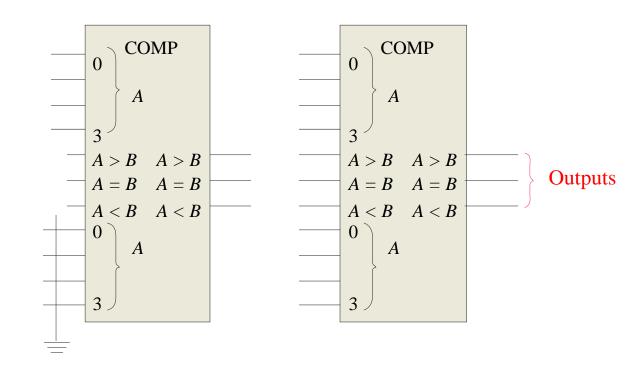
## Comparators

IC comparators provide outputs to indicate which of the numbers is larger or if they are equal. The bits are numbered starting at 0, rather than 1 as in the case of adders. Cascading inputs are provided to expand the comparator to larger numbers.



## Comparators

IC comparators can be expanded using the cascading inputs as shown. The lowest order comparator has a HIGH on the A = B input.



## In this chapter...

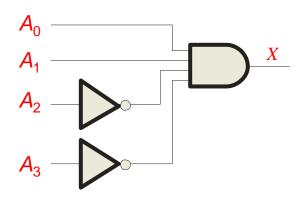
## Objectives

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- Code converters
- Multiplexers ( data selectors )
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- Parity generators/checkers

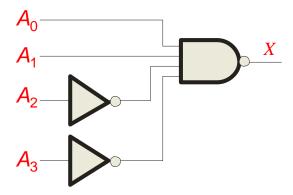
## Reading Assignment

- pp.285-332

A **decoder** is a logic circuit that detects the presence of a specific input combination. Two simple decoders that detect the presence of the binary code 0011 are shown. The first has an active HIGH output; the second has an active LOW output.



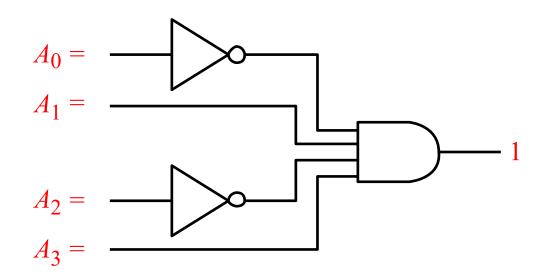
Active HIGH decoder for 0011



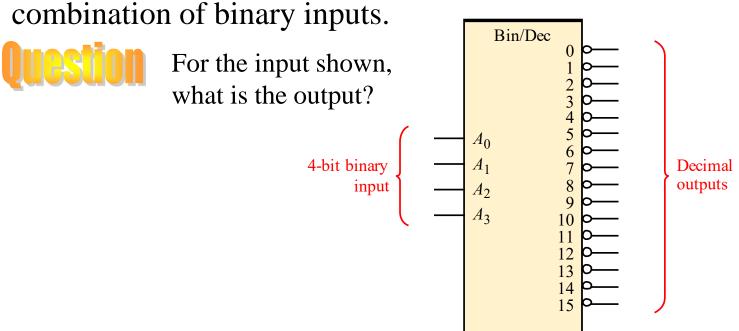
Active LOW decoder for 0011



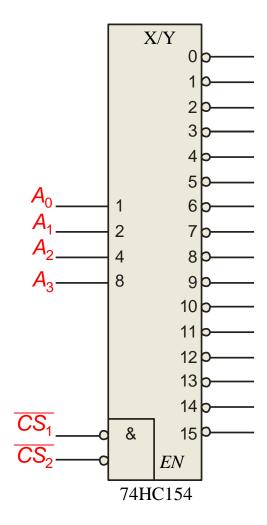
Assume the output of the decoder shown is a logic 1. What are the inputs to the decoder?



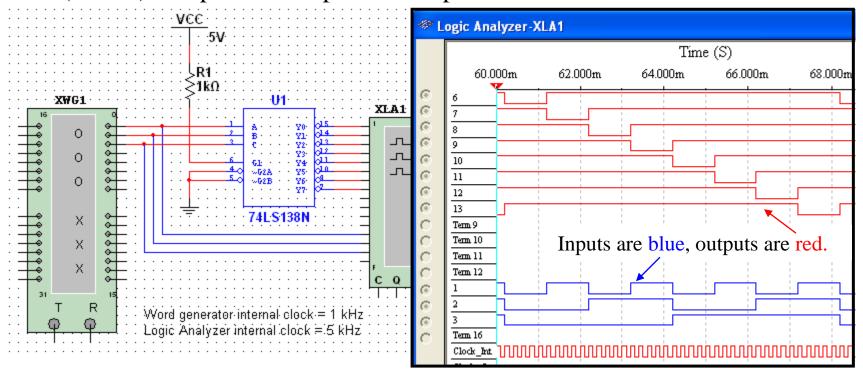
IC decoders have multiple outputs to decode any combination of inputs. For example the binary-to-decimal decoder shown here has 16 outputs — one for each combination of binary inputs



A specific integrated circuit decoder is the 74HC154 (shown as a 4-to-16 decoder). It includes two active LOW chip select lines which must be at the active level to enable the outputs. These lines can be used to expand the decoder to larger inputs.

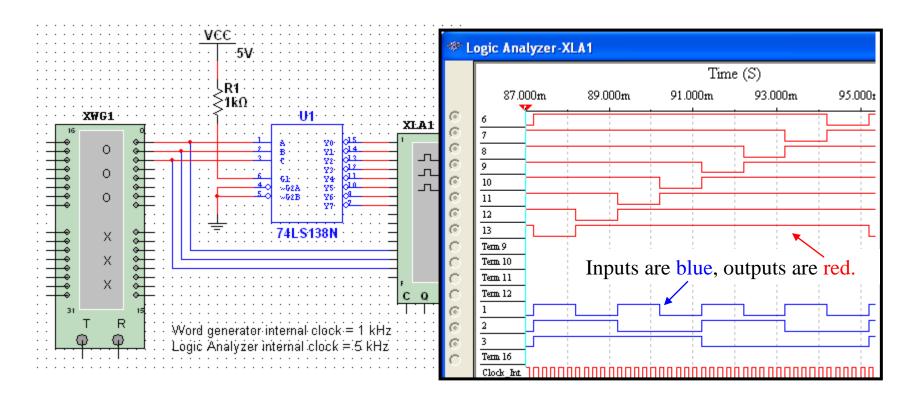


The 74LS138 is a 3-to-8 decoder with three chip select inputs (two active LOW, one active HIGH). In this Multisim circuit, the word generator (XWG1) is set up as an up counter. The logic analyzer (XLA1) compares the input and outputs of the decoder.



