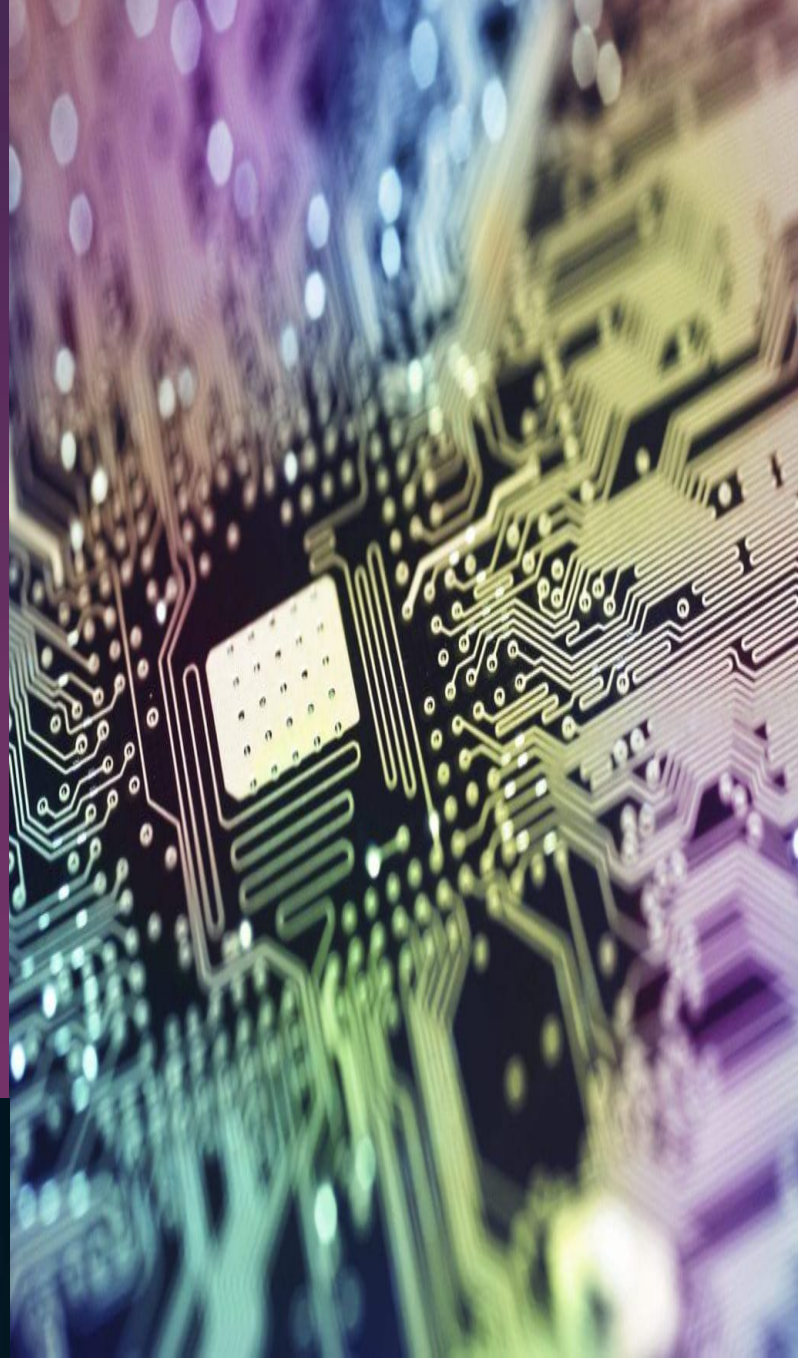
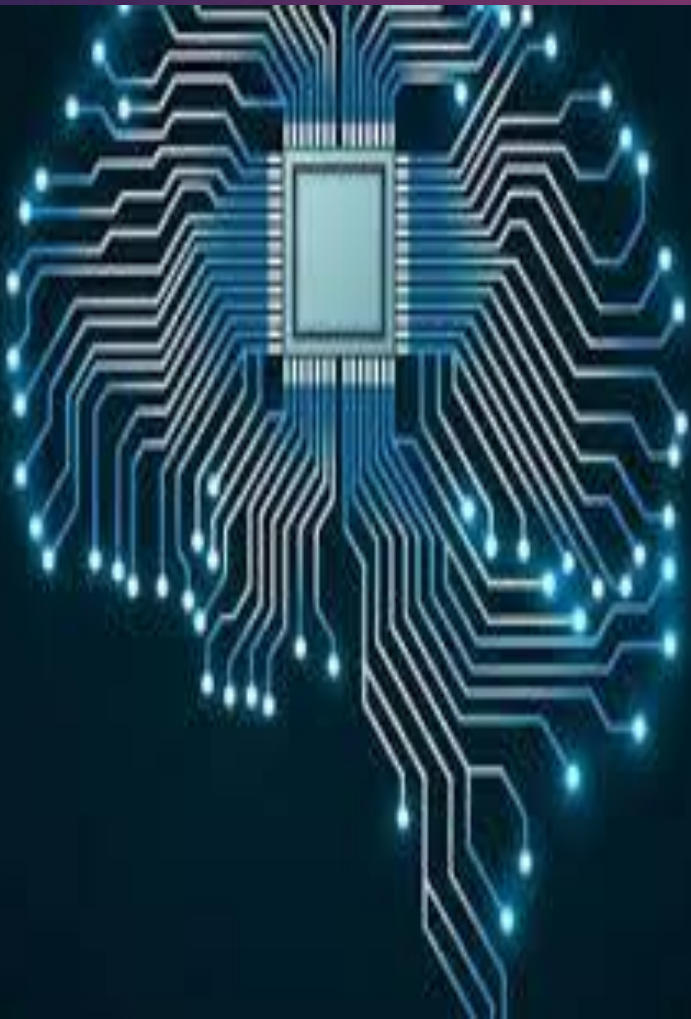


DIGITAL SYSTEMS DESIGN LAB MANUAL

REGULATION 2021



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SATHYA V

DIGITAL SYSTEMS LAB MANUAL
ELECTRONICS AND COMMUNICATION ENGINEERING
REGULATION – 2021

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**DEPARTMENT OF ELECTRONICS AND COMMUNICATION
ENGINEERING**

**LABORATORY MANUAL
DIGITAL SYSTEM DESIGN LABORATORY**



DSDLABMANUAL

III SEMESTER ELECTRONICS AND COMMUNICATION

SUBJECT CODE: EC3352

REGULATION-2021

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Ranipet – 632 517

PREFACE

This book on “**DIGITAL SYSTEMS LABORATORY MANUAL (Electronics and communication Engineering)**” covers the complete syllabus prescribed by the Anna University, Chennai for the fourth semester **B.E/B.Tech.** Degree course under **Outcome Based Education Credit System with the new regulation 2021**.

This book covers DeMorgan’s Theorem, Full/Parallel Adders, Subtractors and Magnitude Comparator, Multiplexer using logic gates, Demultiplexers and Decoders, Flip-Flops, Shift registers and Counters. We hope that this book will be useful to both teachers and students. Finally, we would request the readers to kindly send their valuable comments and suggestions towards the improvement of the manual and the same will be gratefully acknowledged.

Any suggestion from the reader for the betterment of this book can be dropped into sathyajayajothi92@gmail.com.

Mrs.V. SATHYA., M.E.,

ACKNOWLEDGEMENT

We are thankful to and fortunate enough to get constant encouragement, support and guideline from Chairman **Thiru.S.Ramadoss**, Secretary & Treasurer **Mr. G. Thamocharan** for his blessings to complete the book successfully.

We would not forget to remember our Principal **Dr.T.K.Gopinathan** and Vice Principal **Dr. D. Saravanan** for their constant assistance in preparing this book.

ANNAIMIRA
COLLEGE OF ENGINEERING AND TECHNOLOGY
ARAPAKKAM, RANIPET-632517.



DEPARTMENT OF
ELECTRONICS AND COMMUNICATION ENGINEERING

SUBJECT CODE/NAME: EC3352-DIGITAL SYSTEM DESIGN

AS PER ANNA UNIVERSITY, CHENNAI REGULATION 2021

LIST OF EXPERIMENTS

1. Verification of Boolean Theorems using basic gates.
2. Design and implementation of combinational circuits using basic gates for arbitrary functions, code converters.
3. Design and implement Half/Full Adder and Subtractor.
4. Design and implement combinational circuits using MSI devices: 4-bit binary adder/subtractor
Parity generator /
checker
Magnitude
Comparator
Application using
multiplexers
5. Design and implement shift-registers.
6. Design and implement synchronous counters.
7. Design and implement asynchronous counters.

INDEX

| Ex.No. | Date | Title | Marks | Staff Sign. |
|---------------|-------------|--|--------------|--------------------|
| 1a | | STUDY OF LOGIC GATES | | |
| 1b | | VERIFICATION OF BOOLEAN THEOREMS USING DIGITAL LOGIC GATES | | |
| 2 | | CODE CONVERTOR | | |
| 3a | | ADDER AND SUBTRACTOR | | |
| 4a | | 4-BIT ADDER AND SUBTRACTOR | | |
| 4b | | PARITY GENERATOR & CHECKER | | |
| 4c | | MAGNITUDE COMPARATOR | | |
| 4d | | MULTIPLEXER AND DEMULTIPLEXER | | |
| 5 | | SHIFT REGISTER | | |
| 6 | | SYNCHRONOUS AND ASYNCHRONOUS COUNTER | | |

AIM:

To study about logic gates and verify their truth tables

APPARATUS REQUIRED:

| SL.NO. | COMPONENT | SPECIFICATION | QTY |
|--------|----------------|---------------|-----|
| 1. | AND GATE | IC7408 | 1 |
| 2. | OR GATE | IC7432 | 1 |
| 3. | NOT GATE | IC7404 | 1 |
| 4. | NAND GATE 2I/P | IC7400 | 1 |
| 5. | NOR GATE | IC7402 | 1 |
| 6. | X-OR GATE | IC7486 | 1 |
| 7. | NAND GATE 3I/P | IC7410 | 1 |
| 8. | IC TRAINER KIT | - | 1 |
| 9. | PATCH CORD | - | 14 |

THEORY:

Circuits that take the logical decision and the process are called logic gates. Each gate has one or more inputs and only one output.

OR, AND and NOT are basic gates. NAND, NOR and X-OR are known as universal gates. Basic gates form these gates.

AND GATE:

The AND gate performs a logical multiplication commonly known as AND function. The output is high when both the inputs are high. The output is low level when any one of the inputs is low.

OR GATE:

The OR gate performs a logical addition commonly known as OR function. The output is high when any one of the inputs is high. The output is low level when both the inputs are low.

NOT GATE:

The NOT gate is called an inverter. The output is high when the input is low. The output is low when the input is high.

NAND GATE:

The NAND gate is a contraction of AND-NOT. The output is high when both inputs are low and any one of the inputs is high. The output is low level when both inputs are high.

NOR GATE:

The NOR gate is a contraction of OR-NOT. The output is high when both inputs are low. The output is low when one or both inputs are high.

X-OR GATE:

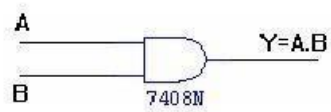
The output is high when any one of the inputs is high. The output is low when both the inputs are low and both the inputs are high.

PROCEDURE:

- (i) Connections are given as per circuit diagram.
- (ii) Logical inputs are given as per circuit diagram.
- (iii) Observe the output and verify the truth table.

AND GATE

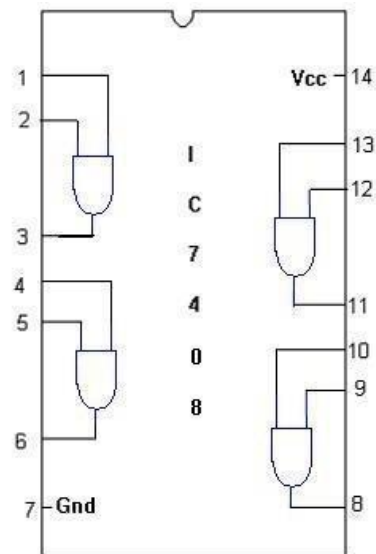
SYMBOL



TRUTH TABLE

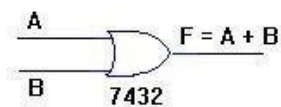
| A | B | A.B |
|---|---|-----|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

PIN DIAGRAM



OR GATE

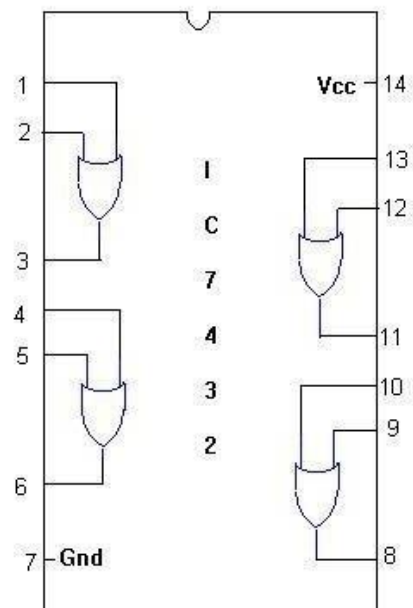
SYMBOL :



TRUTH TABLE

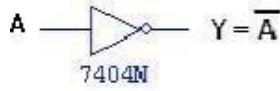
| A | B | A+B |
|---|---|-----|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

PIN DIAGRAM :



NOTGATE

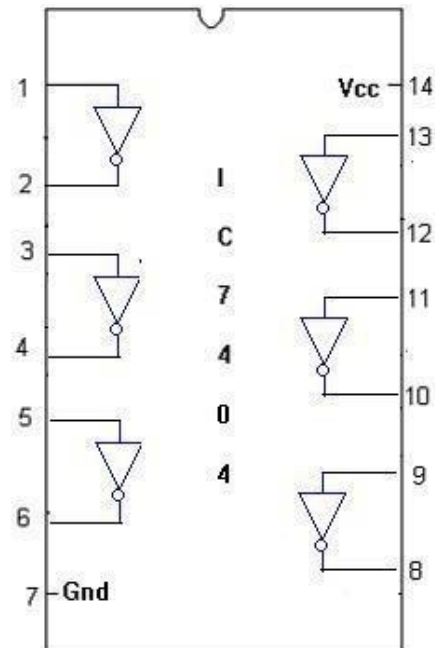
SYMBOL



TRUTH TABLE :

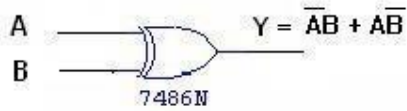
| A | \bar{A} |
|---|-----------|
| 0 | 1 |
| 1 | 0 |

