

Ex) Design a Logic cct to provide the odd parity bit for BCD (8421) code using NAND gate only?

SOL[^]:-

BCD				P (odd)
A	B	C	D	
0	0	0	0	1
0	0	0	1	0
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	0
1	0	0	0	0
1	0	0	1	1

$$P(\text{odd}) = \sum_{0,3,5,6,9}$$

	$\bar{C}D$	$\bar{C}\bar{D}$	$C\bar{D}$	$C\bar{D}$
$\bar{A}\bar{B}$	1		1	
$\bar{A}B$		1		1
AB				
$A\bar{B}$			1	

$$P(\text{odd}) = \bar{A}\bar{B}C\bar{D} + \bar{A}\bar{B}C\bar{D} + \bar{A}B\bar{C}D + \bar{A}B\bar{C}\bar{D} + A\bar{B}C\bar{D}$$

↓
H.W

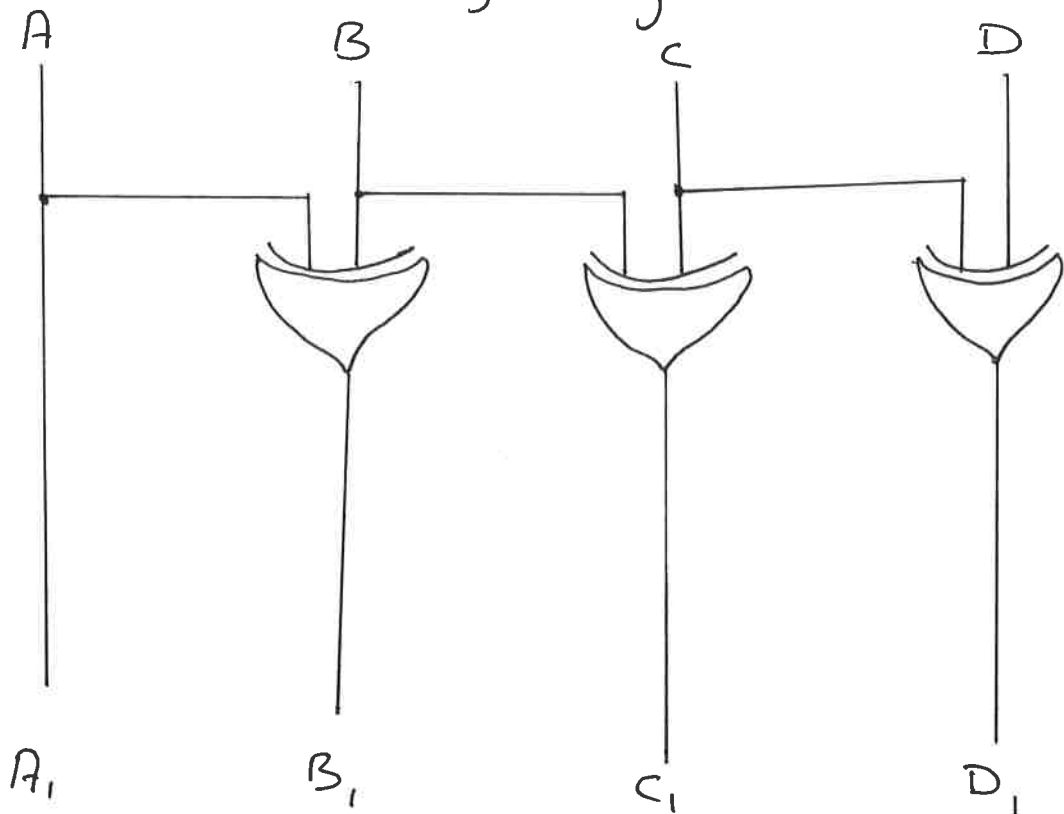
Ex) Design a Logic cct that accepts a 2-bit number and generates o/p binary number equal to the cubic of the i/p? H.W