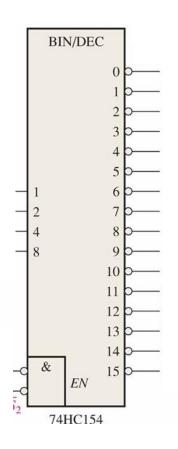


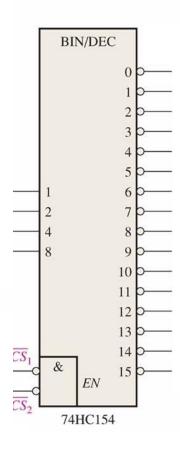
How will the waveforms change if the word generator is configured as a down counter instead of an up counter?



## Expanding decoders

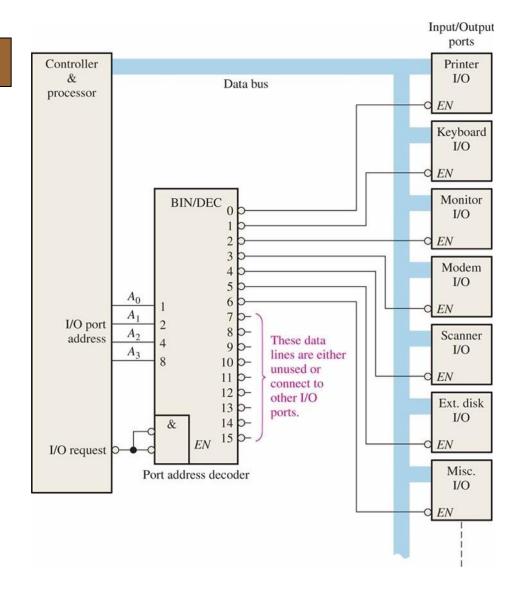
Decoders may be expanded with chip enable pins.





### **Decoder Applications**

Decoders can be used in computer systems for I/O addressing. In this example, the controller is able to control up to 16 I/O devices through 4 address lines.



#### Decoders and minterms

Each output of the decoder implement one minterm. And recall that all logic functions may be implemented with sum of minterms (std. SOP). So logic functions may be implemented with decoders by combining multiple outputs.

 $\overline{A}_3\overline{A}_2\overline{A}_1\overline{A}_0$  $\overline{A}_3\overline{A}_2\overline{A}_1A_0$  $\overline{A}_3\overline{A}_2A_1\overline{A}_0$  $\overline{A}_3\overline{A}_2A_1A_0$  $\overline{A}_3 A_2 \overline{A}_1 \overline{A}_0$  $\overline{A}_3 A_2 \overline{A}_1 A_0$  $\overline{A}_3A_2A_1\overline{A}_0$  $\bar{A}_3 A_2 A_1 A_0$  $A_3\overline{A}_2\overline{A}_1\overline{A}_0$  $A_3\overline{A}_2\overline{A}_1A_0$  $A_3\overline{A}_2A_1\overline{A}_0$  $A_3 \overline{A}_2 A_1 A_0$  $A_3A_2\overline{A_1}\overline{A_0}$  $A_3A_2\overline{A}_1A_0$  $A_3A_2A_1\overline{A}_0$  $A_3A_2A_1A_0$ 

#### Decoders and minterms

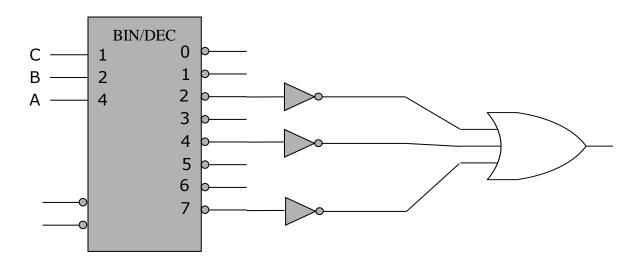
Each output of the decoder implement one minterm. And recall that all logic functions may be implemented with sum of minterms (std. SOP). So logic functions may be implemented with decoders by combining multiple outputs.



Implement the logic function with a decoder:

$$F=A'BC'+AB'C'+ABC$$





#### Decoders and minterms

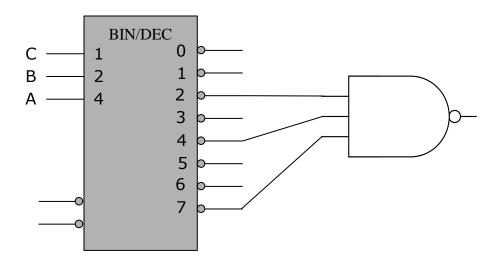
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#### Implement the logic function with a decoder:

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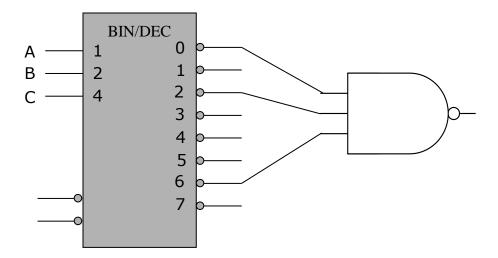




# **Example**

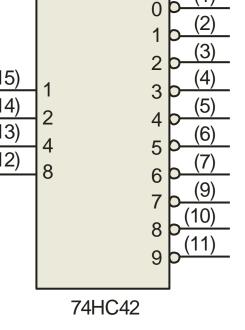
# What logic function does the following decoder implement? F(C,B,A) = ?





$$F(C,B,A) = C'B'A' + C'BA' + CBA'$$

BCD-to-decimal decoders accept a binary coded decimal input and activate one of ten possible decimal digit indications.