PINDIAGRAM



EX-ORGATE

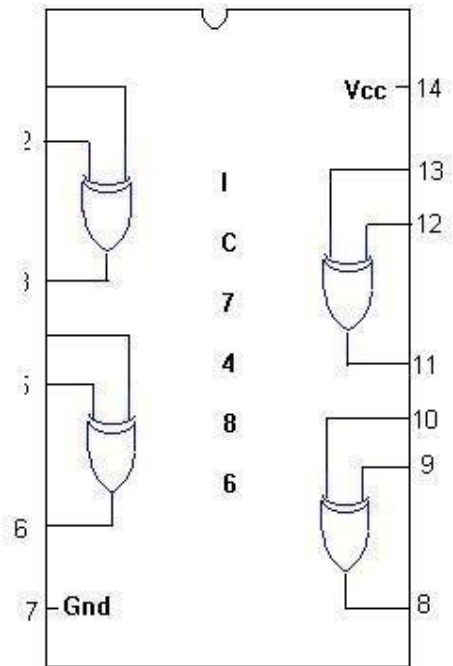
SYMBOL



TRUTH TABLE :

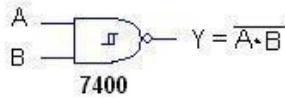
| A | B | $\bar{A}B + A\bar{B}$ |
|---|---|-----------------------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

PINDIAGRAM



2-INPUT NANDGATE

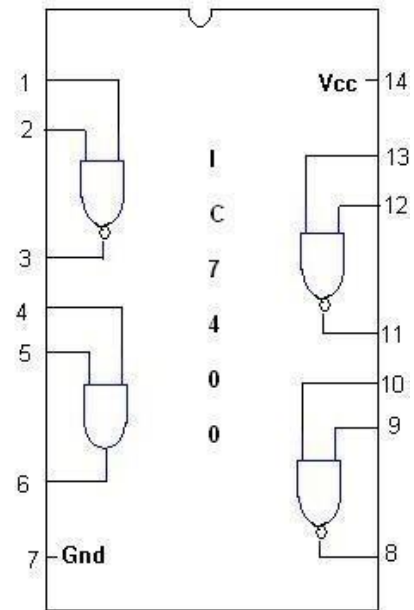
SYMBOL



TRUTH TABLE

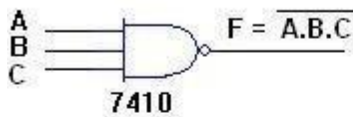
| A | B | $\overline{A \cdot B}$ |
|---|---|------------------------|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

PINDIAGRAM



3-INPUT NANDGATE

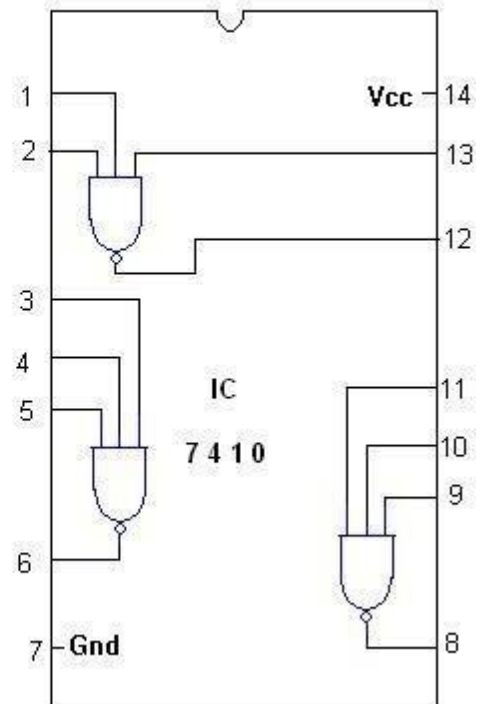
SYMBOL :



TRUTH TABLE

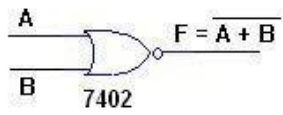
| A | B | C | $\overline{A \cdot B \cdot C}$ |
|---|---|---|--------------------------------|
| 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 0 | 1 | 1 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 0 |

PIN DIAGRAM :

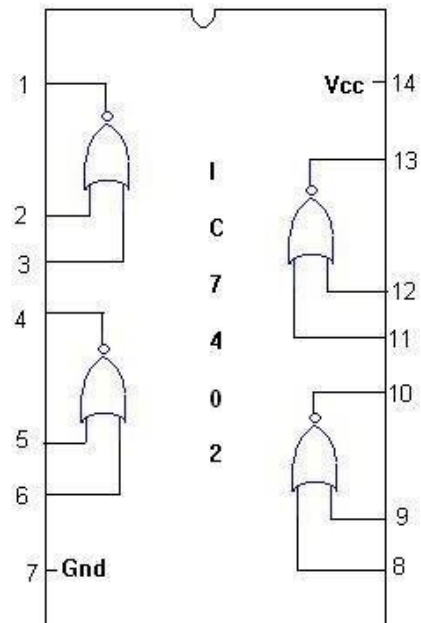


NORGATE

SYMBOL :



PIN DIAGRAM :



TRUTH TABLE

| A | B | $\overline{A+B}$ |
|---|---|------------------|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |

RESULT:

The logic gates are studied and its truth tables are verified.

**Ex.No.-1b VERIFICATION OF
BOOLEANTHEOREMSUSINGDIGITALLOGI
CGATES**

AIM:

To verify the Boolean Theorems using logic gates.

APPARATUSREQUIRED:

| SL.NO. | COMPONENT | SPECIFICATION | QTY. |
|--------|-----------------|---------------|-----------------------|
| 1. | ANDGATE | IC 7408 | 1 |
| 2. | ORGATE | IC 7432 | 1 |
| 3. | NOT GATE | IC 7404 | 1 |
| 4. | ICTRAINERKIT | - | 1 |
| 5. | CONNECTINGWIRES | - | As perrequi red |

THEORY:

BASICBOOLEANLAWS

1. CommutativeLaw

ThebinaryoperatorOR,ANDissaidtobecommutativeif,

1. $A+B=B+A$
2. $A.B=B.A$

2. AssociativeLaw

The binary operator OR, AND is said to be associative

- if,1. $A+(B+C)= (A+B)+C$
2. $A.(B.C)=(A.B).C$

3. DistributiveLaw

ThebinaryoperatorOR,ANDissaidtobedistributiveif,1. $A+($

- $B.C)=(A+B).(A+C)$
2. $A.(B+C) =(A.B)+(A.C)$

4. AbsorptionLaw

1. $A+AB= A$
2. $A+AB=A+B$

5. Involution(or)DoublecomplementLaw

1. $A=A$

6. IdempotentLaw

1. $A+A= A$
2. $A.A=A$

7. Complementary Law

1. $A + A' = 1$
2. $A \cdot A' = 0$

8. DeMorgan's Theorem

1. The complement of the sum is equal to the sum of the product of the individual complements.

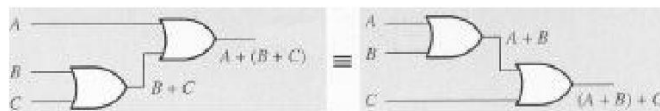
$$A + B = (A \cdot B)'$$

2. The complement of the product is equal to the sum of the individual complements.

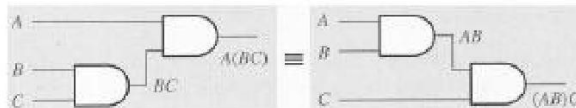
$$A \cdot B = (A + B)'$$

Associative Laws of Boolean Algebra

$$A + (B + C) = (A + B) + C$$



$$A \cdot (B \cdot C) = (A \cdot B) \cdot C$$



Proof of the Associative Property for the OR operation: $(A+B)+C = A+(B+C)$

| A | B | C | (A+B) | (B+C) | A+(B+C) | (A+B)+C |
|---|---|---|-------|-------|---------|---------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 1 | 1 | 1 |
| 0 | 1 | 0 | 1 | 1 | 1 | 1 |
| 0 | 1 | 1 | 1 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 | 0 | 1 | 1 |
| 1 | 0 | 1 | 1 | 1 | 1 | 1 |
| 1 | 1 | 0 | 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |

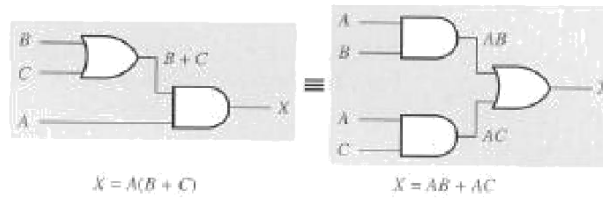
Proof of the Associative Property for the AND operation: $(A \cdot B) \cdot C = A \cdot (B \cdot C)$

| A | B | C | (A·B) | (B·C) | A·(B·C) | (A·B)·C |
|---|---|---|-------|-------|---------|---------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 | 0 | 0 | 0 |
| 1 | 1 | 0 | 1 | 0 | 0 | 0 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |

Distributive Laws of Boolean Algebra

$$A \bullet (B + C) = A \bullet B + A \bullet C$$

$$A (B + C) = A B + A C$$



Proof of Distributive Rule

| A | B | C | A·B | A·C | (A·B)+ (A·C) | (B+C) | A·(B+C) |
|---|---|---|-----|-----|--------------|-------|---------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 | 0 | 0 | 1 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 |
| 1 | 1 | 0 | 1 | 0 | 1 | 1 | 1 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

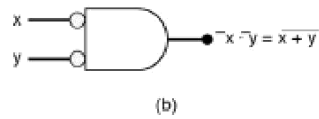
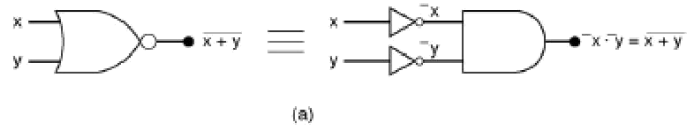
Proof of Distributive Rule

| A | B | C | A+B | A+C | (A+B)· (A+C) | (B·C) | A+(B·C) |
|---|---|---|-----|-----|--------------|-------|---------|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 |
| 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 | 1 | 1 | 0 | 1 |
| 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 |
| 1 | 1 | 0 | 1 | 0 | 1 | 0 | 1 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

Demorgan's Theorem

a) Proof of equation (1):

Construct the two circuits corresponding to the functions A' , B' and $(A+B)'$ respectively. Show that for all combinations of A and B, the two circuits give identical results. Connect these circuits and verify their operations.

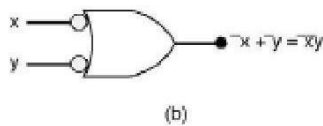
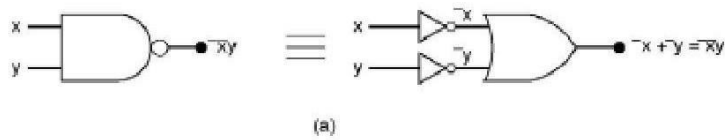


Proof (via Truth Table) of DeMorgan's Theorem $\overline{A \cdot B} = \overline{A} + \overline{B}$

| A | B | A·B | $\overline{A \cdot B}$ | \overline{A} | \overline{B} | $\overline{A} + \overline{B}$ |
|---|---|-----|------------------------|----------------|----------------|-------------------------------|
| 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| 0 | 1 | 0 | 1 | 1 | 0 | 1 |
| 1 | 0 | 0 | 1 | 0 | 1 | 1 |
| 1 | 1 | 1 | 0 | 0 | 0 | 0 |

b) Proof of equation (2)

Construct two circuits corresponding to the functions $A' + B'$ and $(A \cdot B)'$. Show that, for all combinations of A and B, the two circuits give identical results. Connect these circuits and verify their operations.

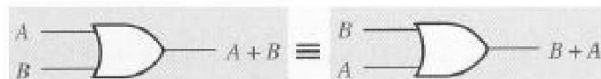


Proof (via Truth Table) of DeMorgan's Theorem $\overline{A + B} = \overline{A} \cdot \overline{B}$

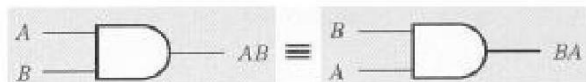
| A | B | A+B | $\overline{A + B}$ | \overline{A} | \overline{B} | $\overline{A} \cdot \overline{B}$ |
|---|---|-----|--------------------|----------------|----------------|-----------------------------------|
| 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| 0 | 1 | 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 1 | 0 | 0 | 1 | 0 |
| 1 | 1 | 1 | 0 | 0 | 0 | 0 |

Commutative Laws of Boolean Algebra

$$A + B = B + A$$



$$A \cdot B = B \cdot A$$



We will also use the following set of postulates:

P1: Boolean algebra is closed under the AND, OR, and NOT operations.

P2: The identity element with respect to \cdot is one and $+$ is zero. There is no identity element with respect to logical NOT.

P3: The \cdot and $+$ operators are commutative.

P4: \cdot and $+$ are distributive with respect to one another. That is,

$$A \cdot (B + C) = (A \cdot B) + (A \cdot C) \text{ and } A + (B \cdot C) = (A + B) \cdot (A + C).$$

P5: For every value A there exists a value A' such that $A \cdot A' = 0$ and $A + A' = 1$.

This value is the logical complement (or NOT) of A .

P6: \cdot and $+$ are both associative. That is, $(A \cdot B) \cdot C = A \cdot (B \cdot C)$ and $(A + B) + C = A + (B + C)$.

You can prove all other theorems in Boolean algebra using these postulates.

PROCEDURE:

1. Obtain the required IC along with the Digital trainer kit.
2. Connect zero volt to GND pin and +5 volt to V_{cc} .
3. Apply the input to the respective input pins.
4. Verify the output with the truth table.

RESULT:

Thus, the above Boolean laws are verified.

AIM:

To design and implement 4-bit

- (i) Binary to gray code converter
- (ii) Gray to Binary code converter
- (iii) BCD to Excess-3 code converter
- (iv) Excess-3 to BCD code converter

APPARATUS REQUIRED:

| SL.NO. | COMPONENT | SPECIFICATION | QTY. |
|--------|--------------|---------------|------|
| 1. | X-ORGATE | IC 7486 | 1 |
| 2. | ANDGATE | IC 7408 | 1 |
| 3. | ORGATE | IC 7432 | 1 |
| 4. | NOT GATE | IC 7404 | 1 |
| 5. | ICTRAINERKIT | - | 1 |
| 6. | PATCHCORDS | - | 35 |

THEORY:

The availability of large variety of codes for the same discrete elements of information results in the use of different codes by different systems. A conversion circuit must be inserted between the two systems if each uses different codes for same information. Thus, code converter is a circuit that makes the two systems compatible even though each uses different binary code.

The bit combination assigned to binary code to gray code. Since each code uses four bits to represent a decimal digit. There are four inputs and four outputs. Gray code is a non-weighted code.

The input variables are designated as B₃, B₂, B₁, B₀ and the output variables are designated as C₃, C₂, C₁, C₀. From the truth table, combinational circuit is designed. The Boolean functions are obtained from K-Map for each output variable.

A code converter is a circuit that makes the two systems compatible even though each uses a different binary code. To convert from binary code to Excess-3 code, the input lines must supply the bit combination of elements as specified by code and the output lines generate the corresponding bit combination of code. Each one of the four maps represents one of the four outputs of the circuit as a function of the four input variables.

A two-level logic diagram may be obtained directly from the Boolean expressions derived by the maps. These are various other possibilities for a logic diagram that implements this circuit. Now the OR gate whose output is $C+D$ has been used to implement partially each of the three outputs.