Gray Code Conversion :-

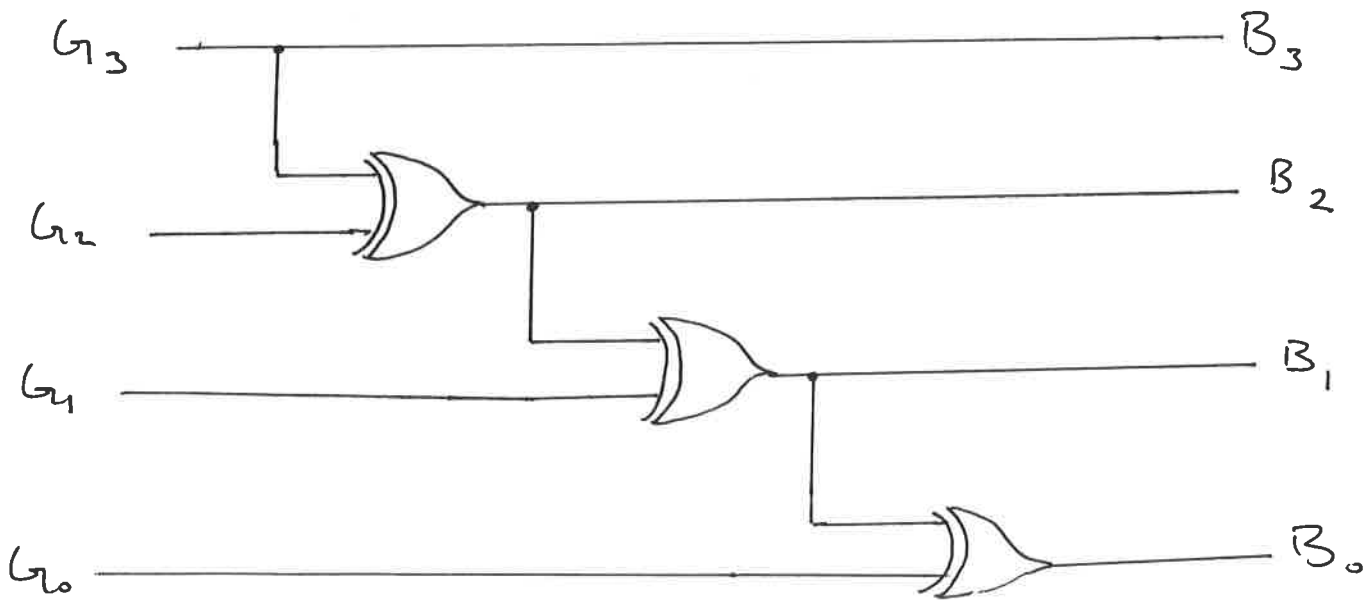
By representing the 10 Decimal digits having 4 bit, we can obtain its Gray Code.

Decimal Digit	Binary				Gray code			
	A	B	C	D	A ₁	B ₁	C ₁	D ₁
0	0	0	0	0	0	0	0	0
1	0	0	0	1	0	0	0	1
2	0	0	1	0	0	0	1	0
3	0	0	1	1	0	0	1	1
4	0	1	0	0	0	1	1	0
5	0	1	0	1	0	1	1	1
6	0	1	1	0	0	1	0	1
7	0	1	1	1	0	1	0	0
8	1	0	0	0	1	1	0	0
9	1	0	0	1	1	1	0	1

This can be achieved by using Ex-OR Gates only.



Gray to Binary Conversion :-



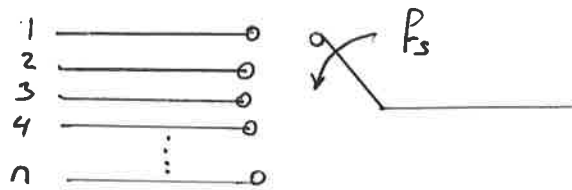
BCD to Binary Conversion :-

One method of BCD to Binary code conversion involves the use of adder ckt.