**BCD/DEC** 



Assume the inputs to the 74HC42 decoder are the sequence 0101, 0110, 0011, and 0010. Describe the output.

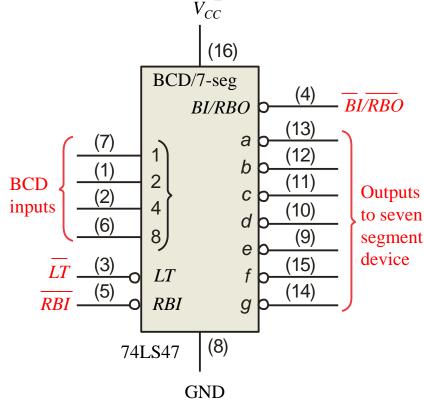


All lines are HIGH except for one active output, which is LOW. The active outputs are 5, 6, 3, and 2 in that order.

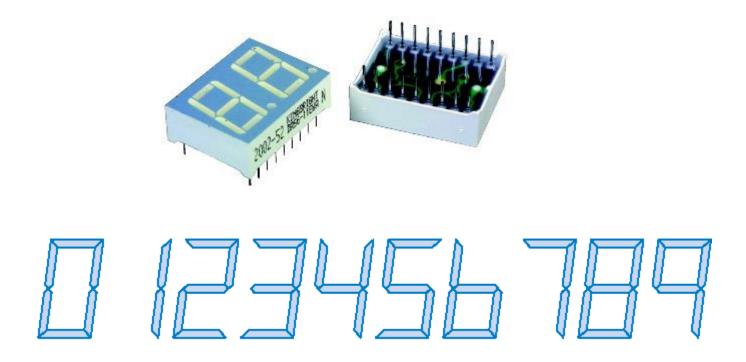
### BCD-to-seven segment display Decoder/Driver

Another useful decoder is the 74LS47. This is a BCD-to-seven segment display with active LOW outputs.

The *a-g* outputs are designed for much higher current than most devices (hence the word driver in the name).

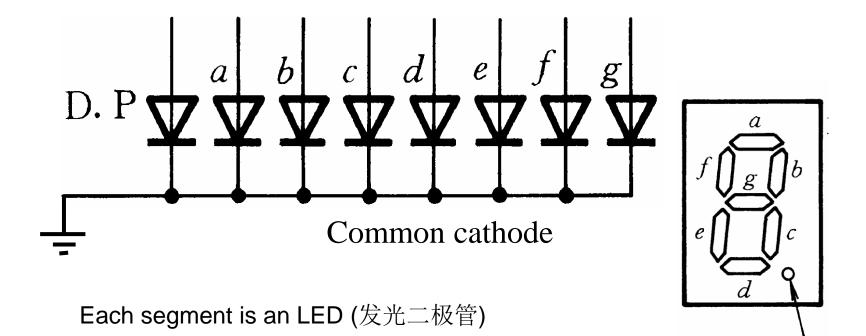


## Seven segment display



## Seven segment display

Display 0-9 by turning on and off LEDs



**D.P: Decimal Point** 

D. P

#### BCD-to-seven segment display Decoder/Driver

## LT(Lamp Test)

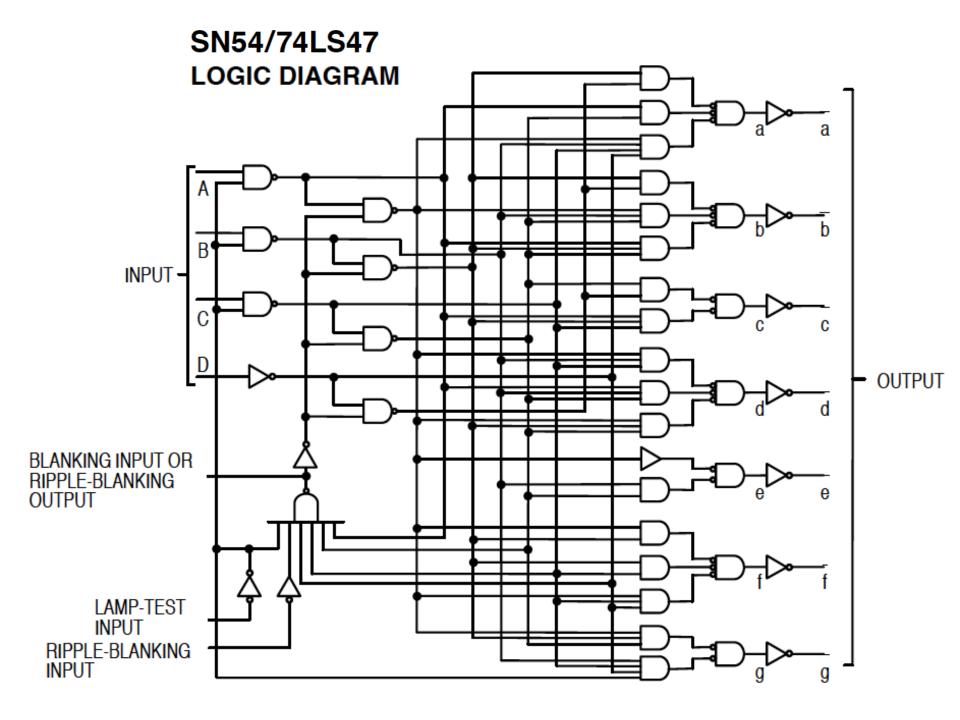
- Active low input
- In test mode when LT is low, LED are lit
- Normal working mode when LT is 1

## RBI(Ripple blanking input)

- Active low input. 0 is suppressed when active.