BINARY TO GRAY CODE CONVERTOR

TRUTH TABLE:

| Binary Input | | | | Gray Code Output | | | |
|--------------|----|----|----|------------------|----|----|----|
| B3 | B2 | B1 | B0 | G3 | G2 | G1 | G0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 | 0 | 1 | 1 | 0 |
| 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 0 | 0 | 1 | 1 | 0 | 0 |
| 1 | 0 | 0 | 1 | 1 | 1 | 0 | 1 |
| 1 | 0 | 1 | 0 | 1 | 1 | 1 | 1 |
| 1 | 0 | 1 | 1 | 1 | 1 | 1 | 0 |
| 1 | 1 | 0 | 0 | 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 | 1 | 0 | 1 | 1 |
| 1 | 1 | 1 | 0 | 1 | 0 | 0 | 1 |
| 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |

K-Map for G₃

| | | | | | |
|------|----|------|----|----|----|
| | | B1B0 | | | |
| | | 00 | 01 | 11 | 10 |
| B3B2 | 00 | ○ | ○ | ○ | ○ |
| | 01 | ○ | ○ | ○ | ○ |
| | 11 | 1 | 1 | 1 | 1 |
| | 10 | 1 | 1 | 1 | 1 |

$$G_3 = B_3$$

K-MapforG2

| | | | | | |
|------|----|------|----|----|----|
| | | B1B0 | | | |
| | | 00 | 01 | 11 | 10 |
| B3B2 | 00 | 0 | 0 | 0 | 0 |
| | 01 | 1 | 1 | 1 | 1 |
| | 11 | 0 | 0 | 0 | 0 |
| | 10 | 1 | 1 | 1 | 1 |

$$G2 = B3 \oplus B2$$

K-MapforG1

| | | | | | |
|------|----|------|----|----|----|
| | | B1B0 | | | |
| | | 00 | 01 | 11 | 10 |
| B3B2 | 00 | 0 | 0 | 1 | 1 |
| | 01 | 1 | 1 | 0 | 0 |
| | 11 | 1 | 1 | 0 | 0 |
| | 10 | 0 | 0 | 1 | 1 |

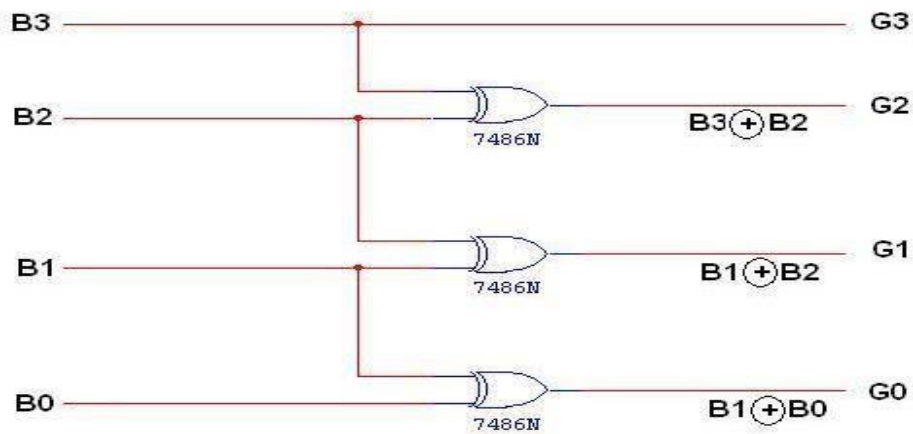
$$G1 = B1 \oplus B2$$

K-MapforG0

| | | | | | |
|------|----|------|----|----|----|
| | | B1B0 | | | |
| | | 00 | 01 | 11 | 10 |
| B3B2 | 00 | 0 | 1 | 0 | 1 |
| | 01 | 0 | 1 | 0 | 1 |
| | 11 | 0 | 1 | 0 | 1 |
| | 10 | 0 | 1 | 0 | 1 |

$$G0 = B1 \oplus B0$$

LOGICDIAGRAM:



GRAYCODETOBINARY CONVERTOR

TRUTHTABLE:

| GRAYCODE | | | | BINARYCODE | | | |
|----------|----|----|----|------------|----|----|----|
| G3 | G2 | G1 | G0 | B3 | B2 | B1 | B0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 | 0 | 1 | 0 | 1 |
| 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 |
| 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 |
| 1 | 1 | 0 | 0 | 1 | 0 | 0 | 0 |
| 1 | 1 | 0 | 1 | 1 | 0 | 0 | 1 |
| 1 | 1 | 1 | 1 | 1 | 0 | 1 | 0 |
| 1 | 1 | 1 | 0 | 1 | 0 | 1 | 1 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 0 |
| 1 | 0 | 1 | 1 | 1 | 1 | 0 | 1 |
| 1 | 0 | 0 | 1 | 1 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |

K-MapforB3:

| | | | | | |
|------|----|------|----|----|----|
| | | G1G0 | | | |
| | | 00 | 01 | 11 | 10 |
| G3G2 | 00 | 0 | 0 | 0 | 0 |
| | 01 | 0 | 0 | 0 | 0 |
| | 11 | 1 | 1 | 1 | 1 |
| | 10 | 1 | 1 | 1 | 1 |

$$B3 = G3$$

K-MapforB2:

| | | | | | |
|------|----|------|----|----|----|
| | | G1G0 | | | |
| | | 00 | 01 | 11 | 10 |
| G3G2 | 00 | 0 | 0 | 0 | 0 |
| | 01 | 1 | 1 | 1 | 1 |
| | 11 | 0 | 0 | 0 | 0 |
| | 10 | 1 | 1 | 1 | 1 |

$$B2 = G3 \oplus G2$$

K-MapforB1:

| | | | | | |
|------|----|------|----|----|----|
| | | G1G0 | | | |
| | | 00 | 01 | 11 | 10 |
| G3G2 | 00 | 0 | 0 | 1 | 1 |
| | 01 | 1 | 1 | 0 | 0 |
| | 11 | 0 | 0 | 1 | 1 |
| | 10 | 1 | 1 | 0 | 0 |

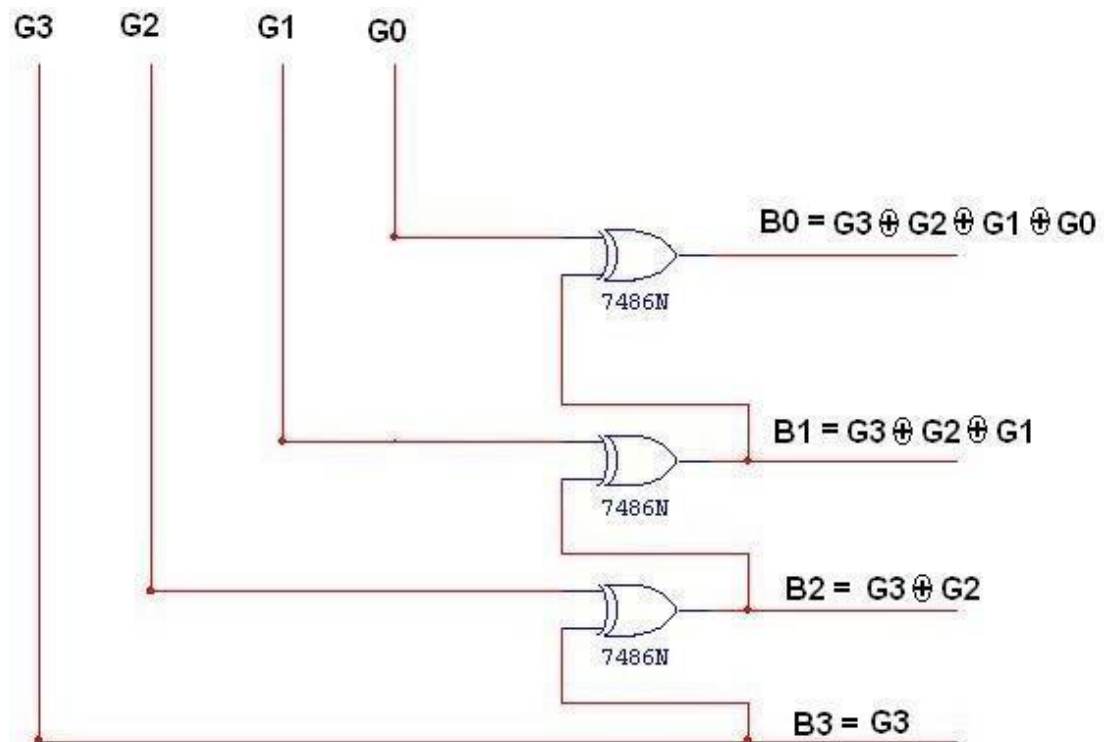
$$B1 = G3 \oplus G2 \oplus G1$$

K-MapforB0:

| | | | | | |
|------|----|------|----|----|----|
| | | G1G0 | | | |
| | | 00 | 01 | 11 | 10 |
| G3G2 | 00 | 0 | ① | 0 | ① |
| | 01 | ① | 0 | ① | 0 |
| | 11 | 0 | ① | 0 | ① |
| | 10 | ① | 0 | ① | 0 |

$$B0 = G3 \oplus G2 \oplus G1 \oplus G0$$

LOGICDIAGRAM:



TRUTHTABLE:

BCD TO EXCESS-3 CONVERTOR

| BCDinput | | | | Excess – 3output | | | |
|----------|----|----|----|------------------|----|----|----|
| B3 | B2 | B1 | B0 | G3 | G2 | G1 | G0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 |
| 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 |
| 0 | 0 | 1 | 1 | 0 | 1 | 1 | 0 |
| 0 | 1 | 0 | 0 | 0 | 1 | 1 | 1 |
| 0 | 1 | 0 | 1 | 1 | 0 | 0 | 0 |
| 0 | 1 | 1 | 0 | 1 | 0 | 0 | 1 |
| 0 | 1 | 1 | 1 | 1 | 0 | 1 | 0 |
| 1 | 0 | 0 | 0 | 1 | 0 | 1 | 1 |
| 1 | 0 | 0 | 1 | 1 | 1 | 0 | 0 |
| 1 | 0 | 1 | 0 | x | x | x | x |
| 1 | 0 | 1 | 1 | x | x | x | x |
| 1 | 1 | 0 | 0 | x | x | x | x |
| 1 | 1 | 0 | 1 | x | x | x | x |
| 1 | 1 | 1 | 0 | x | x | x | x |
| 1 | 1 | 1 | 1 | x | x | x | X |

K-Map for E3:

| | | | | | |
|------|----|------|----|----|----|
| | | B1B0 | | | |
| | | 00 | 01 | 11 | 10 |
| B3B2 | 00 | 0 | 0 | 0 | 0 |
| | 01 | 0 | 1 | 1 | 1 |
| | 11 | x | x | x | x |
| | 10 | 1 | 1 | x | x |

$$E3 = B3 + B2(B0 + B1)$$

K-Map for E2:

| | | | | | |
|------|----|------|----|----|----|
| | | B1B0 | | | |
| | | 00 | 01 | 11 | 10 |
| B3B2 | 00 | 0 | 1 | 1 | 1 |
| | 01 | 1 | | | |
| | 11 | x | x | x | x |
| | 10 | | 1 | x | x |

$E2 = B2 \oplus (B1 + B0)$

K-Map for E1:

| | | | | | |
|------|----|------|----|----|----|
| | | B1B0 | | | |
| | | 00 | 01 | 11 | 10 |
| B3B2 | 00 | 1 | 0 | 1 | 0 |
| | 01 | 1 | 0 | 1 | 0 |
| | 11 | x | x | x | x |
| | 10 | 1 | 0 | x | x |

$E1 = B1 \oplus B0$

K-Map for E0:

| | | | | | |
|------|----|------|----|----|----|
| | | B1B0 | | | |
| | | 00 | 01 | 11 | 10 |
| B3B2 | 00 | 1 | 0 | 0 | 1 |
| | 01 | 1 | 0 | 0 | 1 |
| | 11 | x | x | x | x |
| | 10 | 1 | 0 | x | x |

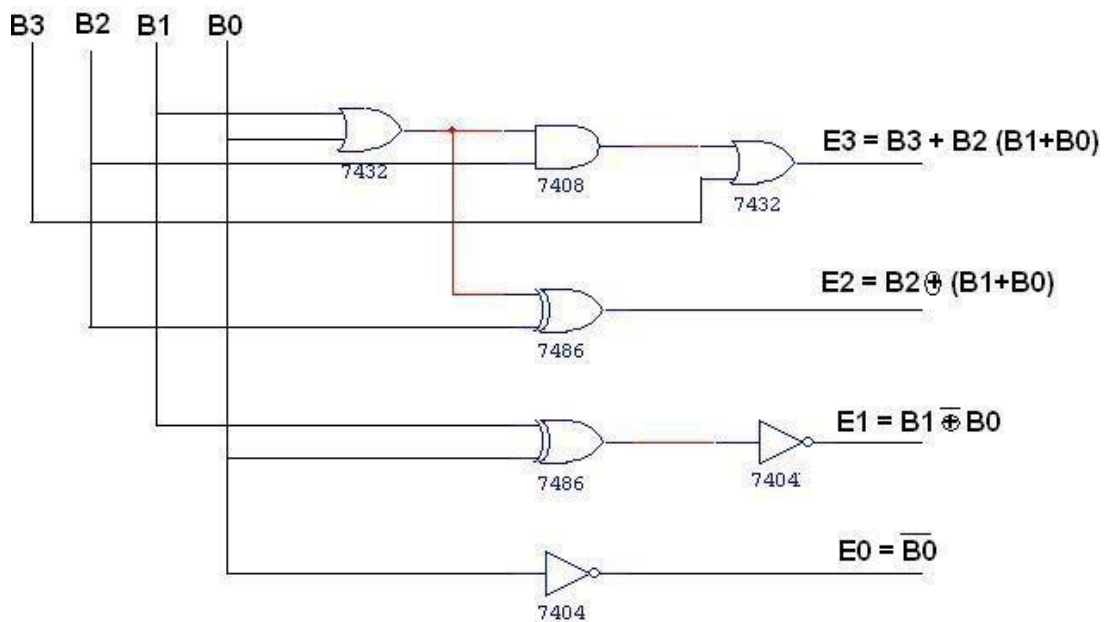
$E0 = \overline{B0}$

EXCESS-3 TO BCD

CONVERTOR TRUTH TABLE:

| Excess-3 Input | | | | BCD Output | | | |
|----------------|----|----|----|------------|----|----|----|
| B3 | B2 | B1 | B0 | G3 | G2 | G1 | G0 |
| 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 | 1 |
| 0 | 1 | 0 | 1 | 0 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 | 0 | 0 | 1 | 1 |
| 0 | 1 | 1 | 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 | 1 | 0 | 1 |
| 1 | 0 | 0 | 1 | 0 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 | 0 | 1 | 1 | 1 |
| 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 |
| 1 | 1 | 0 | 0 | 1 | 0 | 0 | 1 |

