

Page 0

Name : Amad Afridi

ID : 13119

Class : BS SE - B

Subject : DLD

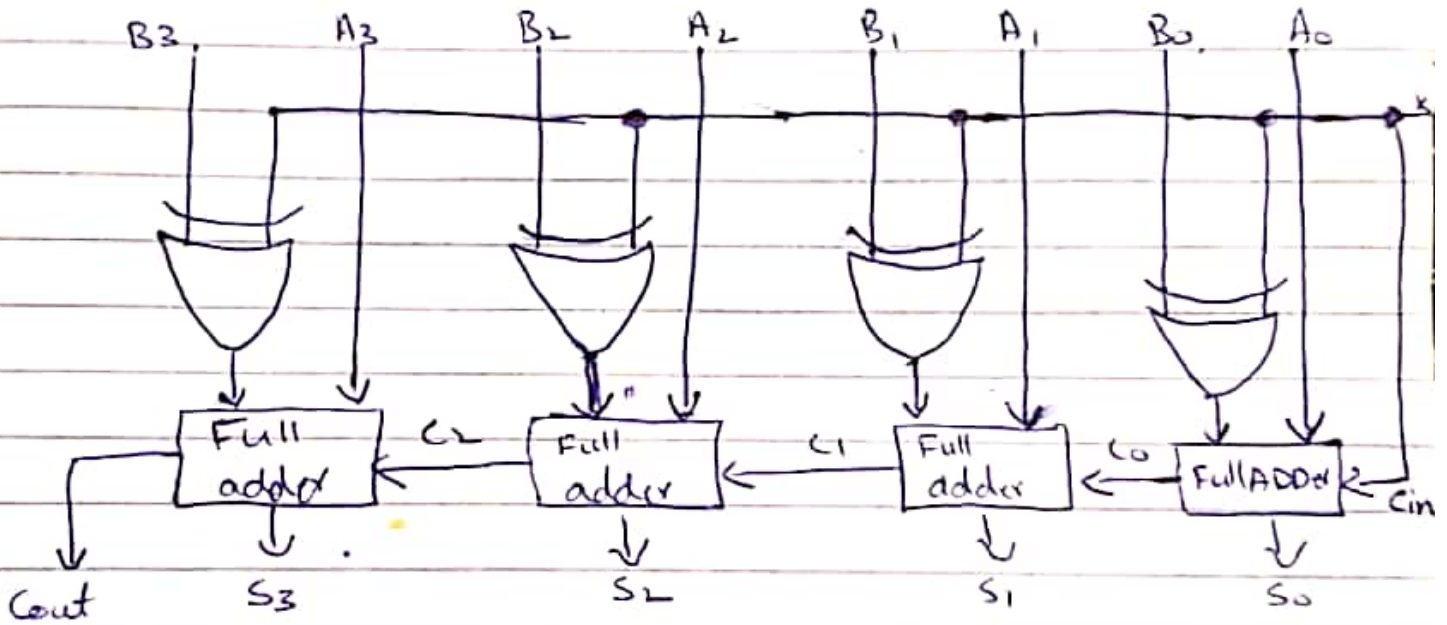
"Final Term

Assessment"

Q(1) Draw and explain the logic diagram

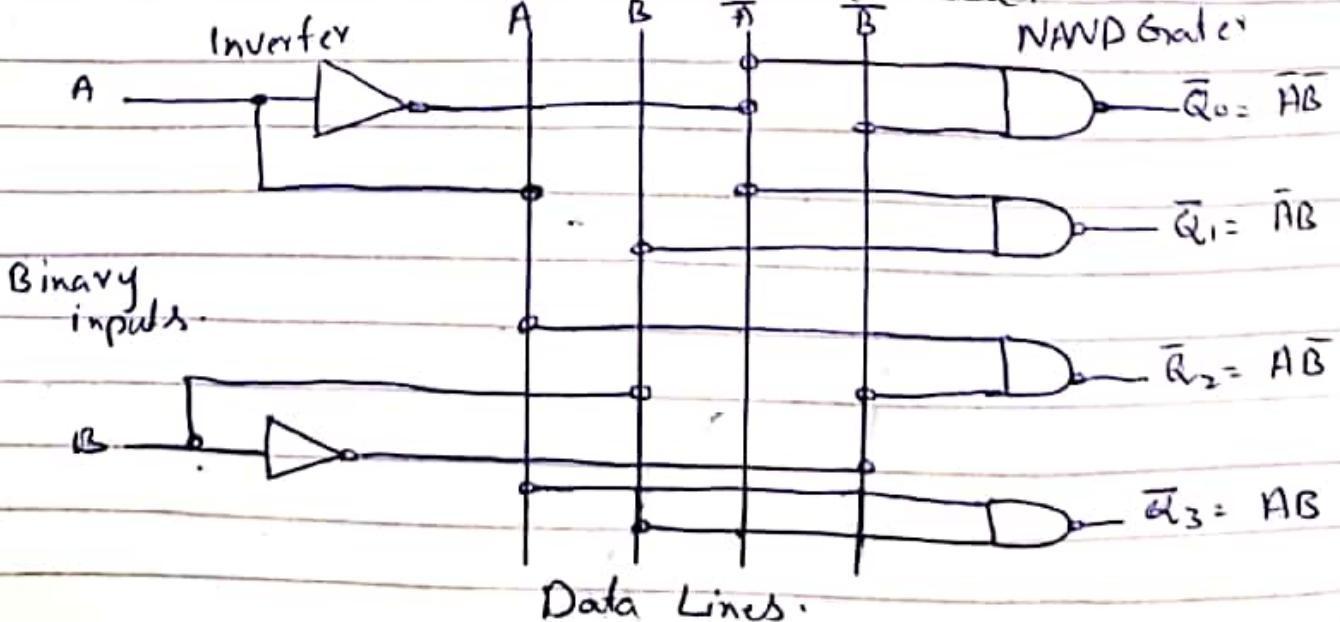
(a) A Circuit for adding or subtracting two 4-bit numbers.