## BI/RBO(Blanking input/ripple blanking output)

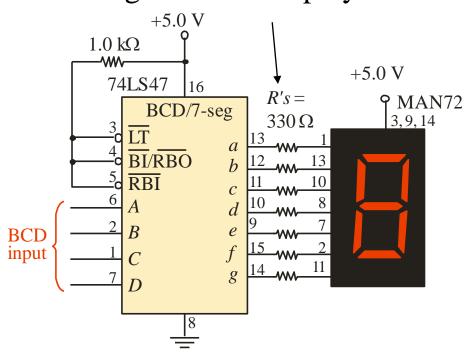
- Active low input/output
- Wired-and internally



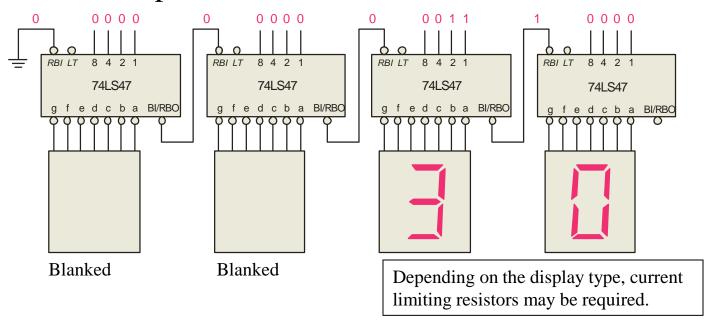
### Truth Table SN54/74LS47

| Decimal or |    | Inputs |    |    |            |    |        |   | Outputs |   |   |   |   |   |          |
|------------|----|--------|----|----|------------|----|--------|---|---------|---|---|---|---|---|----------|
| Function   | LT | RBI    | А3 | A2 | <b>A</b> 1 | Α0 | BI/RBO | a | b       | c | d | ē | Ī | g |          |
| 0          | Н  | Н      | L  | L  | L          | L  | Н      | L | L       | L | L | L | L | Н | (Note 2) |
| 1          | Н  | X      | L  | L  | L          | Н  | Н      | Н | L       | L | Н | Н | Н | Н | (Note 2) |
| 2          | Н  | X      | L  | L  | Н          | L  | Н      | L | L       | Н | L | L | Н | L |          |
| 3          | Н  | Х      | L  | L  | Н          | Н  | Н      | L | L       | L | L | Н | Н | L |          |
| 4          | Н  | Х      | L  | Н  | L          | L  | Н      | Н | L       | L | Н | Н | L | L |          |
| 5          | Н  | X      | L  | Н  | L          | Н  | Н      | L | Н       | L | L | Н | L | L |          |
| 6          | Н  | X      | L  | Н  | Н          | L  | Н      | Н | Н       | L | L | L | L | L |          |
| 7          | Н  | X      | L  | Н  | Н          | Н  | Н      | L | L       | L | Н | Н | Н | Н |          |
| 8          | Н  | X      | Н  | L  | L          | L  | Н      | L | L       | L | L | L | L | L |          |
| 9          | Н  | х      | Н  | L  | L          | Н  | Н      | L | L       | L | Н | Н | L | L |          |
| 10         | Н  | Χ      | Н  | L  | Н          | L  | Н      | Н | Н       | Н | L | L | Н | L |          |
| 11         | Н  | X      | Н  | L  | Н          | Н  | Н      | Н | Н       | L | L | Н | Н | L |          |
| 12         | Н  | Χ      | Н  | Н  | L          | L  | Н      | Н | L       | Н | Н | Н | L | L |          |
| 13         | Н  | X      | Н  | Н  | L          | Н  | Н      | L | Н       | Н | L | Н | L | L |          |
| 14         | Н  | Х      | Н  | Н  | Н          | L  | Н      | Н | Н       | Н | L | L | L | L |          |
| <b>1</b> 5 | Н  | X      | Н  | Н  | Н          | Н  | Н      | Н | Н       | Н | Н | Н | Н | Н |          |
| BI         | X  | X      | Х  | Χ  | X          | X  | L      | Н | Н       | Н | Н | Н | Н | Н | (Note 3) |
| RBI        | Н  | L      | L  | L  | L          | L  | L      | Н | Н       | Н | Н | Н | Н | Н | (Note 4) |
| ΙΤ         | L  | X      | X  | X  | X          | X  | Н      | L | L       | L | L | L | L | L | (Note 5) |

Here the 7447A is an connected to an LED seven segment display. Notice the current limiting resistors, required to prevent overdriving the LED display.

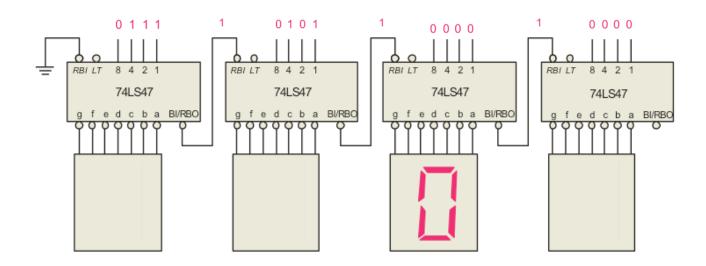


The 74LS47 features leading zero suppression, which blanks unnecessary leading zeros but keeps significant zeros as illustrated here. The  $\overline{BI/RBO}$  output is connected to the  $\overline{RBI}$  input of the next decoder.

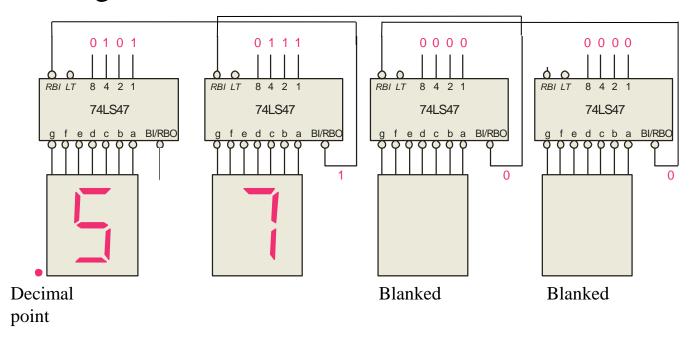




Determine the output on each display.

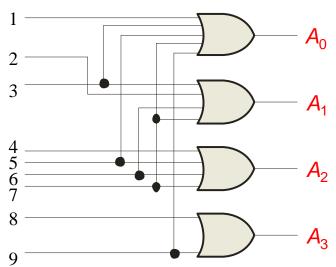


Trailing zero suppression blanks unnecessary trailing zeros to the right of the decimal point as illustrated here. The  $\overline{RBI}$  input is connected to the  $\overline{BI/RBO}$  output of the following decoder.