LOGIC DIAGRAM:



EXCESS-3 TO BCD CONVERTOR

K-Map for A:

| | | | | | |
|-------|----|-------|----|----|----|
| | | X3 X4 | | | |
| | | 00 | 01 | 11 | 10 |
| X1 X2 | 00 | X | X | 0 | X |
| | 01 | 0 | 0 | 0 | 0 |
| | 11 | 1 | X | X | X |
| | 10 | 0 | 0 | 1 | 0 |

$$A = X1X2 + X3X4X1$$

K-Map for B:

| | | | | | |
|-------|----|-------|----|----|----|
| | | X3 X4 | | | |
| | | 00 | 01 | 11 | 10 |
| X1 X2 | 00 | X | X | 0 | X |
| | 01 | 0 | 0 | 1 | 0 |
| | 11 | 0 | X | X | X |
| | 10 | 1 | 1 | 0 | 1 |

$$B = X2 \oplus (\bar{X}3 + \bar{X}4)$$

K-Map for C:

| | | | | | |
|-------|----|-------|----|----|----|
| | | X3 X4 | | | |
| | | 00 | 01 | 11 | 10 |
| X1 X2 | 00 | X | X | 0 | X |
| | 01 | 0 | 1 | X | 1 |
| | 11 | 0 | X | X | X |
| | 10 | X | 1 | 0 | 1 |

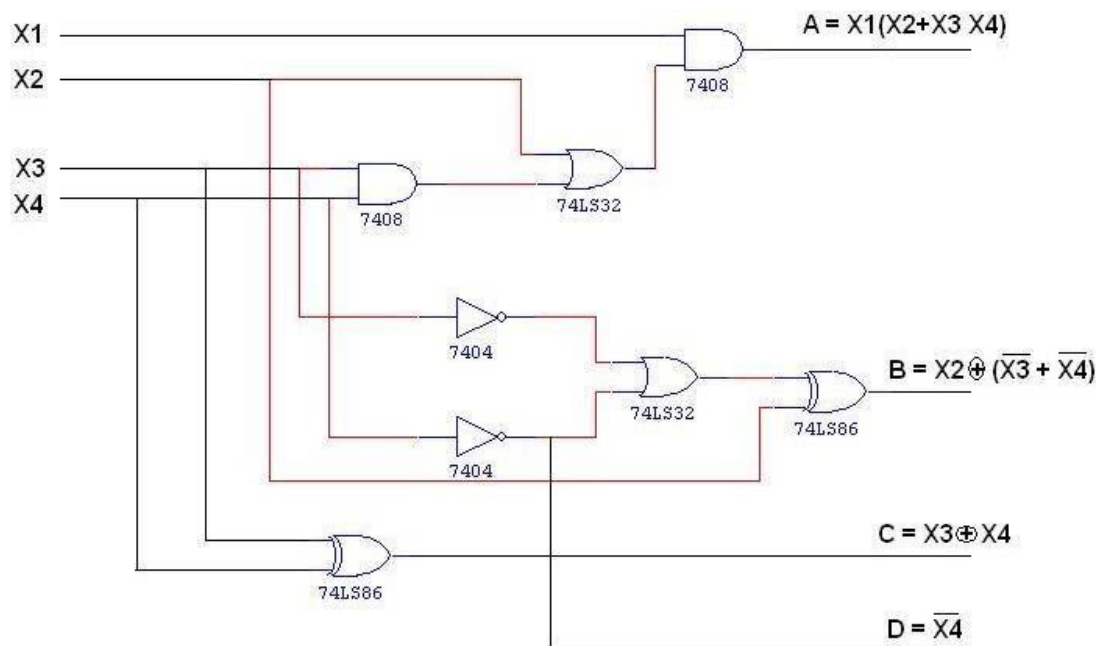
$$C = X3 \oplus X4_{23}$$

K-Map for D:

| | | | | |
|-------|-------|----|----|----|
| | X3 X4 | | | |
| X1 X2 | 00 | 01 | 11 | 10 |
| 00 | X | X | 0 | X |
| 01 | 1 | 0 | 0 | 1 |
| 11 | 1 | X | X | X |
| 10 | 1 | 0 | 0 | 1 |

$$D = \overline{X4}$$

EXCESS-3 TO BCD CONVERTOR



PROCEDURE:

- (i) Connections were given as per circuit diagram.
- (ii) Logical inputs were given as per truth table.
- (iii) Observe the logical output and verify with the truth tables.

RESULT:

Thus, the following 4-bit converters are redesigned and constructed

- (i) Binary to gray code converter
- (ii) Gray to Binary code converter
- (iii) BCD to Excess-3 code converter
- (iv) Excess-3 to BCD code converter

AIM:

To design and construct half adder, full adder, half subtractor and full subtractor circuits and verify the truth table using logic gates.

APPARATUSREQUIRED:

| SL.NO. | COMPONENT | SPECIFICATION | QTY. |
|--------|--------------|---------------|------|
| 1. | ANDGATE | IC7408 | 1 |
| 2. | X-ORGATE | IC7486 | 1 |
| 3. | NOTGATE | IC7404 | 1 |
| 4. | ORGATE | IC7432 | 1 |
| 5. | ICTRAINERKIT | - | 1 |
| 6. | PATCHCORDS | - | 23 |

THEORY:**HALFADDER:**

A half adder has two inputs for the two bits to be added and two outputs one from the sum 'S' and other from the carry 'c' into the higher adder position. Above circuit is called as carry signal from the addition of the less significant bit sum from the X-OR Gate and the carry out from the AND gate.

FULLADDER:

A full adder is a combinational circuit that forms the arithmetic sum of input; it consists of three inputs and two outputs. A full adder is useful to add three bits at a time but a half adder cannot do so. In full adder sum output will be taken from X-OR Gate, carry output will be taken from OR Gate.

HALFSUBTRACTOR:

The half subtractor is constructed using X-OR and AND Gate. The half subtractor has two input and two outputs. The outputs are difference and borrow. The difference can be applied using X-OR Gate, borrow output can be implemented using an AND Gate and an inverter.

FULLSUBTRACTOR:

The full subtractor is a combination of X-OR, AND, OR, NOT Gates. In a full subtractor the logic circuit should have three inputs and two outputs. The two half subtractor put together gives a full subtractor. The first half subtractor will be C and A B. The output will be difference output of full subtractor. The expression AB assemble the borrow output of the half subtractor and the second term is the inverted difference output of first X-OR.

HALFADDER

TRUTHTABLE:

| A | B | CARRY | SUM |
|---|---|-------|-----|
| 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 1 | 1 | 0 |

K-MapforSUM:

| A \ B | 00 | 01 |
|-------|----|----|
| 00 | 0 | 1 |
| 01 | 1 | 0 |

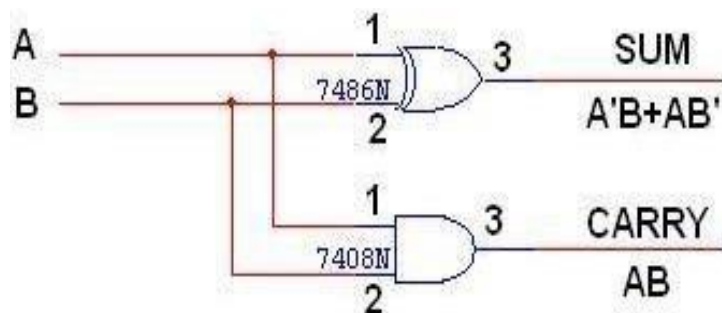
$$\text{SUM} = A'B + AB'$$

K-MapforCARRY:

| A \ B | 00 | 01 |
|-------|----|----|
| 00 | 0 | 1 |
| 01 | 0 | 1 |

$$\text{CARRY} = AB$$

LOGICDIAGRAM:



FULLADDER

TRUTHTABLE:

| A | B | C | CARRY | SUM |
|---|---|---|-------|-----|
| 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 |

K-MapforSUM

| | | | | | |
|---|---|----|----|----|----|
| | | BC | | | |
| | | 00 | 01 | 11 | 10 |
| A | 0 | 0 | 1 | 0 | 1 |
| | 1 | 1 | 0 | 1 | 0 |

$$\text{SUM} = A'B'C + A'BC' + ABC' + ABC$$

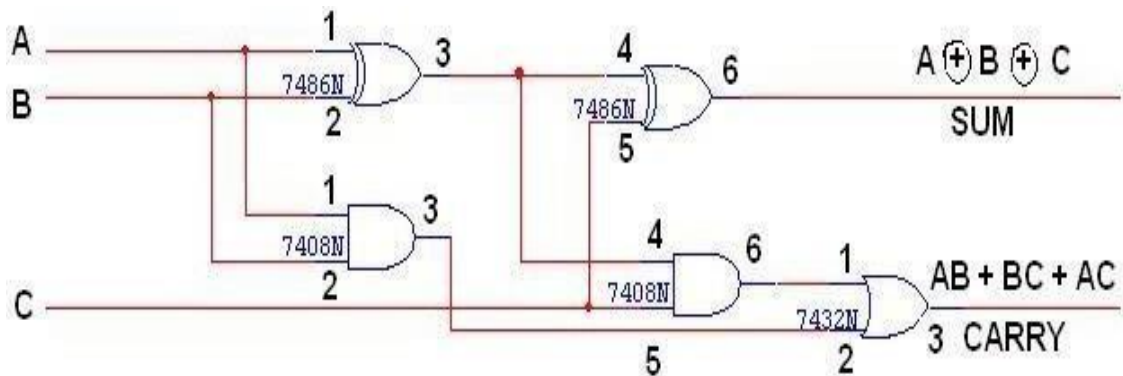
K-MapforCARRY

| | | | | | |
|---|---|----|----|----|----|
| | | BC | | | |
| | | 00 | 01 | 11 | 10 |
| A | 0 | 0 | 0 | 1 | 0 |
| | 1 | 0 | 1 | 1 | 1 |

$$\text{CARRY} = AB + BC + AC$$

LOGICDIAGRAM:

FULLADDERUSINGTWOHALF ADDER

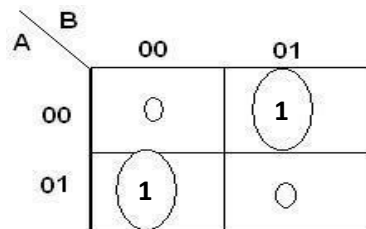


HALFSUBTRACTOR

TRUTHTABLE:

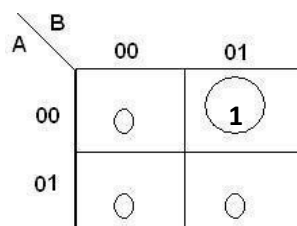
| A | B | BORROW | DIFFERENCE |
|---|---|--------|------------|
| 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 |
| 1 | 1 | 0 | 0 |

K-MapforDIFFERENCE



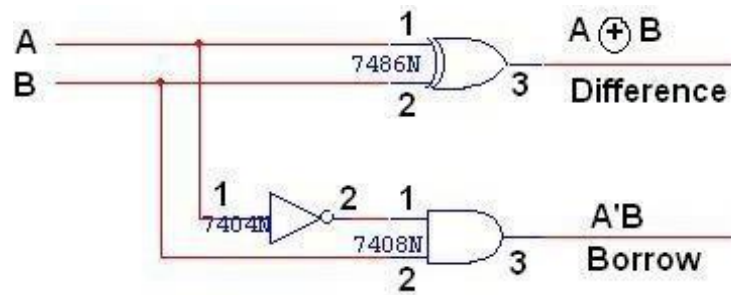
DIFFERENCE=A'B + AB'

K-MapforBORROW



BORROW=A'B

LOGICDIAGRAM

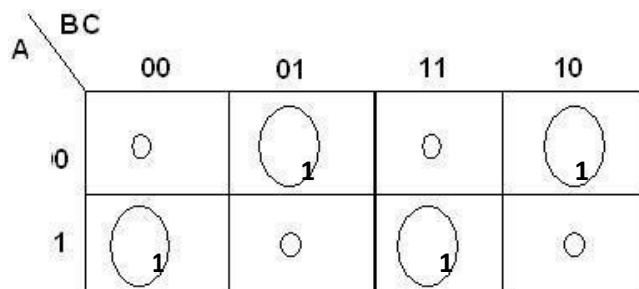


FULLSUBTRACTOR

TRUTH TABLE:

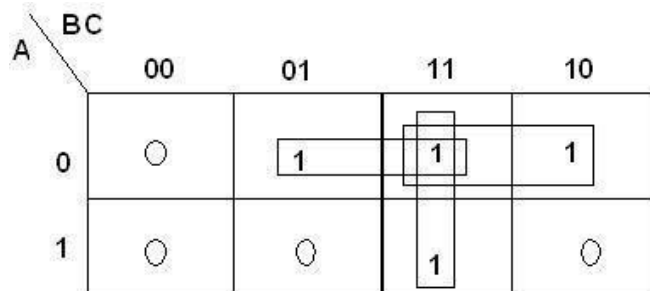
| A | B | C | BORROW | DIFFERENCE |
|---|---|---|--------|------------|
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 | 1 |
| 0 | 1 | 0 | 1 | 1 |
| 0 | 1 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 | 1 |
| 1 | 0 | 1 | 0 | 0 |
| 1 | 1 | 0 | 0 | 0 |
| 1 | 1 | 1 | 1 | 1 |

K-MapforDifference



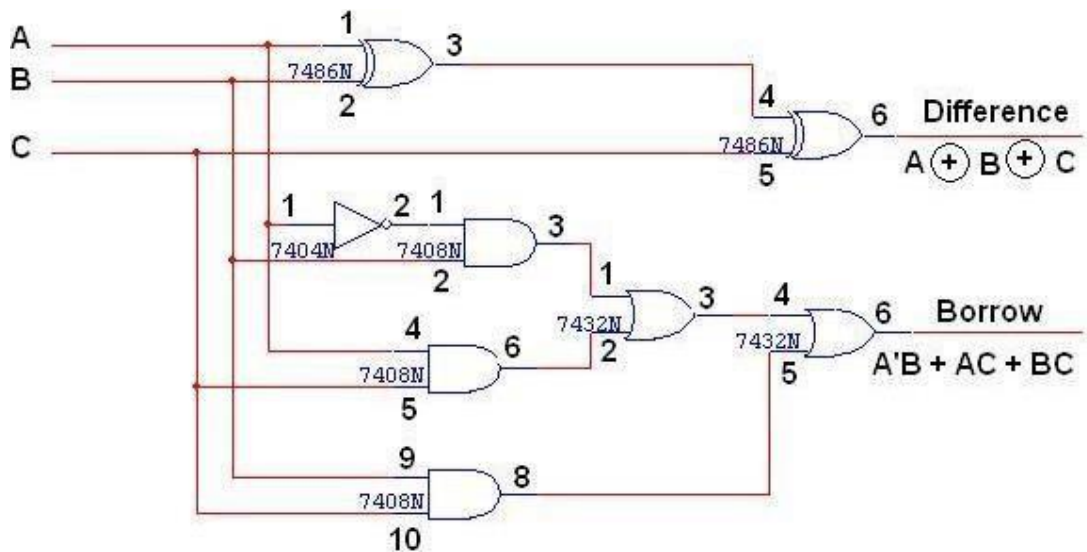
$$\text{Difference} = A'B'C + A'BC' + AB'C' + ABC$$

K-MapforBorrow

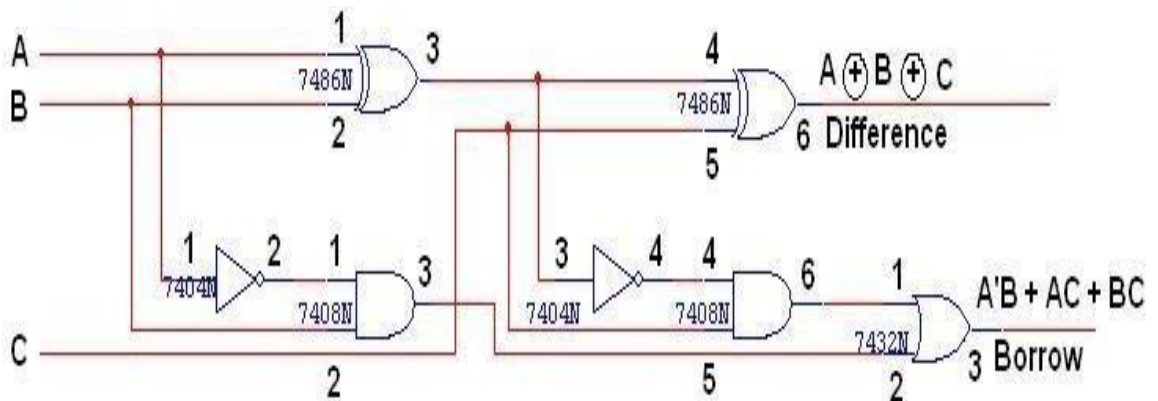


$$\text{Borrow} = A'B + BC + A'CL_0$$

GICDIAGRAM:



FULLSUBTRACTORUSINGTWOHALFSUBTRACTOR



PROCEDURE:

- (i) Connections are given as per circuit diagram.
- (ii) Logical inputs are given as per circuit diagram.
- (iii) Observe the output and verify the truth table.