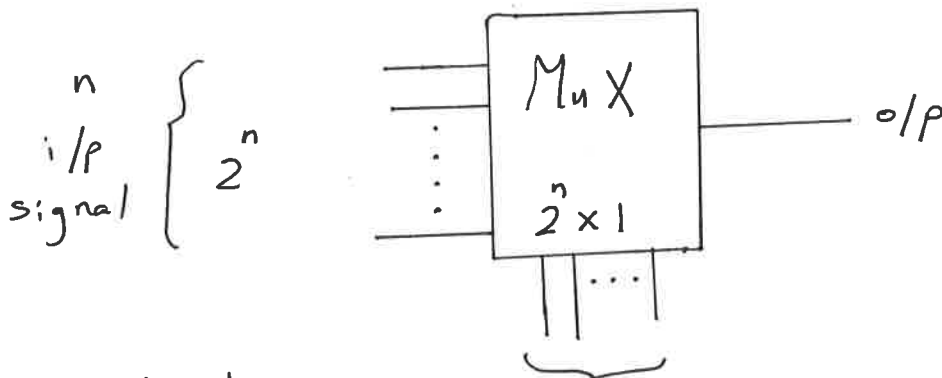
The basic conversion process is as follows:-

- 1- The value of the bit in the BCD number is represented by binary number.
- 2- All of the binary representations of all bits that are (1's) in the BCD number are added.
- 3- The result of this addition is the binary equivalent of BCD number.

Multiplexer :-

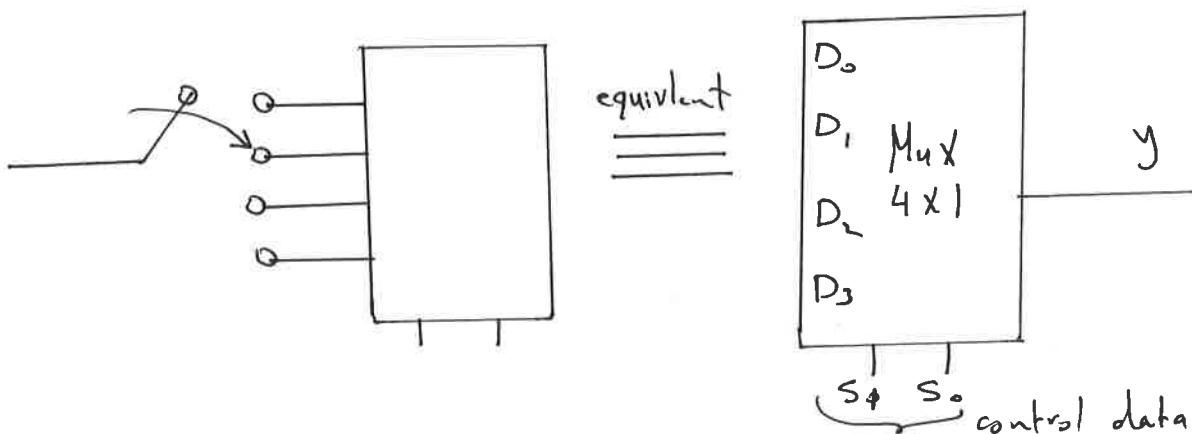


Multiplexer means transmitting along number of channel units over a small number of channel of Lines, the Basic multiplexer has many I/P Lines and single o/p Line - Normally have 2^n I/P's and n control lines whose bit combination determine which I/P is selected the circuit shown below has (n) and (m) control.



The No. of I/P Line $\leq 2^n$
 No. of control signal line = n

The multiplexer may be consider as multi way switch as shown below.



The truth table :-

S_1	S_0	y
0	0	D_0
0	1	D_1
1	0	D_2
1	1	D_3

To find the (y) value, it is depend on the (selector), .

