# **Practical:8**

# **Topic:**

Write a program to implement the logic gates functionality for the following: AND gate, OR gate, NOT gate, NAND gate, NOR gate, XOR gate and XNOR gate. After creating a successful script for the gates' implementation, you need to superimpose the implementation for prediction of a color on the basis of combination of three colors using logic gates

## Implementation:

(a) Logic Gates

```
#include < bits/stdc++.h>
using namespace std;
void INPUT();

class Operations
{
    bool n1, n2, ans;

public:

    void inp() {
        cout << "\nEnter two bits as input :\n";
        cin >> n1 >> n2;
    }

    void Oper() {
        cout << "\n** Operations **";</pre>
```

```
cout << "\n1. AND :" << (n1 & n2);
               cout << "\n2. OR :" << (n1 | n2);
               cout << "\n3. XOR:" << (n1 ^ n2);
               cout << "\n4. NAND :" << !(n1 & n2);
               cout << "\n5. NOR:" << !(n1 & n2);
               cout << "\n6. NOT:" << !n1;
               //cout << "\n7. XNOR :" << (n1 == n2); // same bits ==> 1,
               cout << "\n7. XNOR:" << ((n1 | !n2) & (!n1 + n2)) << "\n";
       }
};
int main()
{
       int choice = -1;
       Operations op;
       do
       {
               cout << "\n**** MENU ****\n";
               cout << "\n0. Exit";
               cout << "\n1. Input numbers";</pre>
               cout << "\n2. Perform Operations\n";</pre>
               cin >> choice;
               switch (choice) {
               case 1:
                      op.inp(); break;
               case 2:
```

#### Output:

```
PROBLEMS OUTPUT DEBUG CONSOLE
                                TERMINAL
PS D:\LabsSem6\Soft_Computing\L8> .\op.exe
**** MENU ****
0. Exit
1. Input numbers
2. Perform Operations
** Operations **
1. AND
2. OR
3. XOR
4. NAND
PS D:\LabsSem6\Soft_Computing\L8> .\op.exe
**** MENU ****
0. Exit
1. Input numbers
2. Perform Operations
Enter two bits as input :
1 0
```

```
PROBLEMS
          OUTPUT DEBUG CONSOLE
                                 TERMINAL
****
      MENU ****
0. Exit
1. Input numbers
2. Perform Operations
2
** Operations **
1. AND :0
2. OR :1
3. XOR :1
4. NAND :1
5. NOR :1
6. NOT:0
7. XNOR :0
```