RESULT:

Thus the half adder, full adder, half subtractor and full subtractor circuits are designed, constructed and verified the truth table using logic gates.

AIM:

To design and implement 4-bit adder and subtractor using basic gates and MSI device IC7483

APPARATUS REQUIRED:

| SL.NO. | COMPONENT | SPECIFICATION | QTY. |
|--------|----------------|---------------|------|
| 1. | IC | IC7483 | 1 |
| 2. | EX-OR GATE | IC7486 | 1 |
| 3. | NOT GATE | IC7404 | 1 |
| 3. | IC TRAINER KIT | - | 1 |
| 4. | PATCH CORDS | - | 40 |

THEORY:**4 BIT BINARY ADDER:**

A binary adder is a digital circuit that produces the arithmetic sum of two binary numbers. It can be constructed with full adders connected in cascade, with the output carry from each full adder connected to the input carry of next full adder in chain. The augend bits of 'A' and the addend bits of 'B' are designated by subscript numbers from right to left, with subscript 0 denoting the least significant bits. The carries are connected in chain through the full adder. The input carry to the adder is C_0 and it ripples through the full adder to the output carry C_4 .

4 BIT BINARY SUBTRACTOR:

The circuit for subtracting $A-B$ consists of an adder with inverters, placed between each data input 'B' and the corresponding input of full adder. The input carry C_0 must be equal to 1 when performing subtraction.

4 BIT BINARY ADDER/SUBTRACTOR:

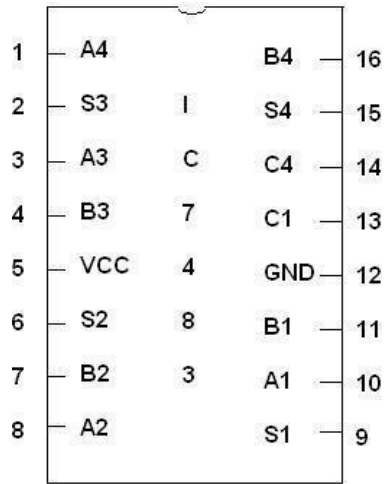
The addition and subtraction operation can be combined into one circuit with one common binary adder. The mode input M controls the operation. When $M=0$, the circuit is adder circuit. When $M=1$, it becomes subtractor.

4 BIT BCD ADDER:

Consider the arithmetic addition of two decimal digits in BCD, together with an input carry from a previous stage. Since each input digit does not exceed 9, the output sum cannot be greater than 19, the 1 in the sum being an input carry. The output of two decimal digits must be represented in BCD and should appear in the form listed in the columns.

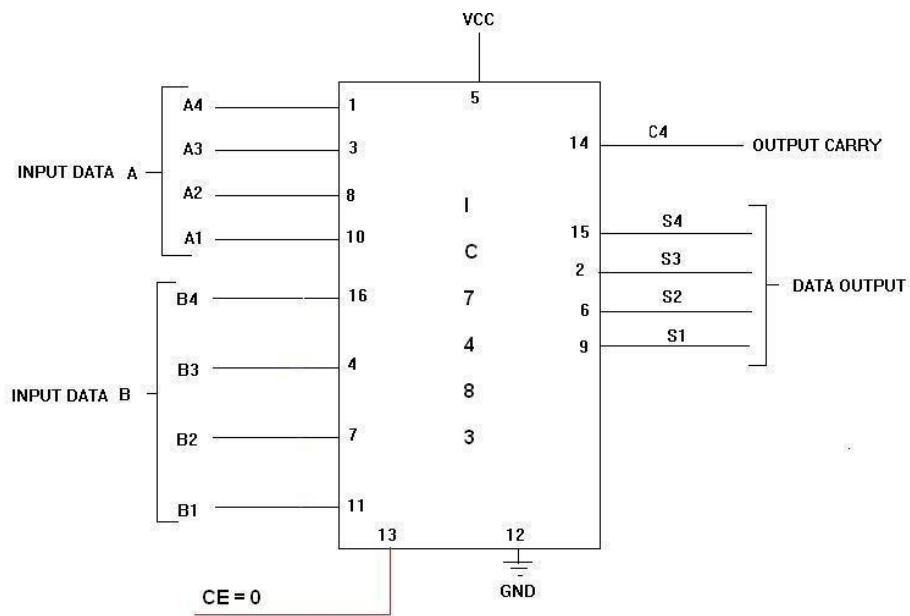
ABC Dadder that adds 2 BCD digits and produce a sum digit in BCD. The 2 decimal digits, together with the input carry, are first added in the top 4 bit adder to produce the binary sum.

PIN DIAGRAM FOR IC 7483:



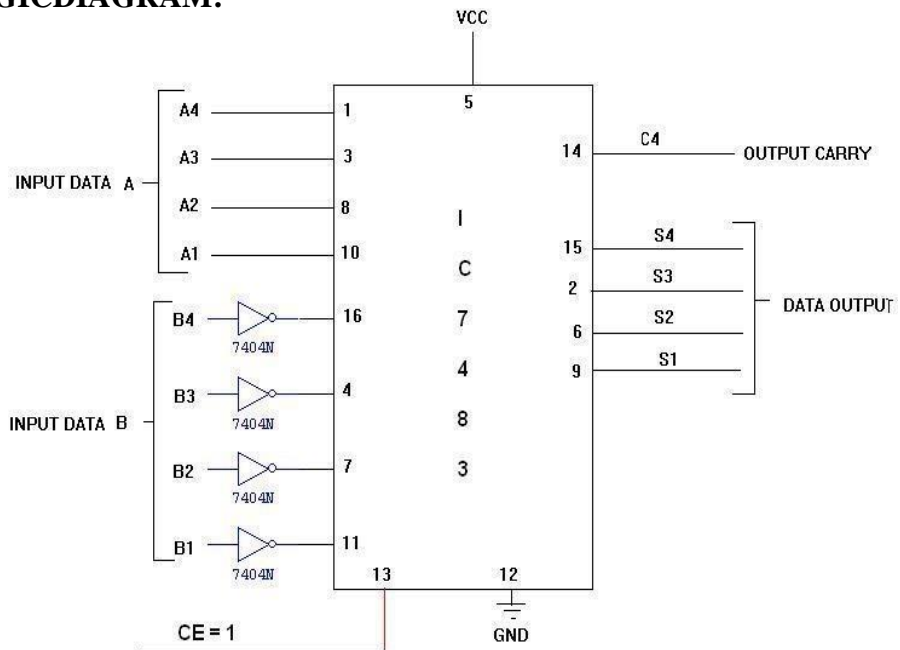
4-BIT BINARY ADDER

LOGIC DIAGRAM:



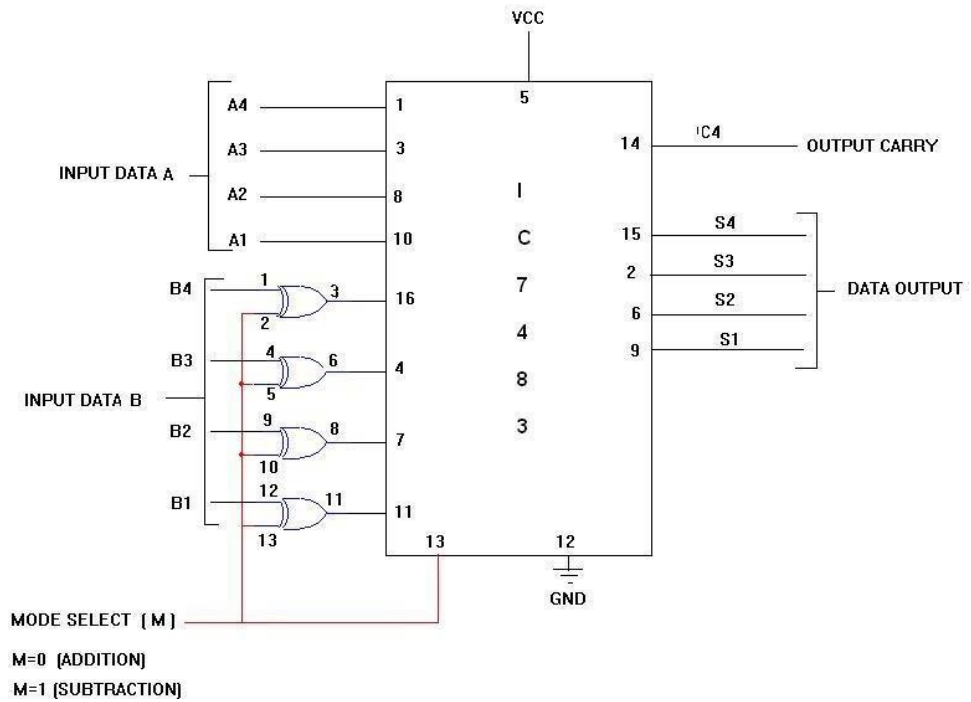
4-BIT BINARY SUBTRACTOR

LOGIC DIAGRAM:



4-BIT BINARY ADDER/SUBTRACTOR

LOGIC DIAGRAM:



TRUTHTABLE:

| InputDataA | | | | InputDataB | | | | | Addition | | | | | Subtraction | | | |
|------------|----|----|----|------------|----|----|----|---|----------|----|----|----|---|-------------|----|----|----|
| A4 | A3 | A2 | A1 | B4 | B3 | B2 | B1 | C | S4 | S3 | S2 | S1 | B | D4 | D3 | D2 | D1 |
| 1 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 0 | 1 | 0 |
| 0 | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 |
| 1 | 0 | 1 | 0 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 0 | 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 0 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 1 | 1 |
| 1 | 0 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 0 | 1 | 1 | 1 | 0 | 1 | 1 | 0 | 1 |

PROCEDURE:

- (i) Connections were given as per circuit diagram.
- (ii) Logical inputs were given as per truth table
- (iii) Observe the logical output and verify with the truth tables.

RESULT:

Thus the 4-bit adder and subtractor using basic gates and MSI device IC7483 is designed and implemented

Ex.No.-4b

PARITY GENERATOR AND CHECKER

AIM:

To design and verify the truth table of a three-bit Odd Parity generator and checker

APPARATUS REQUIRED:

| SL.NO. | NAME OF THE APPARATUS | RANGE | QUANTITY |
|--------|------------------------|---------|-------------|
| 1. | Digital IC trainer kit | | 1 |
| 2. | EX-OR gate | IC 7486 | |
| 3. | NOT gate | IC 7404 | |
| 4. | Connecting wires | | As required |

THEORY:

A parity bit is used for the purpose of detecting errors during transmission of binary information. A parity bit is an extra bit included with a binary message to make the number of 1's either odd or even. The message including the parity bit is transmitted and then checked at the receiving end for errors. An error is detected if the checked parity does not correspond with the one transmitted. The circuit that generates the parity bit in the transmitter is called a parity generator and the circuit that checks the parity in the receiver is called a parity checker.

In even parity the added parity bit will make the total number of 1's an even amount and in odd parity the added parity bit will make the total number of 1's an odd amount.

In a three bit odd parity generator the three bits in the message together with the parity bit are transmitted to their destination, where they are applied to the parity checker circuit. The parity checker circuit checks for possible errors in the transmission.

Since the information was transmitted with odd parity the four bits received must have an odd number of 1's. An error occurs during the transmission if the four bits received have an even number of 1's, indicating that one bit has changed during transmission. The output of the parity checker is denoted by PEC (parity error check) and it will be equal to 1 if an error occurs, i.e., if the four bits received has an even number of 1's.