An **encoder** accepts an active logic level on one of its inputs and converts it to a coded output, such as BCD or binary.

The decimal to BCD is an encoder with an input for each of the ten decimal digits and four outputs that represent the BCD code for the active digit. The basic logic diagram is shown. There is no zero input because the outputs are all LOW when the input is zero.



An **encoder** accepts an active logic level on one of its inputs and converts it to a coded output, such as BCD or binary. A 8-line-to-3-line encoder has the following Truth Table.

|   | I0 | I1 | I2 | I3 | I4 | <b>I</b> 5 | I6 | I7 | Y0 | Y1 | Y2 |
|---|----|----|----|----|----|------------|----|----|----|----|----|
| 0 | 1  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  |
| 1 | 0  | 1  | 0  | 0  | 0  | 0          | 0  | 0  | 1  | 0  | 0  |
| 2 | 0  | 0  | 1  | 0  | 0  | 0          | 0  | 0  | 0  | 1  | 0  |
| 3 | 0  | 0  | 0  | 1  | 0  | 0          | 0  | 0  | 1  | 1  | 0  |
| 4 | 0  | 0  | 0  | 0  | 1  | 0          | 0  | 0  | 0  | 0  | 1  |
| 5 | 0  | 0  | 0  | 0  | 0  | 1          | 0  | 0  | 1  | 0  | 1  |
| 6 | 0  | 0  | 0  | 0  | 0  | 0          | 1  | 0  | 0  | 1  | 1  |
| 7 | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 1  | 1  | 1  | 1  |

### Question

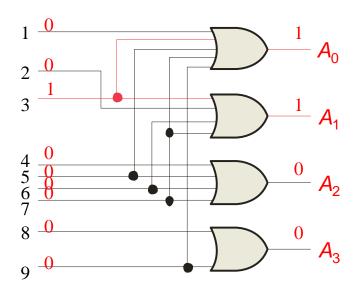
How is the output related to the inputs?



Show how the decimal-to-BCD encoder converts the decimal number 3 into a BCD 0011.



The top two OR gates have ones as indicated with the red lines. Thus the output is 0111.

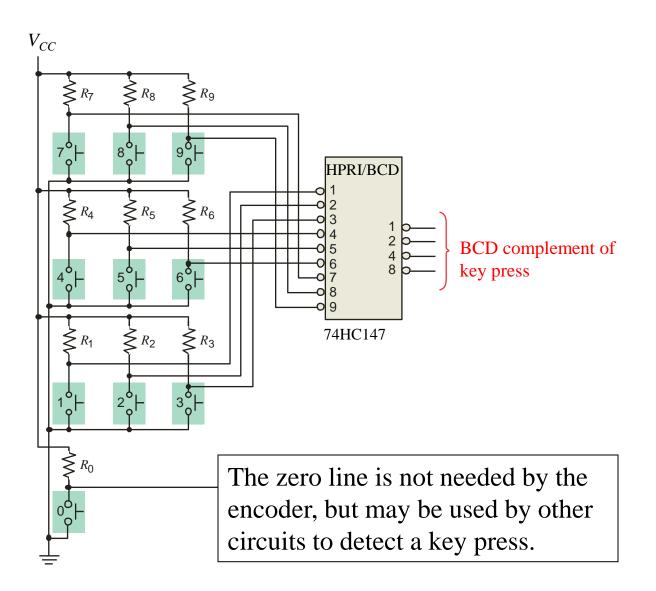


The 74HC147 is an example of an IC encoder. It is has ten active-LOW inputs and converts the active input to an active-LOW BCD output.  $V_{cc}$ 

This device offers additional flexibility in that it is a **priority encoder**. This means that if more than one input is active, the one with the highest order decimal digit will be active.

The next slide shows an application ...

Keyboard encoder



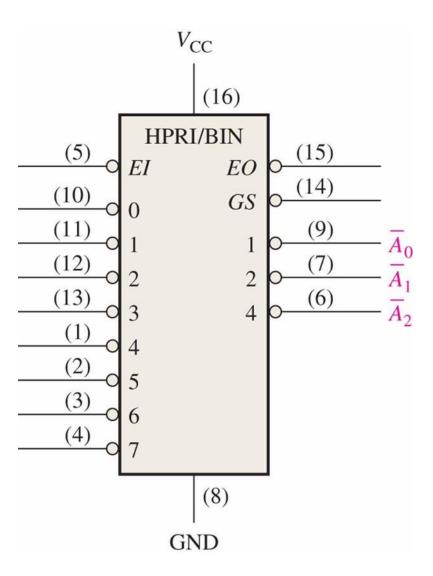
74LS148

8-line-to-3-line encoder

EI: Enable input

EO: Empty output

GS: Group Selection



#### Truth Table of 74LS148 - 8-line-to-3-line encoder

|    | Inputs |   |   |   |   |   |   |   |    | Outputs |    |    |    |  |  |
|----|--------|---|---|---|---|---|---|---|----|---------|----|----|----|--|--|
| El | 0      | 1 | 2 | 3 | 4 | 5 | 6 | 7 | A2 | A1      | A0 | GS | EO |  |  |
| Н  | ×      | × | × | × | Х | × | × | × | Н  | Н       | Н  | H  | Н  |  |  |
| L  | Н      | Н | Н | н | н | н | Н | Н | Н  | Н       | Н  | Н  | L  |  |  |
| L  | ×      | × | × | × | × | × | × | L | L  | L       | L  | L  | Н  |  |  |
| L  | ×      | × | × | × | × | × | L | Н | L  | L       | Н  | L  | Н  |  |  |
| L  | ×      | × | × | × | × | L | Н | Н | L  | Н       | L  | L  | Н  |  |  |
| L  | ×      | × |   | × | L | н | H | Н | L  | Н       | Н  | L  | Н  |  |  |
| L  | ×      | × | × | L | н | H | H | Н | Н  | L       | L  | L  | H  |  |  |
| L  | ×      | × | L | Н | н | Н | Н | Н | Н  | L       | Н  | L  | H  |  |  |
| L  | ×      | L | Н | Н | н | Н | H | Н | Н  | H       | L  | L  | Н  |  |  |
| L. | L      | Н | Н | н | н | Н | н | Н | н  | Н       | Н  | L  | Н  |  |  |