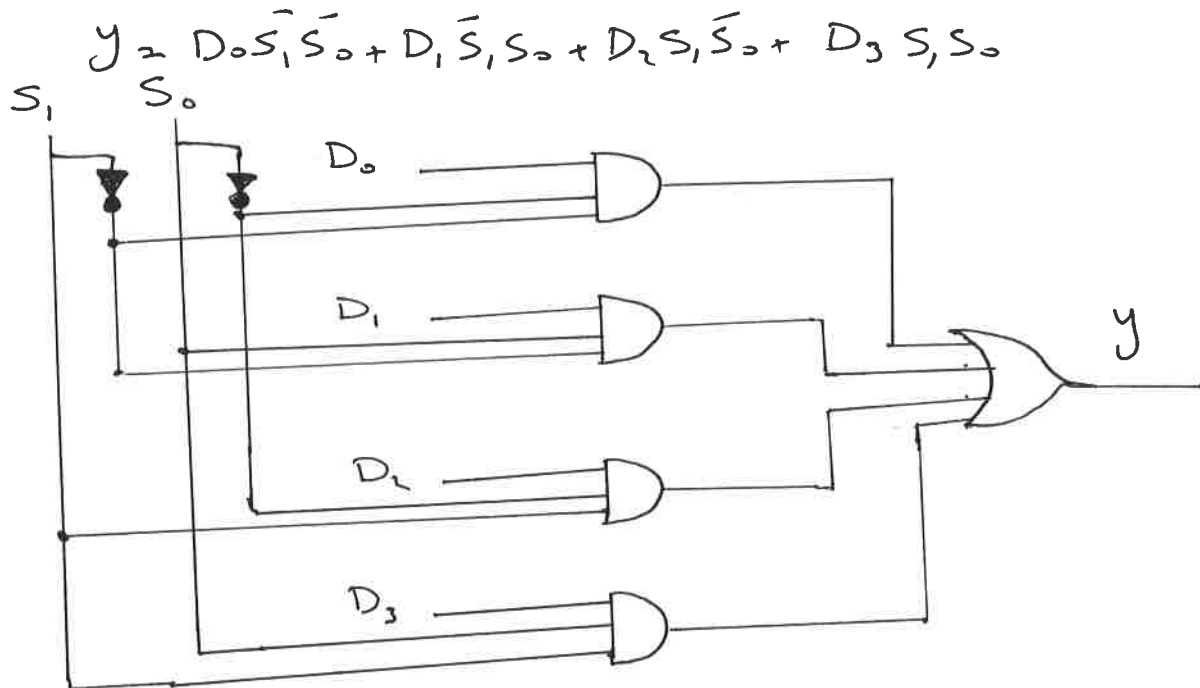
When :- 1- IF ($\frac{S_1}{0} \frac{S_0}{0}$), i.e ($y = D_0 \bar{S}_1 \bar{S}_0$), the o/p is (D_0).

2- IF ($\frac{S_1}{0} \frac{S_0}{1}$), i.e ($y = D_1 \bar{S}_1 S_0$), the o/p is (D_1).

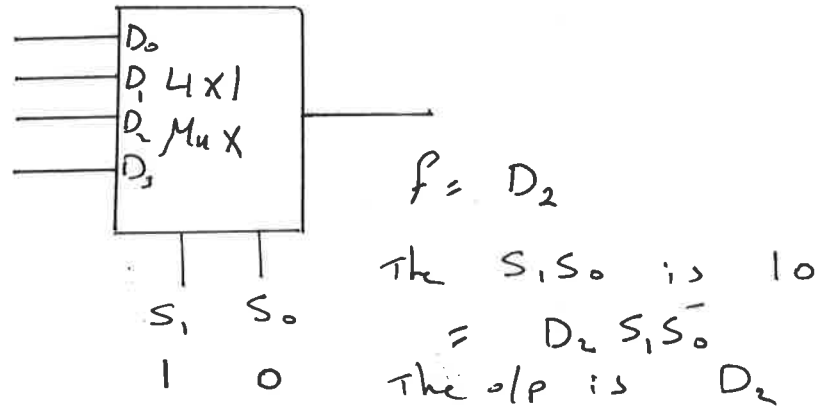
3- IF ($\frac{S_1}{1} \frac{S_0}{0}$), i.e ($y = D_2 S_1 \bar{S}_0$), the o/p is (D_2).

4- IF ($\frac{S_1}{1} \frac{S_0}{1}$), i.e ($y = D_3 S_1 S_0$), the o/p is (D_3).

The Logic cet for



Ex) Find the o/p stats for the Mux shown below :-



Ex) Implement the following function by means of using 4x1 Mux if $f = \sum 0, 1, 3, 5, 7$