ODDPARITYGENERATOR

TRUTHTABLE:

| SL.NO. | INPUT | | | OUTPUT |
|--------|-------------------|---|---|------------------|
| | (Threebitmessage) | | | (OddParity bit) |
| | A | B | C | P |
| 1. | 0 | 0 | 0 | 1 |
| 2. | 0 | 0 | 1 | 0 |
| 3. | 0 | 1 | 0 | 0 |
| 4. | 0 | 1 | 1 | 1 |
| 5. | 1 | 0 | 0 | 0 |
| 6. | 1 | 0 | 1 | 1 |
| 7. | 1 | 1 | 0 | 1 |
| 8. | 1 | 1 | 1 | 0 |

Fromthetruthtable

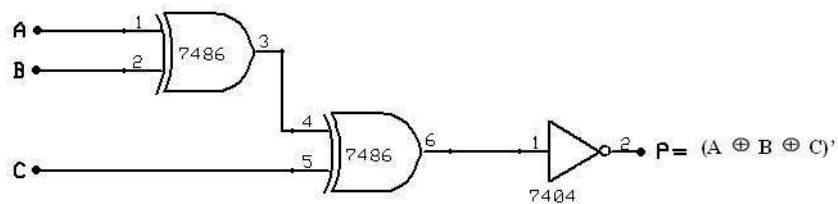
theexpressionfortheoutputparitybitis, $P(A,B,C) = \Sigma (0,3,5,6)$

Alsowrittenas,

$$P = A'B'C' + A'BC + AB'C + ABC' = (A \oplus B \oplus C)'$$

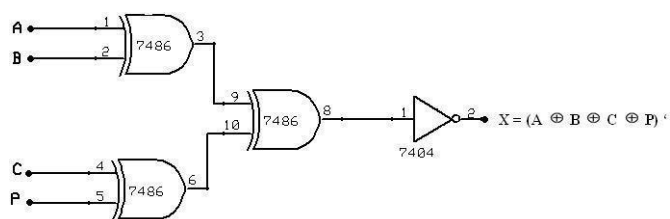
ODDPARITYGENERATOR

CIRCUITDIAGRAM:



ODDPARITYCHECKER

CIRCUITDIAGRAM:



ODDPARITYCHECKER

TRUTHTABLE:

| SL.NO. | INPUT | | | | OUTPUT |
|--------|--------------------------|---|---|---|----------------------|
| | (4-Bit Message Received) | | | | (Parity Error Check) |
| | A | B | C | P | X |
| 1. | 0 | 0 | 0 | 0 | 1 |
| 2. | 0 | 0 | 0 | 1 | 0 |
| 3. | 0 | 0 | 1 | 0 | 0 |
| 4. | 0 | 0 | 1 | 1 | 1 |
| 5. | 0 | 1 | 0 | 0 | 0 |
| 6. | 0 | 1 | 0 | 1 | 1 |
| 7. | 0 | 1 | 1 | 0 | 1 |
| 8. | 0 | 1 | 1 | 1 | 0 |
| 9. | 1 | 0 | 0 | 0 | 0 |
| 10. | 1 | 0 | 0 | 1 | 1 |
| 11. | 1 | 0 | 1 | 0 | 1 |
| 12. | 1 | 0 | 1 | 1 | 0 |
| 13. | 1 | 1 | 0 | 0 | 1 |
| 14. | 1 | 1 | 0 | 1 | 0 |
| 15. | 1 | 1 | 1 | 0 | 0 |
| 16. | 1 | 1 | 1 | 1 | 1 |

From the truth table the expression for the output parity checker bit is, X

$$(A, B, C, P) = \Sigma(0, 3, 5, 6, 9, 10, 12, 15)$$

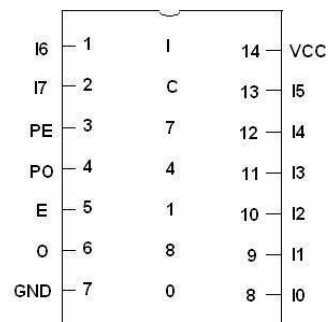
The above expression is reduced as,

$$X = (A \oplus B \oplus C \oplus P)$$

PROCEDURE:

1. Connections are given as per the circuit diagrams.
2. For all the ICs 7th pin is grounded and 14th pin is given +5 V supply.
3. Apply the inputs and verify the truth table for the Parity generator and checker.

PIN DIAGRAM FOR IC 74180:

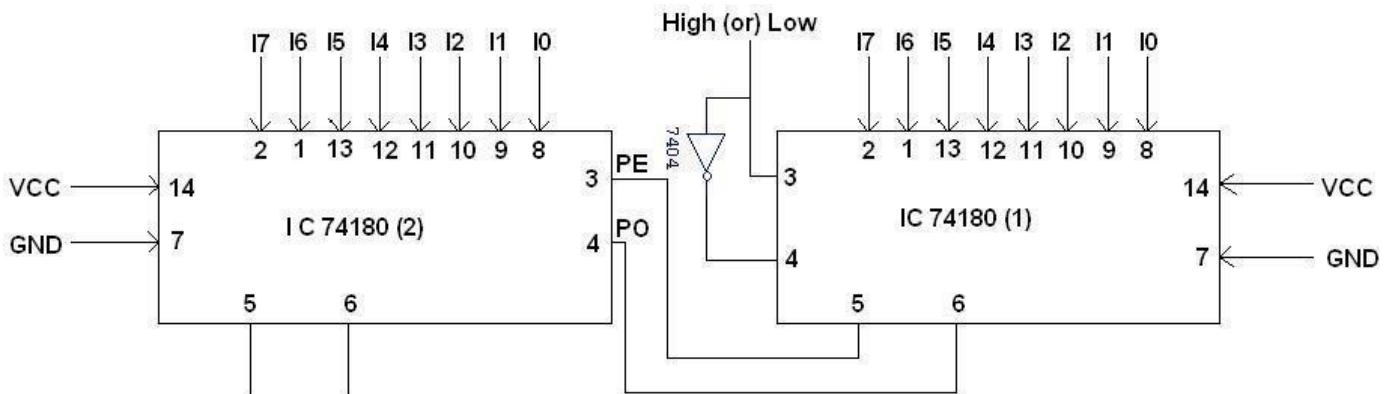


FUNCTIONTABLE:

| INPUTS NumberofHighData Inputs(I0–I7) | OUTPUTS | | | |
|---|---------|----|------------|------------|
| | PE | PO | ΣE | ΣO |
| EVEN | 1 | 0 | 1 | 0 |
| ODD | 1 | 0 | 0 | 1 |
| EVEN | 0 | 1 | 0 | 1 |
| ODD | 0 | 1 | 1 | 0 |
| X | 1 | 1 | 0 | 0 |
| X | 0 | 0 | 1 | 1 |

16BITODD/EVENPARITYGENERATOR

LOGICDIAGRAM:

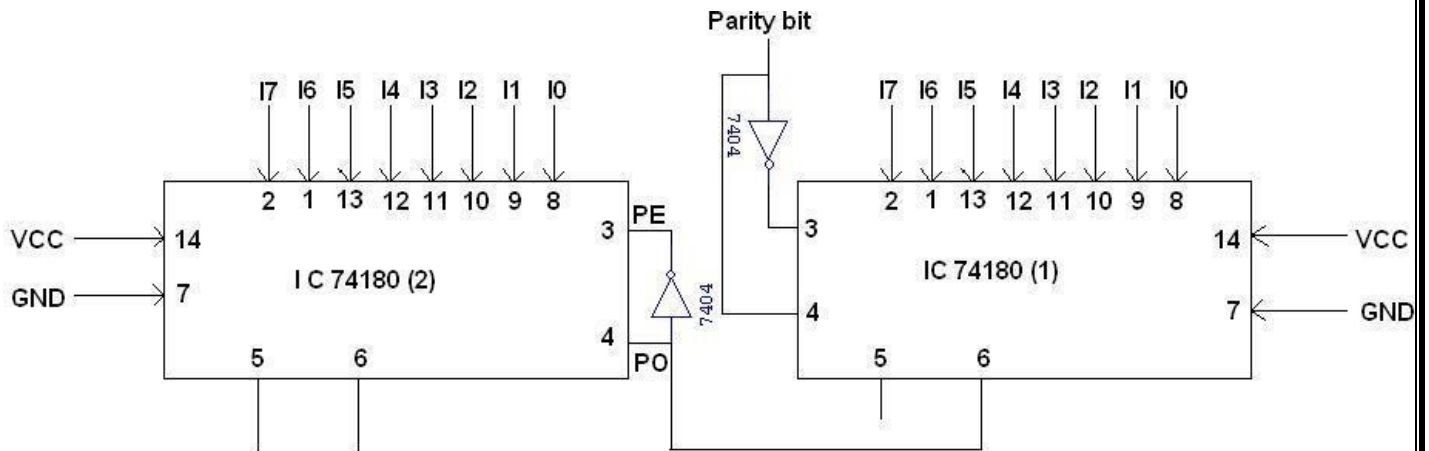


TRUTHTABLE:

| I7I6I5I4I3I2I1I0 | I7I6I5I4I3I2I1I0 | Active | ΣE | ΣO |
|------------------|------------------|--------|------------|------------|
| 1 1 0 0 0 0 0 0 | 11 0 0 0 0 00 | 1 | 1 | 0 |
| 1 1 0 0 0 0 0 0 | 11 0 0 0 0 00 | 0 | 0 | 1 |
| 1 1 0 0 0 0 0 0 | 01 0 0 0 0 00 | 0 | 1 | 0 |

16BIT ODD/EVEN PARITY CHECKER

LOGIC DIAGRAM



TRUTH TABLE:

| I7'I6'I5'I4'I3'I2'I1'I0 | I7'I6'I5'I4'I3'I2'I1'I0' | Active | ΣE | ΣO |
|-------------------------|--------------------------|--------|------------|------------|
| 00 0 0 0 0 0 1 | 00 0 0 0 0 0 00 | 1 | 1 | 0 |
| 0 0 0 0 0 1 1 0 | 00 0 0 0 1 10 | 0 | 1 | 0 |
| 0 0 0 0 0 1 1 0 | 00 0 0 0 1 10 | 1 | 0 | 1 |

RESULT:

Thus the 3-bit and 16-bit odd parity generator and checker circuits were designed, implemented and their truth tables were verified.

COMPARATOR AIM:

To design and implement the magnitude comparator using MSI device

APPARATUS REQUIRED:

| SL.NO. | COMPONENT | SPECIFICATION | QTY. |
|--------|----------------------------|---------------|------|
| 1. | AND GATE | IC7408 | 2 |
| 2. | X-OR GATE | IC7486 | 1 |
| 3. | OR GATE | IC7432 | 1 |
| 4. | NOT GATE | IC7404 | 1 |
| 5. | 4-BIT MAGNITUDE COMPARATOR | IC7485 | 2 |
| 6. | IC TRAINER KIT | - | 1 |
| 7. | PATCH CORDS | - | 30 |

THEORY:

The comparison of two numbers is an operator that determine one number is greater than, less than (or) equal to the other number. A magnitude comparator is a combinational circuit that compares two numbers A and B and determine their relative magnitude. The outcome of the comparator is specified by three binary variables that indicate whether $A > B$, $A = B$ (or) $A < B$.

$$A = A_3A_2A_1A_0$$

$$B = B_3B_2B_1B_0$$

The equality of the two numbers and B is displayed in a combinational circuit designated by the symbol $(A=B)$.

This indicates A greater than B, then inspect the relative magnitude of pairs of significant digits starting from most significant position. A is 0 and that of B is 0.

We have $A < B$, the sequential comparison can be expanded as

$$A > B = A_3B_3^1 + XAB_3^1 + XAB_2^1 + XAB_1^1 + XXXAB_0^1$$

$$A < B = A_3^1B_3 + X_3A_2^1B_2 + X_3X_2A_1^1B_1 + X_3X_2X_1A_0^1B_0$$

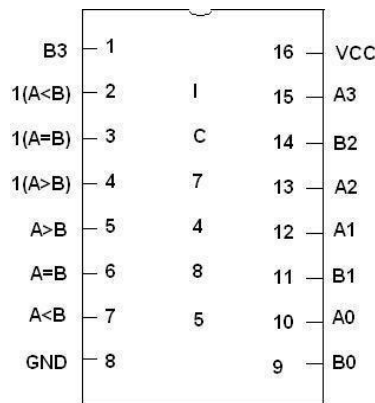
This same circuit can be used to compare the relative magnitude of two BCD digits. Where,

A = B expanded as,

$$A = B = (A_3 + B_3)(A_2 + B_2)(A_1 + B_1)(A_0 + B_0)$$

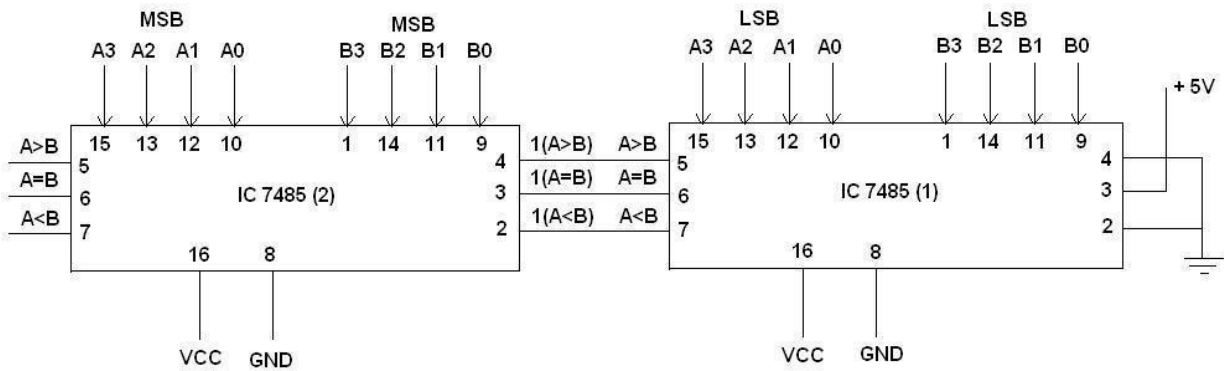


PIN DIAGRAM FOR IC 7485:



8-BIT MAGNITUDE COMPARATOR

LOGIC DIAGRAM:



TRUTH TABLE:

| A | | B | | A>B | A=B | A<B |
|------|------|------|------|-----|-----|-----|
| 0000 | 0000 | 0000 | 0000 | 0 | 1 | 0 |
| 0001 | 0001 | 0000 | 0000 | 1 | 0 | 0 |
| 0000 | 0000 | 0001 | 0001 | 0 | 0 | 1 |

PROCEDURE:

- (i) Connections are given as per circuit diagram.
- (ii) Logical inputs are given as per circuit diagram.
- (iii) Observe the output and verify the truth table.

RESULT:

Thus , the magnitude comparator using MSI device was designed and implemented

AIM:

To design and implement the multiplexer and demultiplexer using logic gates and study of IC74150 and IC74154

APPARATUS REQUIRED:

| SL.NO. | COMPONENT | SPECIFICATION | QTY. |
|--------|--------------|---------------|------|
| 1. | 3I/PANDGATE | IC7411 | 2 |
| 2. | ORGATE | IC7432 | 1 |
| 3. | NOT GATE | IC7404 | 1 |
| 2. | ICTRAINERKIT | - | 1 |
| 3. | PATCHCORDS | - | 32 |

THEORY:**MULTIPLEXER:**

Multiplexer means transmitting a large number of information units over a smaller number of channels or lines. A digital multiplexer is a combinational circuit that selects binary information from one of many input lines and directs it to a single output line. The selection of a particular input line is controlled by a set of selection lines. Normally there are 2^n input lines and n selection lines whose bit combination determines which input is selected.

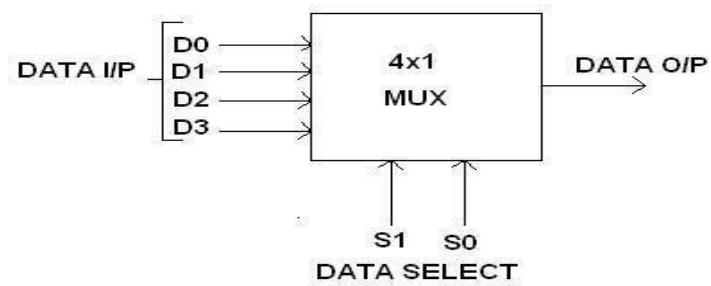
DEMULTIPLEXER:

The function of a demultiplexer is in contrast to a multiplexer function. It takes information from one line and distributes it to a given number of output lines. For this reason, the demultiplexer is also known as a data distributor. A decoder can also be used as a demultiplexer.