H; high level, L; low level, X; irrelevant

EI: Enable input

EO: Empty output

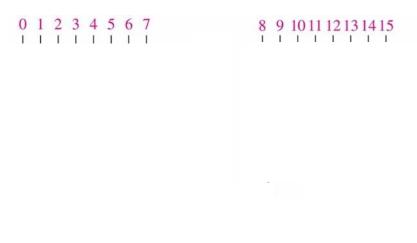
GS: Group Selection

or, Got Something

#### **Encoders Expansions**

## Question

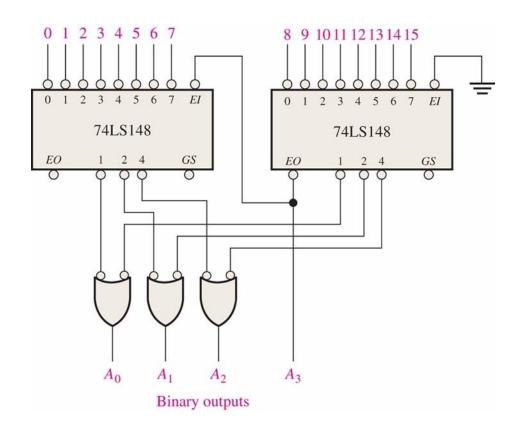
How to implement a 16-to-4 encoder with two 8-to-3 encoders?



#### **Encoders Expansions**

## Question

How to implement a 16-to-4 encoder with two 8-to-3 encoders?



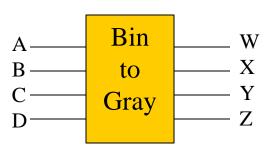
#### Code converters

Coder converters are logic circuits that change one code to another.



Design a logic circuit that converts 4-bit binary codes to gray codes

Step 1: determine the Truth Table of the logic circuit



|   | Binary | Gray |    | Binary | Gray |
|---|--------|------|----|--------|------|
| 0 | 0000   | 0000 | 8  | 1000   | 1100 |
| 1 | 0001   | 0001 | 9  | 1001   | 1101 |
| 2 | 0010   | 0011 | 10 | 1010   | 1111 |
| 3 | 0011   | 0010 | 11 | 1011   | 1110 |
| 4 | 0100   | 0110 | 12 | 1100   | 1010 |
| 5 | 0101   | 0111 | 13 | 1101   | 1011 |
| 6 | 0110   | 0101 | 14 | 1110   | 1001 |
| 7 | 0111   | 0100 | 15 | 1111   | 1000 |

# **Example Solution**

Design a logic circuit that converts 4-bit binary codes to gray codes

Step 1: determine the Truth Table of the logic circuit

Step 2: determine the minimum logic of each output

with K-maps

|   | Binary<br>(ABCD) | Gray (WXYZ) |    | Binary | Gray |
|---|------------------|-------------|----|--------|------|
| 0 | 0000             | 0000        | 8  | 1000   | 1100 |
| 1 | 0001             | 0001        | 9  | 1001   | 1101 |
| 2 | 0010             | 0011        | 10 | 1010   | 1111 |
| 3 | 0011             | 0010        | 11 | 1011   | 1110 |
| 4 | 0100             | 0110        | 12 | 1100   | 1010 |
| 5 | 0101             | 0111        | 13 | 1101   | 1011 |
| 6 | 0110             | 0101        | 14 | 1110   | 1001 |
| 7 | 0111             | 0100        | 15 | 1111   | 1000 |

| 10 |
|----|
| 1  |
| 1  |
| 1  |
| 1  |
|    |

| AB |    | Y  | =  | $\mathbf{B}\oplus$ | C  | A  | AB | Z  | =  | $C \oplus \hat{C}$ | D  |
|----|----|----|----|--------------------|----|----|----|----|----|--------------------|----|
| CD |    | 00 | 01 | 11                 | 10 | CD |    | 00 | 01 | 11                 | 10 |
|    | 00 | 0  | 1  | <u>_</u>           | 0  |    | 00 | 0  | 0  | 0                  | 0  |
|    | 01 | 0  | 1  | 1                  | 0  |    | 01 | 1  | 1  | 1                  | 1  |
|    | 11 | 1  | 0  | 0                  | 1  |    | 11 | 0  | 0  | 0                  | 0  |
|    | 10 | 1  | 0  | 0                  | 1  |    | 10 | 1  | 1  | 1                  | 1  |

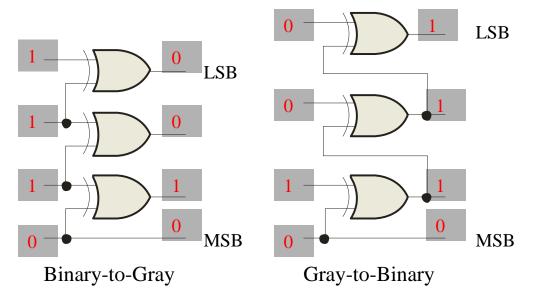
#### Code converters

The 4-bit binary-to-Gray converter and the Gray-to-binary converter.



Show the conversion of binary 0111 to Gray and back.



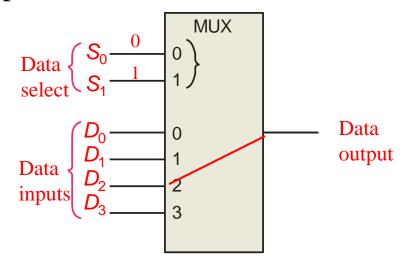


A multiplexer (MUX) selects one data line from two or more input lines and routes data from the selected line to the output. The particular data line that is selected is determined by the select inputs.

Two select lines are shown here to choose any of the four data inputs.