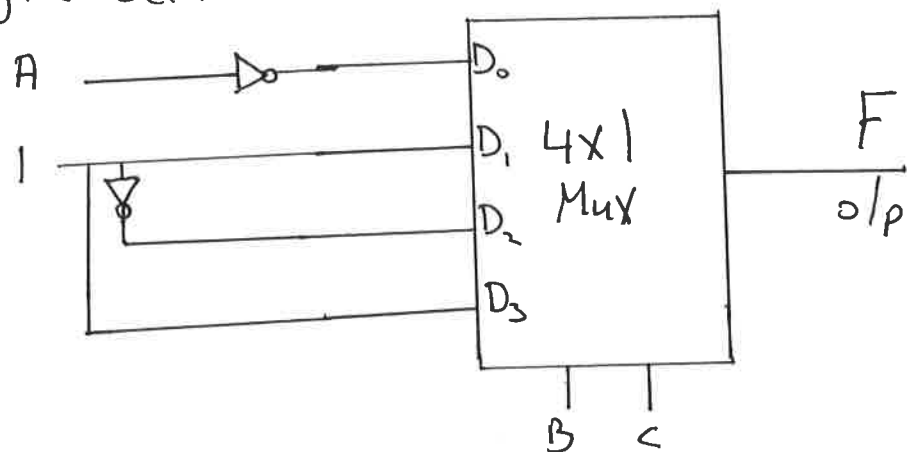
Solⁿ:-
 $D_0 \rightarrow D_7$
 $2^n = 8 \Rightarrow n = 3$
 $\therefore D = 8 (A, B, C)$

We choose the A as data i/p & B, C as data select

A	B	C	F
0	0	0	1
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

	D_0	D_1	D_2	D_3
data i/p $\left\{ \begin{array}{l} \bar{A} \\ A \end{array} \right.$	0	1	2	3
	4	5	6	7
The result	\bar{A}	1	0	1

The logic ckt:-

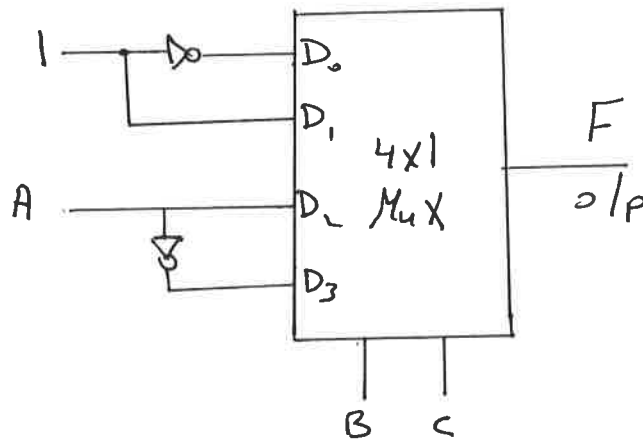


Ex) Implement the following function by means of using 4x1 Mux if $f_s \in \{1, 3, 5, 6\}$

Solⁿ) B, C = Selector
 A = Data I/P
 Mux = 4x1

A	B	C	F
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	0

	D ₀	D ₁	D ₂	D ₃
A ⁻	0	①	2	③
A	4	⑤	⑥	7
Result	0	1	A	A ⁻



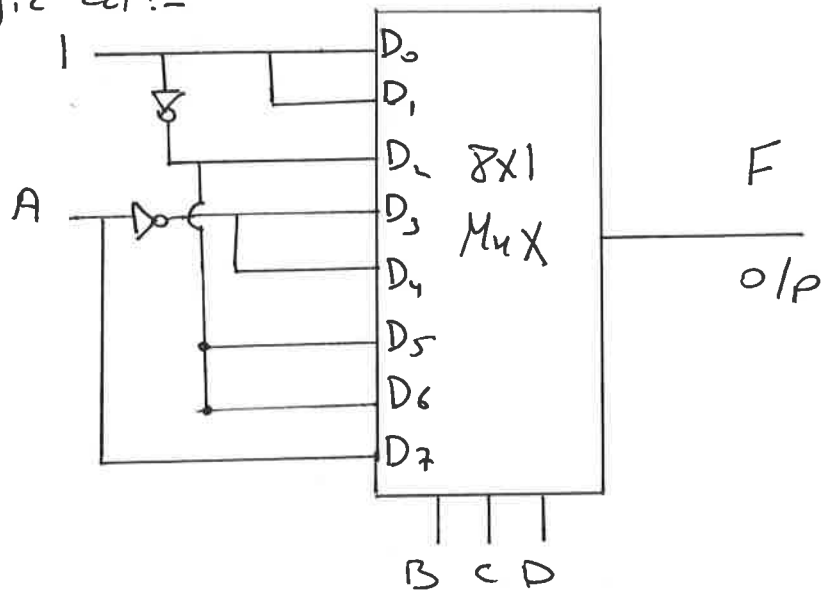
Ex) Implement the following function means of using 8x1 Mux if $f_s \in \{0, 1, 3, 4, 8, 9, 15\}$