In the 1:4 demultiplexer circuit, the data input line goes to all of the AND gates. The data select lines enable only one gate at a time and the data on the data input line will pass through the selected gate to the associated data output line.

4:1 MULTIPLEXER

BLOCK DIAGRAM FOR 4:1 MULTIPLEXER:



FUNCTION TABLE:

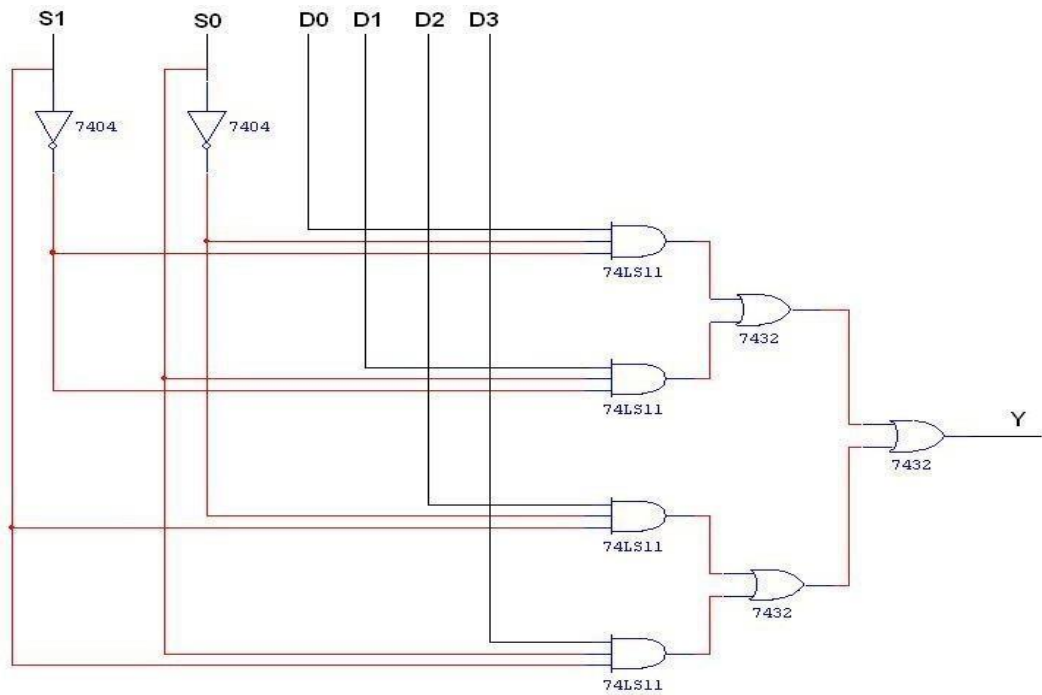
| S1 | S0 | INPUTS Y |
|----|----|---------------------------|
| 0 | 0 | $D0 \rightarrow D0S1'S0'$ |
| 0 | 1 | $D1 \rightarrow D1S1'S0$ |
| 1 | 0 | $D2 \rightarrow D2S1S0'$ |
| 1 | 1 | $D3 \rightarrow D3S1S0$ |

Y

$= D0S1'S0' + D1S1'S0 + D2S1S0' + D3S1S0$ TRUTH TABLE:

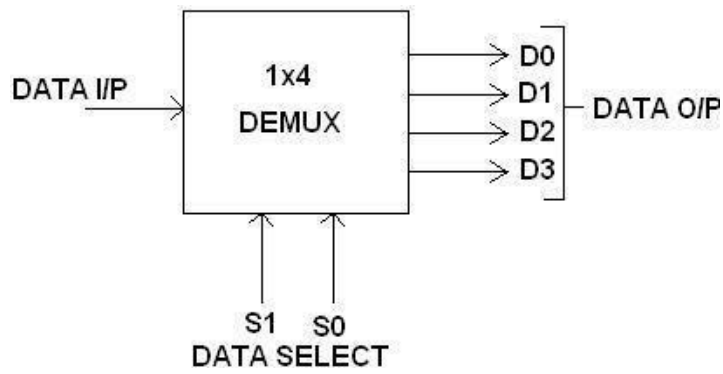
| S1 | S0 | Y=OUTPUT |
|----|----|----------|
| 0 | 0 | D0 |
| 0 | 1 | D1 |
| 1 | 0 | D2 |
| 1 | 1 | D3 |

CIRCUITDIAGRAMFORMULTIPLEXER:



1:4DEMULTIPLEXER

BLOCKDIAGRAMFOR1:4DEMULTIPLEXER:



FUNCTIONTABLE:

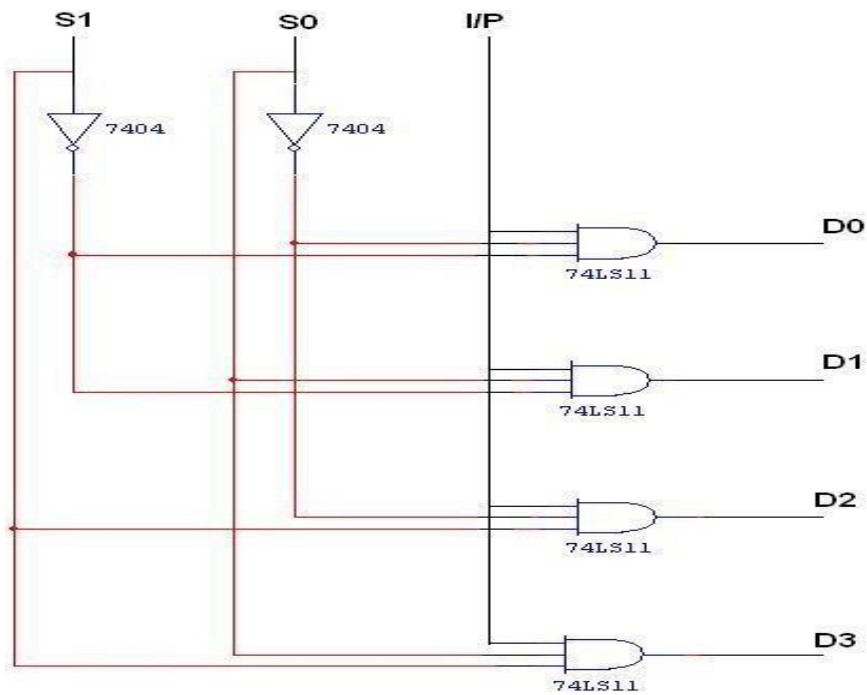
| S1 | S0 | INPUT |
|----|----|------------------------------|
| 0 | 0 | $X \rightarrow D0 = XS1'S0'$ |
| 0 | 1 | $X \rightarrow D1 = XS1'S0$ |
| 1 | 0 | $X \rightarrow D2 = XS1S0'$ |
| 1 | 1 | $X \rightarrow D3 = XS1S0$ |

$$Y = XS1'S0' + XS1'S0 + XS1S0' + XS1S0$$

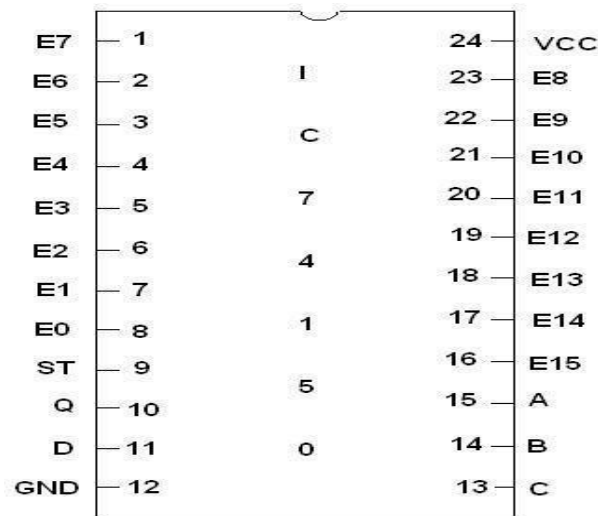
TRUTHTABLE:

| INPUT | | | OUTPUT | | | |
|-------|----|-----|--------|----|----|----|
| S1 | S0 | I/P | D0 | D1 | D2 | D3 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 1 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 0 | 1 | 0 | 0 |
| 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 | 0 | 1 | 0 |
| 1 | 1 | 0 | 0 | 0 | 0 | 0 |
| 1 | 1 | 1 | 0 | 0 | 0 | 1 |

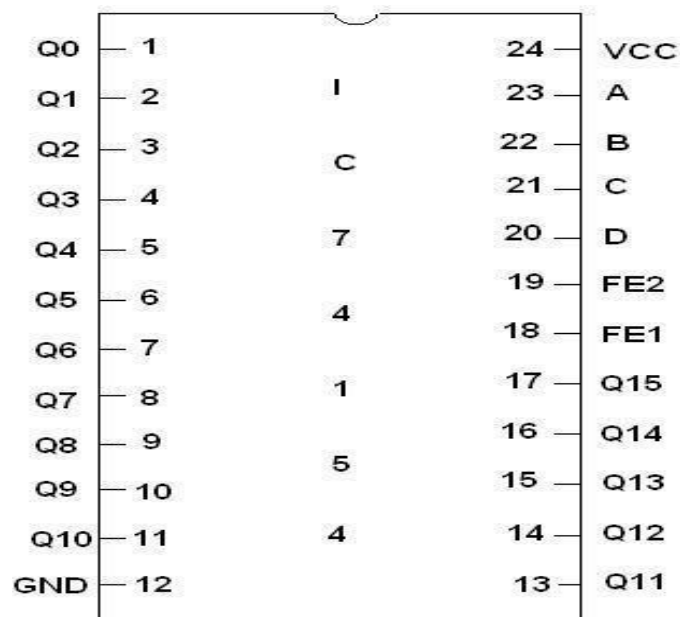
LOGICDIAGRAMFORDEMULTIPLEXER:



PINDIAGRAMFORIC74150:



PINDIAGRAMFORIC74154:



PROCEDURE:

- (i) Connections are given as per circuit diagram.
- (ii) Logical inputs are given as per circuit diagram.
- (iii) Observe the output and verify the truth table.

RESULT:

Thus, the multiplexer and demultiplexer using logic gates were designed and implemented.

Ex.No.-5**SHIFT REGISTER****AIM:**

To design and implement the following shift registers

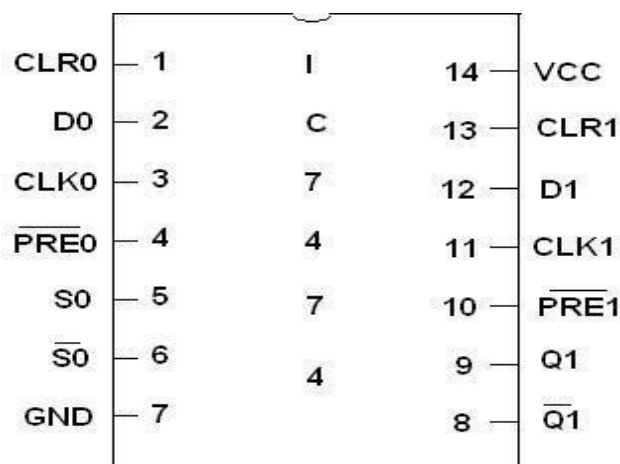
- (i)Serial in serial out
- (ii)Serial in Parallel out
- (iii)Parallel in serial out
- (iv)Parallel in Parallel out

APPARATUSREQUIRED:

| SL.NO. | COMPONENT | SPECIFICATION | QTY. |
|--------|--------------|---------------|------|
| 1. | DFLIPFLOP | IC7474 | 2 |
| 2. | ORGATE | IC7432 | 1 |
| 3. | ICTRAINERKIT | - | 1 |
| 4. | PATCHCORDS | - | 35 |

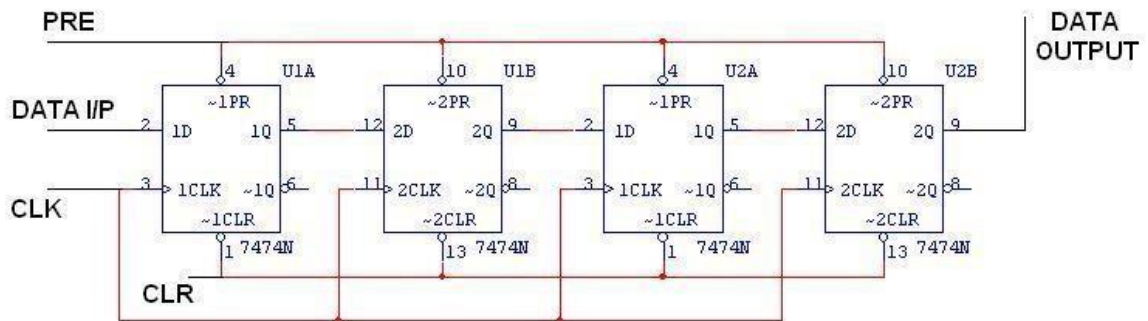
THEORY:

A register is capable of shifting its binary information in one or both directions is known as shift register. The logical configuration of shift register consist of a D-Flip flop cascaded with output of one flip flop connected to input of next flip flop. All flip flops receive common clock pulses which causes the shift in the output of the flip flop. The simplest possible shift register is one that uses only flip flop. The output of a given flip flop is connected to the input of next flip flop of the register. Each clock pulse shifts the content of register one bit position to right.

