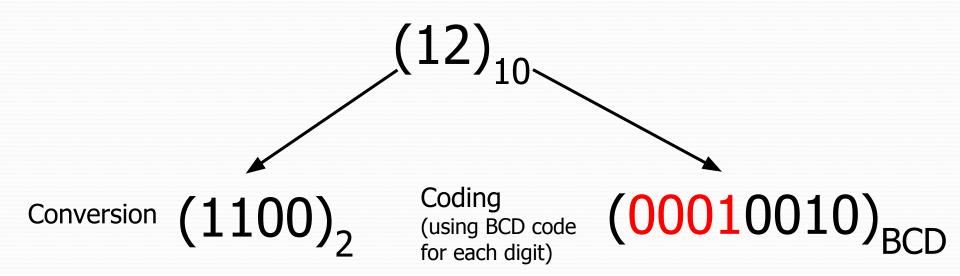
### **Conversion and Coding**



#### **BCD** Adder

Design a circuit that calculates the Arithmetic addition of two decimal digits.

#### **BCD** Adder

Maximum sum is 9+9+1=19Max digit

Carry from previous digits

### BCD adder (sum up to 9)

Number	C	<b>S3</b>	<b>S2</b>	<b>S1</b>	<b>S0</b>
0	0	0	0	0	0
1	0	0	0	0	1
2	0	0	0	1	0
3	0	0	0	1	1
4	0	0	1	0	0
5	0	0	1	0	1
6	0	0	1	1	0
7	0	0	1	1	1
8	0	1	0	0	0
9	0	1	0	0	1

The sum is the same with BCD adder

# BCD adder (sum is 10 to 19)

Number	C	<b>S3</b>	<b>S2</b>	<b>S1</b>	<b>50</b>
10	1	0	0	0	0
11	1	0	0	0	1
12	1	0	0	1	0
13	1	0	0	1	1
14	1	0	1	0	0
15	1	0	1	0	1
16	1	0	1	1	0
17	1	0	1	1	1
18	1	1	0	0	0
19	1	1	0	0	1

## BCD adder (sum is 10 to 19)

<b>BCD</b>	adder	sum

Number	C	<b>S</b> 3	<b>S2</b>	<b>S1</b>	<b>S0</b>
10	1	0	0	0	0
11	1	0	0	0	1
12	1	0	0	1	0
13	1	0	0	1	1
14	1	0	1	0	0
15	1	0	1	0	1
16	1	0	1	1	0
17	1	0	1	1	1
18	1	1	0	0	0
19	1	1	0	0	1

#### Binary sum

		K	<b>Z3</b>	<b>Z2</b>	<b>Z1</b>	<b>Z0</b>
		0	1	0	1	0
-6		0	1	0	1	1
		0	1	1	0	0
		0	1	1	0	1
		0	1	1	1	0
		0	1	1	1	1
11		1	0	0	0	0
		1	0	0	0	1
1	$\mathbf{Y}$	1	0	0	1	0
		1	0	0	1	1

## Algorithm for BCD Adder

- If sum is up to 9
  - Use the regular Adder.

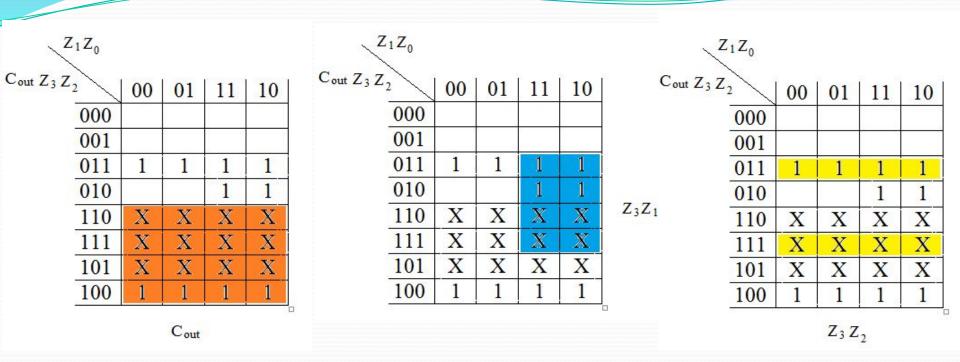
- If the sum > 9
  - Use the regular adder and add 6 to the result

#### When is the result > 9

#### Binary sum

Number	Correction	C <sub>out</sub>	<b>Z3</b>	<b>Z2</b>	<b>Z1</b>	<b>Z0</b>
10	1	0	1	0	1	0
11	1	0	1	0	1	1
12	1	0	1	1	0	0
13	1	0	1	1	0	1
14	1	0	1	1	1	0
15	1	0	1	1	1	1
16	1	1	0	0	0	0
17	1	1	0	0	0	1
18	1	1	0	0	1	0
19	1	1	0	0	1	1

Cout Z <sub>3</sub> Z <sub>2</sub>	00	01	11	10
000				
001				
011	1	1	1	1
010			1	1
110	X	X	X	X
111	X	X	X	X
101	X	X	X	X
100	1	1	1	1



Correction = 
$$C_{out} + Z_3Z_1 + Z_3Z_2$$