## Question

Which data line is selected if  $S_1S_0 = 10$ ?  $D_2$ 



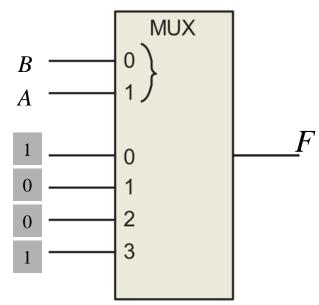
A multiplexer (MUX) of N data selection inputs may be used to implement any logic function with up to N variables.

## **Example**

Implement F=A'B'+AB with a 1-in-4 MUX

## Solution

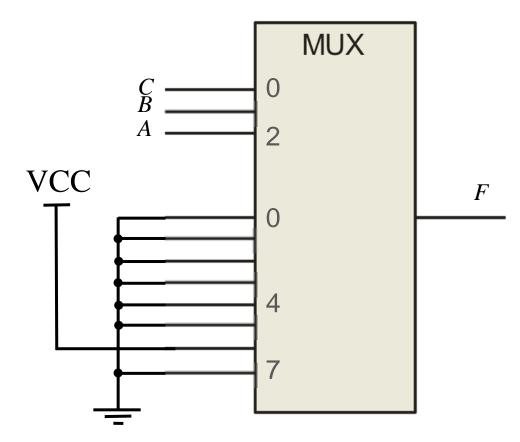
Connect the data inputs of the MUX to the corresponding logic value of the logic function.





Implement F = ABC with a 1-in-8 MUX

**Solution** 



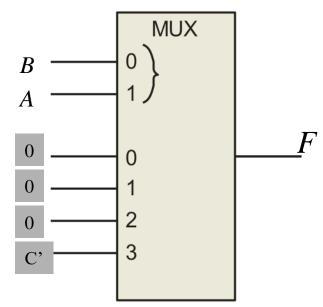
A multiplexer (MUX) of N data selection inputs may also be used to implement any logic function with N+1 variables.

## **Example**

Implement F = ABC with a 1-in-4 MUX

## Solution

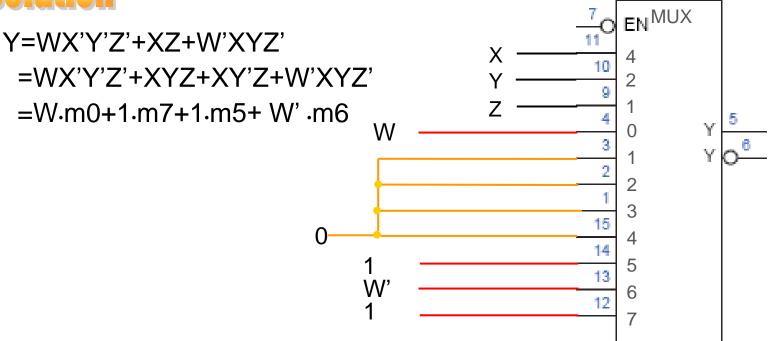
Connect the data inputs of the MUX to the corresponding logic value of the logic function.





Implement F=WX'Y'Z'+XZ+W'X'YZ with a 1-in-8 MUX

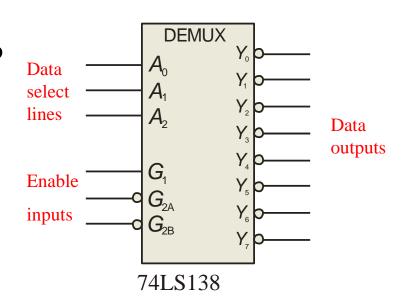
## **Solution**



#### Demultiplexers

A demultiplexer (DEMUX) performs the opposite function from a MUX. It switches data from one input line to two or more data lines depending on the select inputs.

The 74LS138 was introduced previously as a decoder but can also serve as a DEMUX. When connected as a DEMUX, data is applied to one of the enable inputs, and routed to the selected output line depending on the select variables. Note that the outputs are active-LOW as illustrated in the following example...

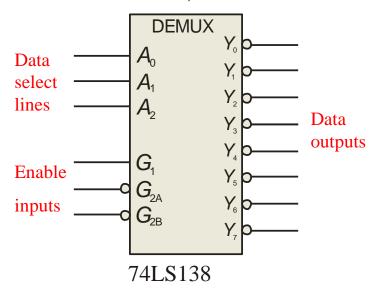


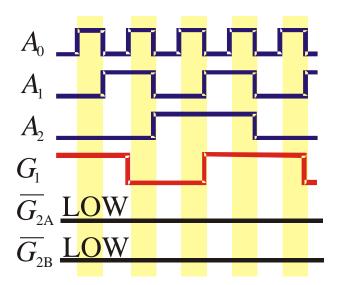
#### Demultiplexers

# **Example Solution**

Determine the outputs, given the inputs shown.

The output logic is opposite to the input because of the active-LOW convention. (Red shows the selected line).





#### Parity Generators/Checkers

Parity is an error detection method that uses an extra bit appended to a group of bits to force them to be either odd or even. In even parity, the total number of ones is even; in odd parity the total number of ones is odd.



**Example** 

The ASCII letter S is 1010011. Show the parity bit for the letter S with odd and even parity.



S with odd parity =  $\frac{1}{1010011}$ S with even parity =  $\frac{0}{1010011}$ 

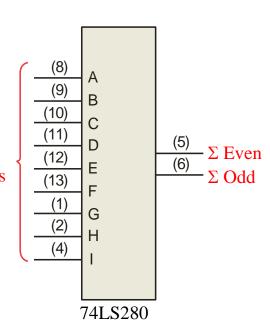
#### Parity Generators/Checkers

The 74LS280 can be used to generate a parity bit or to check an incoming data stream for even or odd parity.

Checker: The 74LS280 can test codes with up to 9 bits. The even output will normally be HIGH if the data lines have even parity; otherwise it will be LOW. Likewise, the odd output will normally be HIGH if the data lines have odd parity; otherwise it will be LOW.

Data inputs

Generator: To generate even parity, the parity bit is taken from the odd parity output. To generate odd parity, the output is taken from the even parity output.