PIN DIAGRAM OF IC7474:

SERIALIN SERIALOUT

LOGIC DIAGRAM:

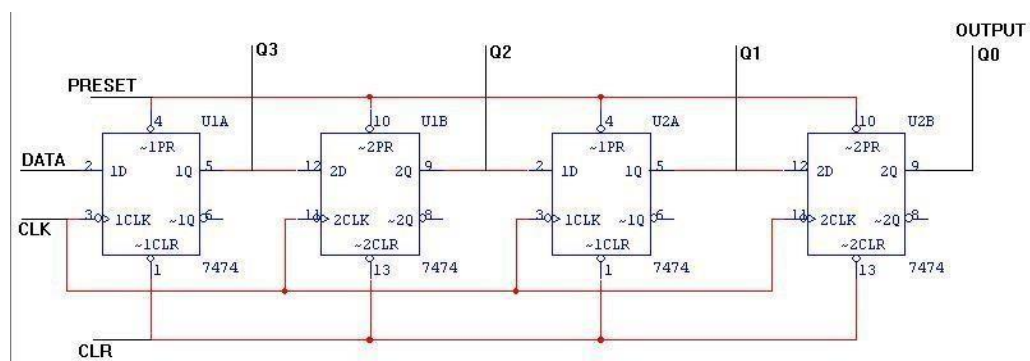


TRUTH TABLE:

| CLK | SerialIn | SerialOut |
|-----|----------|-----------|
| 1 | 1 | 0 |
| 2 | 0 | 0 |
| 3 | 0 | 0 |
| 4 | 1 | 1 |
| 5 | X | 0 |
| 6 | X | 0 |
| 7 | X | 1 |

SERIALIN PARALLELOUT

LOGIC DIAGRAM:

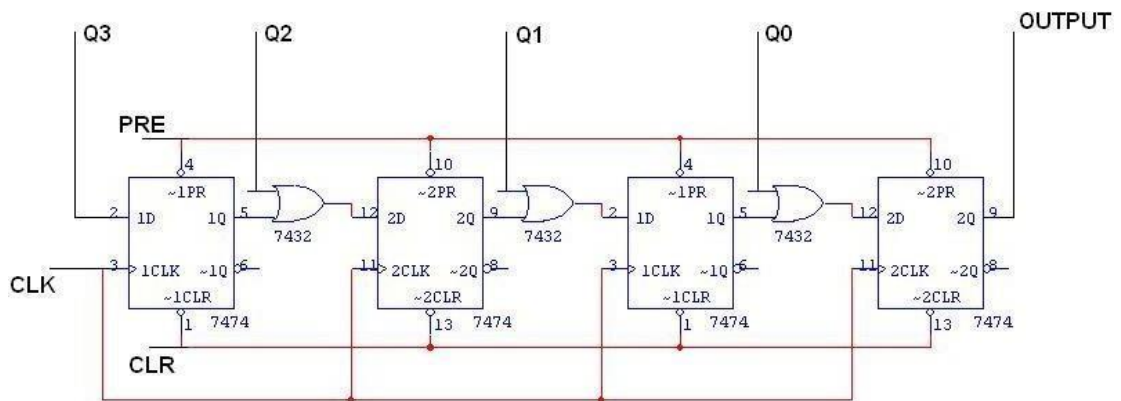


TRUTHTABLE:

| CLK | DATA | OUTPUT | | | |
|-----|------|----------------|----------------|----------------|----------------|
| | | Q _A | Q _B | Q _C | Q _D |
| 1 | 1 | 1 | 0 | 0 | 0 |
| 2 | 0 | 0 | 1 | 0 | 0 |
| 3 | 0 | 0 | 0 | 1 | 1 |
| 4 | 1 | 1 | 0 | 0 | 1 |

PARALLELINSERIALOUT

LOGICDIAGRAM:

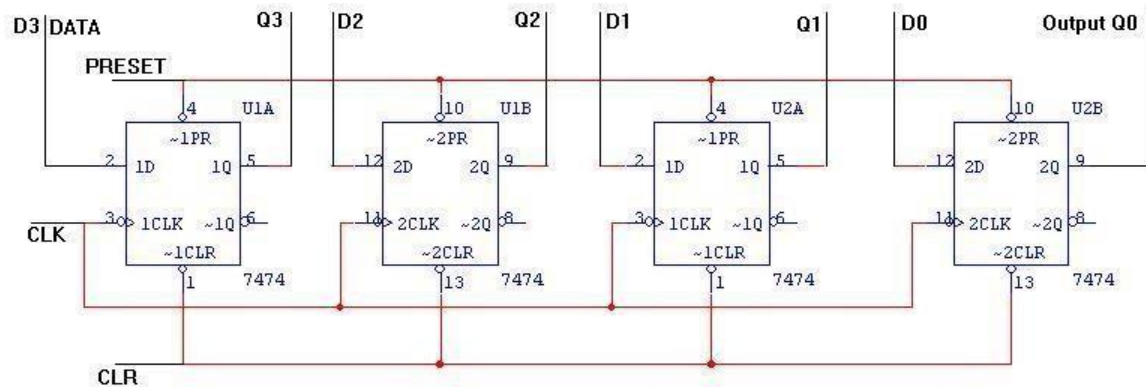


TRUTHTABLE:

| CLK | Q3 | Q2 | Q1 | Q0 | O/P |
|-----|----|----|----|----|-----|
| 0 | 1 | 0 | 0 | 1 | 1 |
| 1 | 0 | 0 | 0 | 0 | 0 |
| 2 | 0 | 0 | 0 | 0 | 0 |
| 3 | 0 | 0 | 0 | 0 | 1 |

PARALLEL IN PARALLEL OUT

LOGIC DIAGRAM:



TRUTH TABLE:

| CLK | DATA INPUT | | | | OUTPUT | | | |
|-----|------------|----|----|----|--------|----|----|----|
| | DA | DB | DC | DD | QA | QB | QC | QD |
| 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 |
| 2 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 |

PROCEDURE:

- (i) Connections are given as per circuit diagram.
- (ii) Logical inputs are given as per circuit diagram.
- (iii) Observe the output and verify the truth table.

RESULT:

Thus, the following Shift registers were designed and implemented

- (i) Serial in serial out
- (ii) Serial in Parallel out
- (iii) Parallel in serial out
- (iv) Parallel in Parallel out

Ex.No.-6

SYNCHRONOUS AND ASYNCHRONOUS COUNTERS

IM:

To design and implement synchronous and asynchronous counter

APPARATUS REQUIRED:

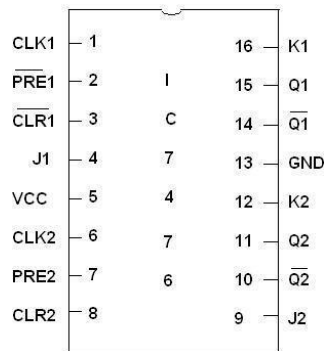
| S.NO. | NAME OF THE APPARATUS | RANGE | QUANTITY |
|-------|------------------------|--------|-------------|
| 1. | Digital IC trainer kit | | 1 |
| 2. | JK Flip Flop | IC7473 | 2 |
| 3. | D Flip Flop | IC7473 | 1 |
| 4. | NAND gate | IC7400 | 1 |
| 5. | Connecting wires | | As required |

THEORY:

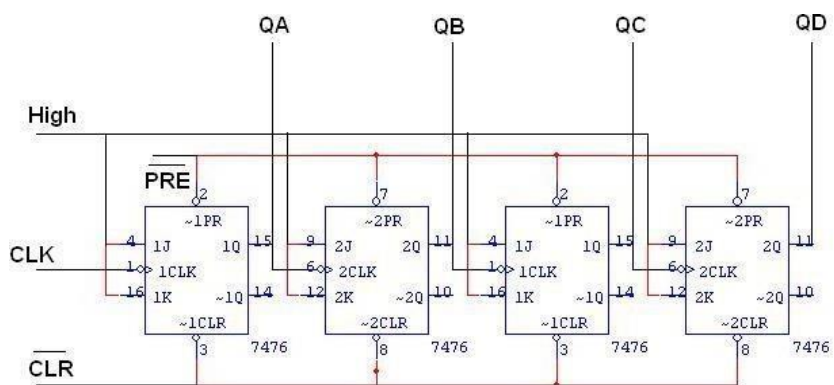
Asynchronous decade counter is also called a ripple counter. In a ripple counter the flip flop output transition serves as a source for triggering other flip flops. In other words the clock pulse input of all the flip flops are triggered not by the incoming pulses but rather by the transition that occurs in other flip flops. The term asynchronous refers to the events that do not occur at the same time. With respect to the counter operation, asynchronous means that the flip flop within the counter are not made to change states at exactly the same time, they do not because the clock pulses are not connected directly to the clock input of each flip flop in the counter.

A counter is a register capable of counting number of clock pulse arriving at its clock input. Counter represents the number of clock pulses arrived. A specified sequence of states appears as counter output. This is the main difference between a register and a counter. There are two types of counter, synchronous and asynchronous. In synchronous common clock is given to all flip flop and in asynchronous first flip flop is clocked by external pulse and then each successive flip flop is clocked by Q or Q output of previous stage. As soon as the clock of second stage is triggered by output of first stage. Because of inherent propagation delay time all flip flops are not activated at same time which results in asynchronous operation.

PINDIAGRAMFORIC7476:



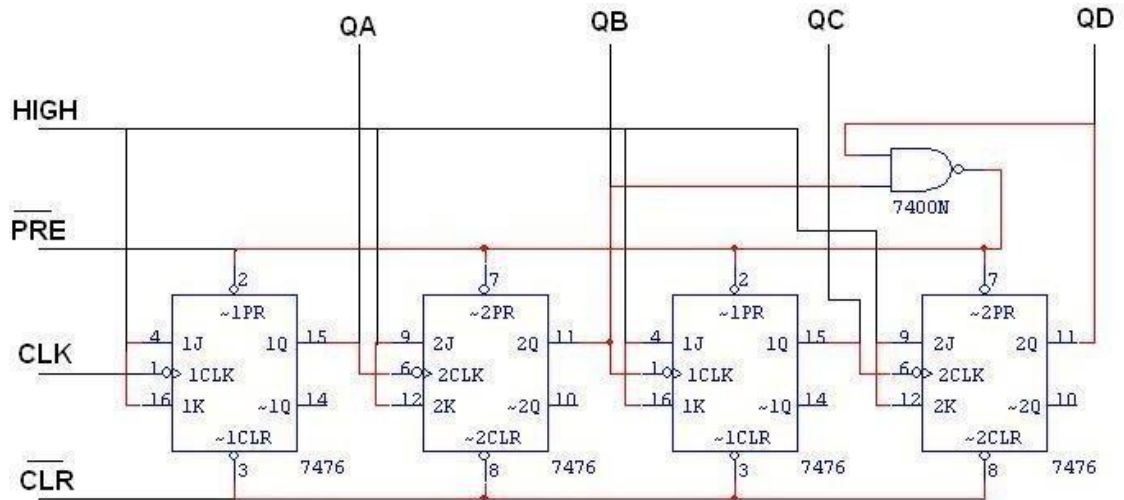
CIRCUITDIAGRAM:



TRUTHTABLE:

| CLK | QA | QB | QC | QD |
|-----|----|----|----|----|
| 0 | 0 | 0 | 0 | 0 |
| 1 | 1 | 0 | 0 | 0 |
| 2 | 0 | 1 | 0 | 0 |
| 3 | 1 | 1 | 0 | 0 |
| 4 | 0 | 0 | 1 | 0 |
| 5 | 1 | 0 | 1 | 0 |
| 6 | 0 | 1 | 1 | 0 |
| 7 | 1 | 1 | 1 | 0 |
| 8 | 0 | 0 | 0 | 1 |
| 9 | 1 | 0 | 0 | 1 |
| 10 | 0 | 1 | 0 | 1 |
| 11 | 1 | 1 | 0 | 1 |
| 12 | 0 | 0 | 1 | 1 |
| 13 | 1 | 0 | 1 | 1 |
| 14 | 0 | 1 | 1 | 1 |
| 15 | 1 | 1 | 1 | 1 |

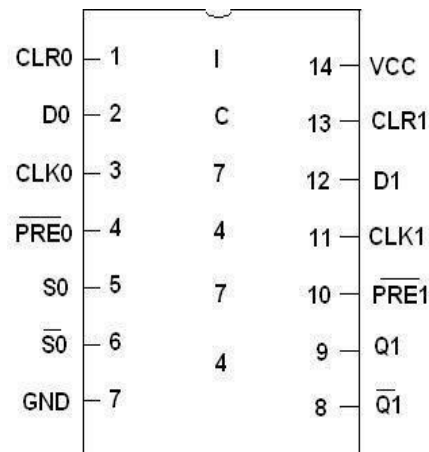
LOGICDIAGRAM FORMOD-10RIPPLECOUNTER:



TRUTH TABLE:

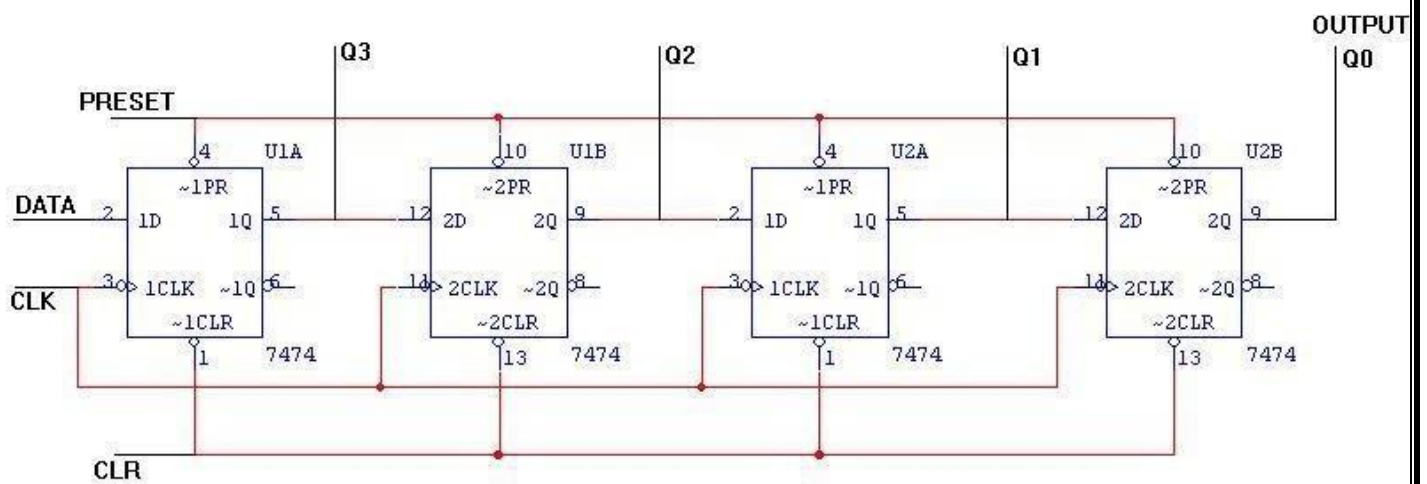
| CLK | QA | QB | QC | QD |
|-----|----|----|----|----|
| 0 | 0 | 0 | 0 | 0 |
| 1 | 1 | 0 | 0 | 0 |
| 2 | 0 | 1 | 0 | 0 |
| 3 | 1 | 1 | 0 | 0 |
| 4 | 0 | 0 | 1 | 0 |
| 5 | 1 | 0 | 1 | 0 |
| 6 | 0 | 1 | 1 | 0 |
| 7 | 1 | 1 | 1 | 0 |
| 8 | 0 | 0 | 0 | 1 |
| 9 | 1 | 0 | 0 | 1 |
| 10 | 0 | 0 | 0 | 0 |

PINDIAGRAM:



SYNCHRONOUS COUNTER

LOGICDIAGRAM:



TRUTHTABLE:

| CLK | DATA | OUTPUT | | | |
|-----|------|--------|----|----|----|
| | | QA | QB | QC | QD |
| 1 | 1 | 1 | 0 | 0 | 0 |
| 2 | 0 | 0 | 1 | 0 | 0 |
| 3 | 0 | 0 | 0 | 1 | 1 |
| 4 | 1 | 1 | 0 | 0 | 1 |

PROCEDURE:

- (i) Connections are given as per circuit diagram.
- (ii) Logical inputs are given as per circuit diagram.
- (iii) Observe the output and verify the truth table.

RESULT:

Thus, the synchronous and asynchronous counter were designed and implemented