Solⁿ)

A	B	C	D	F
0	0	0	0	1
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	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	0

	D ₀	D ₁	D ₂	D ₃	D ₄	D ₅	D ₆	D ₇
A ⁻	①	①	2	③	④	5	6	7
A	⑧	⑨	10	11	12	13	14	⑮
	1	1	0	A ⁻	A ⁻	0	0	A

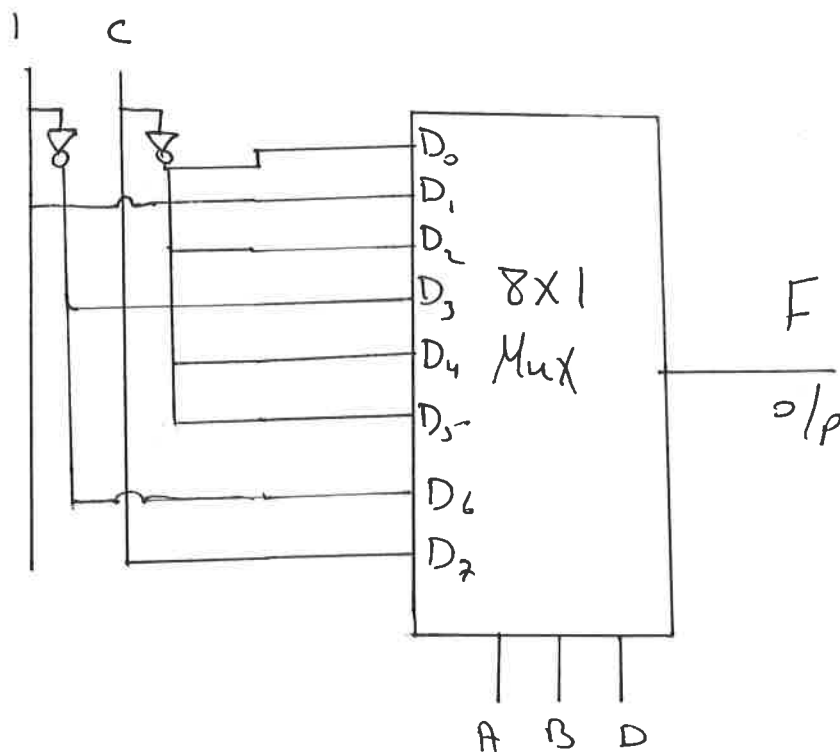
The Logic ckt:-



Ex) Repeat the last example and using ABD as selector with 8×1 Mux.

Solⁿ)

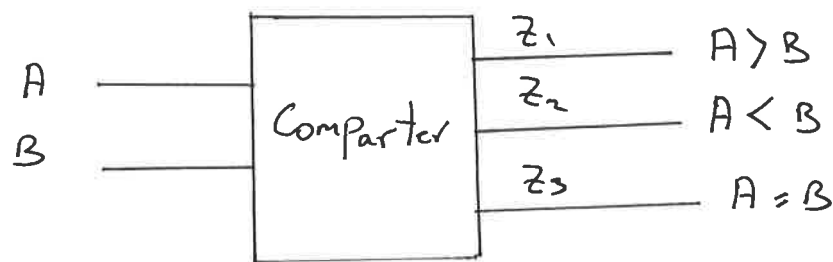
	D_0	D_1	D_2	D_3	D_4	D_5	D_6	D_7
\overline{c}	0	1	4	5	8	9	12	13
c	2	3	6	4	10	11	14	15
	\overline{c}	1	\overline{c}	0	\overline{c}	\overline{c}	0	c



Comparator :

Its a combinational Logic cct having 2 inputs (any two No's) in order to find there relative magnitude. The outcome of the comparator is specified by there binary variables which indicate the $(A > B)$, $(A <)$, and $(A = B)$.

The blocks diagram of the comparator is shown below:



The comparator is used in digital computers to compare between two numbers, (A, B) .