#### Homework

- pp. 374 (International Ed. 11th)
- Adders: 6, 7, 8
- Comparators: 14
- Decoders: 16(a,d), 20
- Encoders: 24
- Coder Converters: 26(a,b)

## Selected Key Terms

Full-adder A digital circuit that adds two bits and an input carry bit to produce a sum and an output carry.

Cascading

Connecting two or more similar devices in a manner that expands the capability of one device.

**Ripple carry** A method of binary addition in which the output carry from each adder becomes the input carry of the next higher order adder.

Look-ahead carry

A method of binary addition whereby carries from the preceding adder stages are anticipated, thus eliminating carry propagation delays.

## Selected Key Terms

**Decoder** A digital circuit that converts coded information into a familiar or noncoded form.

**Encoder** A digital circuit that converts information into a coded form.

**Priority** An encoder in which only the highest value input **encoder** digit is encoded and any other active input is ignored.

Multiplexer A circuit that switches digital data from several input(MUX) lines onto a single output line in a specified time sequence.

**Demultiplexer** A circuit that switches digital data from one input line (**DEMUX**) onto a several output lines in a specified time sequence.

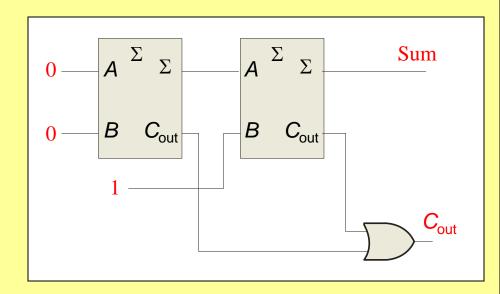
1. For the full-adder shown, assume the input bits are as shown with A = 0, B = 0,  $C_{in} = 1$ . The Sum and  $C_{out}$  will be

a. Sum = 
$$0 C_{out} = 0$$

b. Sum = 
$$0 C_{out} = 1$$

c. Sum = 
$$1 C_{out} = 0$$

d. Sum = 1 
$$C_{out} = 1$$



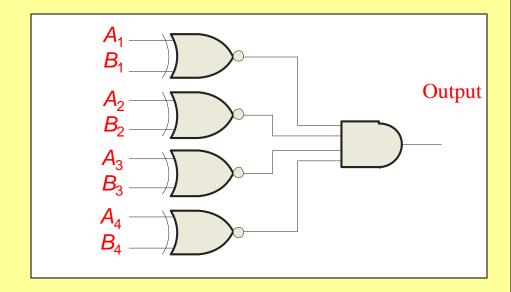
#### 2. The output will be LOW if

a. 
$$A < B$$

b. 
$$A > B$$

c. both a and b are correct

$$d. A = B$$

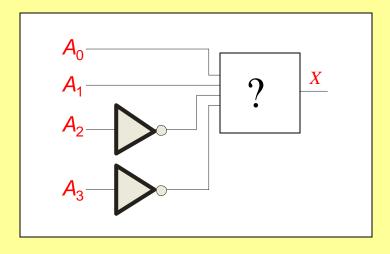




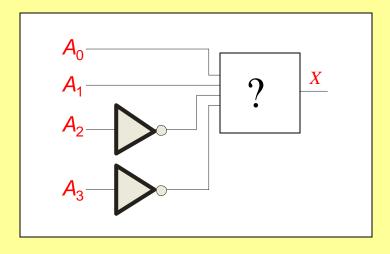
- 3. If you expand two 4-bit comparators to accept two 8-bit numbers, the output of the least significant comparator is
  - a. equal to the final output
  - b. connected to the cascading inputs of the most significant comparator
  - c. connected to the output of the most significant comparator
  - d. not used

4. Assume you want to decode the binary number 0011 with an active-LOW decoder. The missing gate should be

- a. an AND gate
- b. an OR gate
- c. a NAND gate
- d. a NOR gate



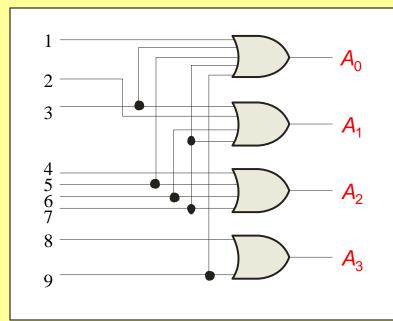
- 5. Assume you want to decode the binary number 0011 with an active-HIGH decoder. The missing gate should be
  - a. an AND gate
  - b. an OR gate
  - c. a NAND gate
  - d. a NOR gate





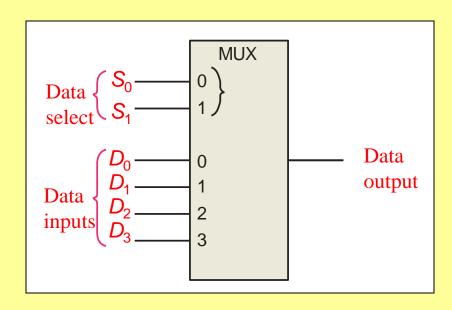
- 6. The 74138 is a 3-to-8 decoder. Together, two of these ICs can be used to form one 4-to-16 decoder. To do this, connect
  - a. one decoder to the LSBs of the input; the other decoder to the MSBs of the input
  - b. all chip select lines to ground
  - c. all chip select lines to their active levels
  - d. one chip select line on each decoder to the input MSB

- 7. The decimal-to-binary encoder shown does not have a zero input. This is because
  - a. when zero is the input, all lines should be LOW
  - b. zero is not important
  - c. zero will produce illegal logic levels
  - d. another encoder is used for zero



8. If the data select lines of the MUX are  $S_1S_0 = 11$ , the output will be

- a. LOW
- b. HIGH
- c. equal to  $D_0$
- d. equal to  $D_3$





- 9. The 74138 decoder can also be used as
  - a. an encoder
  - b. a DEMUX
  - c. a MUX
  - d. none of the above



10. The 74LS280 can generate even or odd parity. It can also be used as

- a. an adder
- b. a parity tester
- c. a MUX
- d. an encoder

#### Answers:

- 1. c 6. d
- 2. c 7. a
- 3. b 8. d
- 4. c 9. b
  - 5. a 10. b