## (b) Color prediction

```
#include <bits/stdc++.h>
using namespace std;
struct colors
{
       map<string, vector<int>> composition;
       bool exnor(int a, int b) {
               // if we do bitwise xnor,
               //output is 1 if both bits are same => equivalent to a == b
               return a == b;
       }
       void init() {
               //red, yellow, blue
               //primary
               composition["Red"] = \{4, 0, 0\};
               composition["Yellow"] = {0, 4, 0};
               composition["Blue"] = \{0, 0, 4\};
               //secondary
               composition["Orange"] = {2, 2, 0};
               composition["Voilet"] = {2, 0, 2};
               composition["Green"] = \{0, 2, 2\};
               //tertariary
               composition["Yellow Orange"] = {1, 3, 0};
               composition["Red Orange"] = {3, 1, 0};
               composition["Red Voilet"] = {3, 0, 1};
```

```
composition["Blue Voilet"] = {1, 0, 3};
       composition["Blue Green"] = {0, 1, 3};
       composition["Yellow Green"] = {0, 3, 1};
}
string col(int i) {
       switch (i) {
       case 1: return "Red";
       case 2: return "Yellow";
       case 3: return "Blue";
       case 4: return "Orange";
       case 5: return "Voilet";
       case 6: return "Green";
       case 7: return "Yellow Orange";
       case 8: return "Red Orange";
       case 9: return "Red Voilet";
       case 10: return "Blue Voilet";
       case 11: return "Blue Green";
       case 12: break;
       default : break;
       }
       return "Yellow Green";
}
string dis(vector<int> c) {
       float d = 10000;
       string res = "";
```

```
for (auto i : composition) {
                float t = 0;
                int it = 0;
                for (int j: i.second) {
                        t += pow(c[it] - j, 2);
                        it++;
                }
                t = sqrt(t);
                if (t < d) {
                        res = i.first;
                        d = t;
                }
        }
        return res;
}
string predict(string c1, string c2) {
        auto m1 = composition[c1];
        auto m2 = composition[c2];
        bool unexpected = false;
        for (int i = 0; i < 3; ++i)
        {
                m1[i] = (m1[i] + m2[i]) / 2;
        }
        int type = 4;
```

```
for (int i: m1) {
       if (i)
               type = min(type, i);
}
if (type == 4) {
       // 1 out of 3 primary coolors
       if (exnor(m1[0], 4) and exnor(m1[1], 0) and exnor(m1[2], 0))
               return "Red";
       else if (exnor(m1[0], 0) and exnor(m1[1], 4) and exnor(m1[2], 0))
               return "Yellow";
       else if (exnor(m1[0], 0) and exnor(m1[1], 0) and exnor(m1[2], 4))
               return "Blue";
       else
               unexpected = true;
} else if (type == 2) {
       //one of secondary color
       if (exnor(m1[0], 2) and exnor(m1[1], 2) and exnor(m1[2], 0))
               return "Orange";
       else if (exnor(m1[0], 0) and exnor(m1[1], 2) and exnor(m1[2], 2))
               return "Green";
       else if (exnor(m1[0], 2) and exnor(m1[1], 0) and exnor(m1[2], 2))
               return "Voilet";
       else
               unexpected = true;
} else if (type == 1) {
       if (exnor(m1[0], 1) and exnor(m1[2], 0))
```

```
return "Yellow Orange";
                       else if (exnor(m1[0], 1) and exnor(m1[2], 0))
                               return "Red Orange";
                       else if (exnor(m1[1], 0) and exnor(m1[2], 1))
                               return "Red Voilet";
                       else if (exnor(m1[1], 1) and exnor(m1[2], 0))
                               return "Blue Voilet";
                       else if (exnor(m1[0], 0) and exnor(m1[1], 1))
                               return "Blue Green";
                       else if (exnor(m1[0], 0) and exnor(m1[2], 1))
                               return "Yellow Green";
                       else
                               unexpected = true;
               }
               string res = c1;
               if (unexpected) {
                       res = dis(m1);
               }
               return res;
       }
};
int main()
{
       colors c;
       c.init();
       cout << "Enter Two numbers corresponding to colors from following\n";</pre>
```

```
cout << "1. Red \n";
       cout << "2. Yellow\n";
       cout << "3. Blue n";
       cout << "4. Orange\n";
       cout << "5. Voilet\n";
       cout << "6. Green\n";
       cout << "7. Yellow Orange\n";</pre>
       cout << "8. Red Orange\n";
       cout << "9. Red Voilet \n";</pre>
       cout << "10. Blue Voilet \n";
       cout << "11. Blue Green \n";
       cout << "12. Yellow Green \n";</pre>
       int c1, c2;
       cin >> c1 >> c2;
       cout << "Resultant color:" << c.predict(c.col(c1), c.col(c2));</pre>
        return 0;
}
```

#### Output:

```
PROBLEMS
          OUTPUT
                   DEBUG CONSOLE
                                  TERMINAL
PS D:\LabsSem6\Soft_Computing\L8> .\color.exe
Enter Two numbers corresponding to colors from following
1. Red
2. Yellow
3. Blue
4. Orange
5. Voilet
6. Green
7. Yellow Orange
8. Red Orange
9. Red Voilet
10. Blue Voilet
11. Blue Green
12. Yellow Green
12 6
Resultant color :Yellow Green
```

```
PROBLEMS
          OUTPUT
                  DEBUG CONSOLE
                                 TERMINAL
PS D:\LabsSem6\Soft_Computing\L8> .\color.exe
Enter Two numbers corresponding to colors from following
1. Red
2. Yellow
3. Blue
4. Orange
5. Voilet
6. Green
7. Yellow Orange
8. Red Orange
9. Red Voilet
10. Blue Voilet
11. Blue Green
12. Yellow Green
3 2
Resultant color :Green
PS D:\LabsSem6\Soft_Computing\L8>
```