For example if we compare A and B

(I/P No.)		$Z_1 (A > B)$	$Z_2 (A < B)$	$Z_3 (A = B)$
A	B			
0	0	0	0	1
0	1	0	1	0
1	0	1	0	0
1	1	0	0	1

From truth table

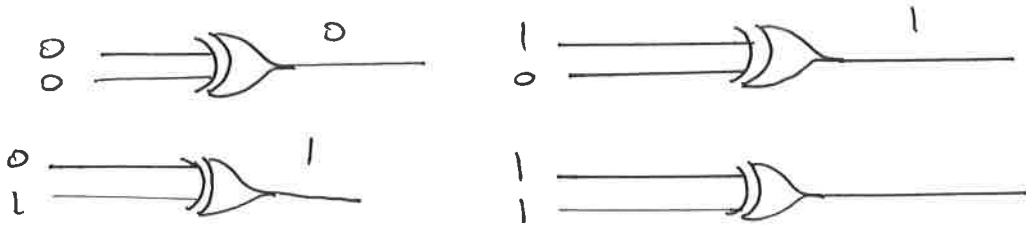
$$Z_1 = A\bar{B}$$

$$Z_2 = \bar{A}B$$

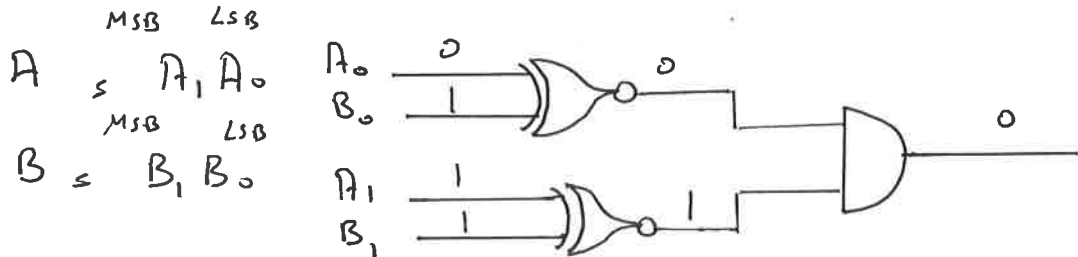
$$Z_3 = \bar{A}\bar{B} + AB = A \odot B$$

The main gate which is used to build the comparator is

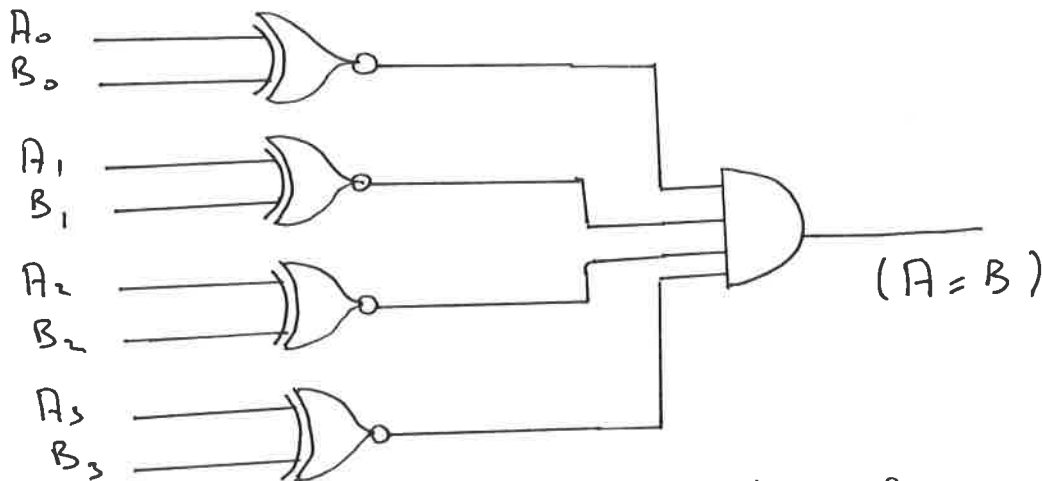
(EX-OR) which is:-



When we have numbers has two bits (MSB, LSB).



If the numbers have four bits, which we need four (XOR).



The (7485) IC is a comparator for two numbers, has four bits.