Ans In Digital Circuit, A binary Adder-Subtractor is one which is capable of both addition and subtraction of binary numbers is one circuit itself. it is one of the components of (ALU)



Q(1)(b)

4 bit active low decoder.



Truth table:

A	B	Q_0	Q_1	Q_2	Q_3
0	0	0	1	1	1
0	1	1	0	1	1
1	0	1	1	0	1
1	1	1	1	1	0

Q1 (part C)

Decimal to BCD encoder.

Sol

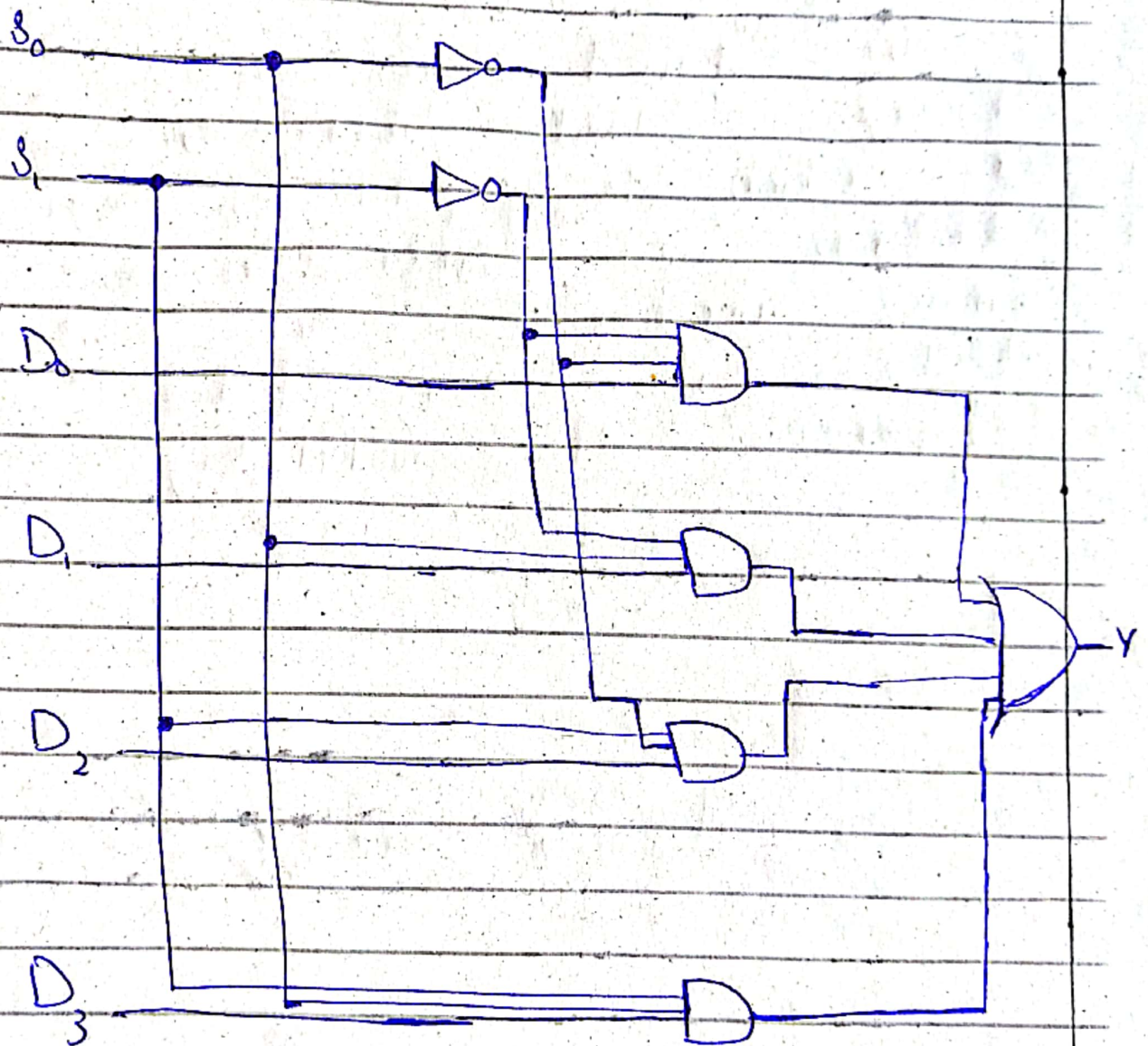
encoder has ten inputs - one for each decimal digit and four outputs the outputs indicate the BCD code that represent the active input.

DEC / BCD	
—	0
—	1
—	2
—	3
—	4
—	5
—	6
—	7
—	8
—	9

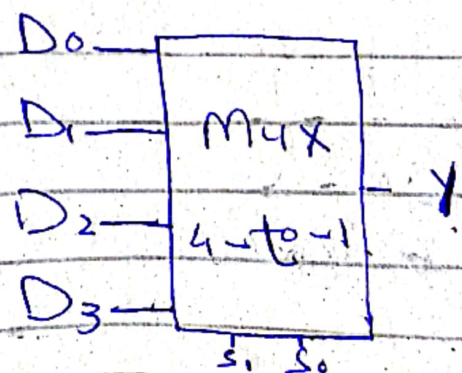
Decimal input. } BCD output

Q21. For 4 input multiplexer ... page 3

A 4 - to - 1 multiplexer is shown below:



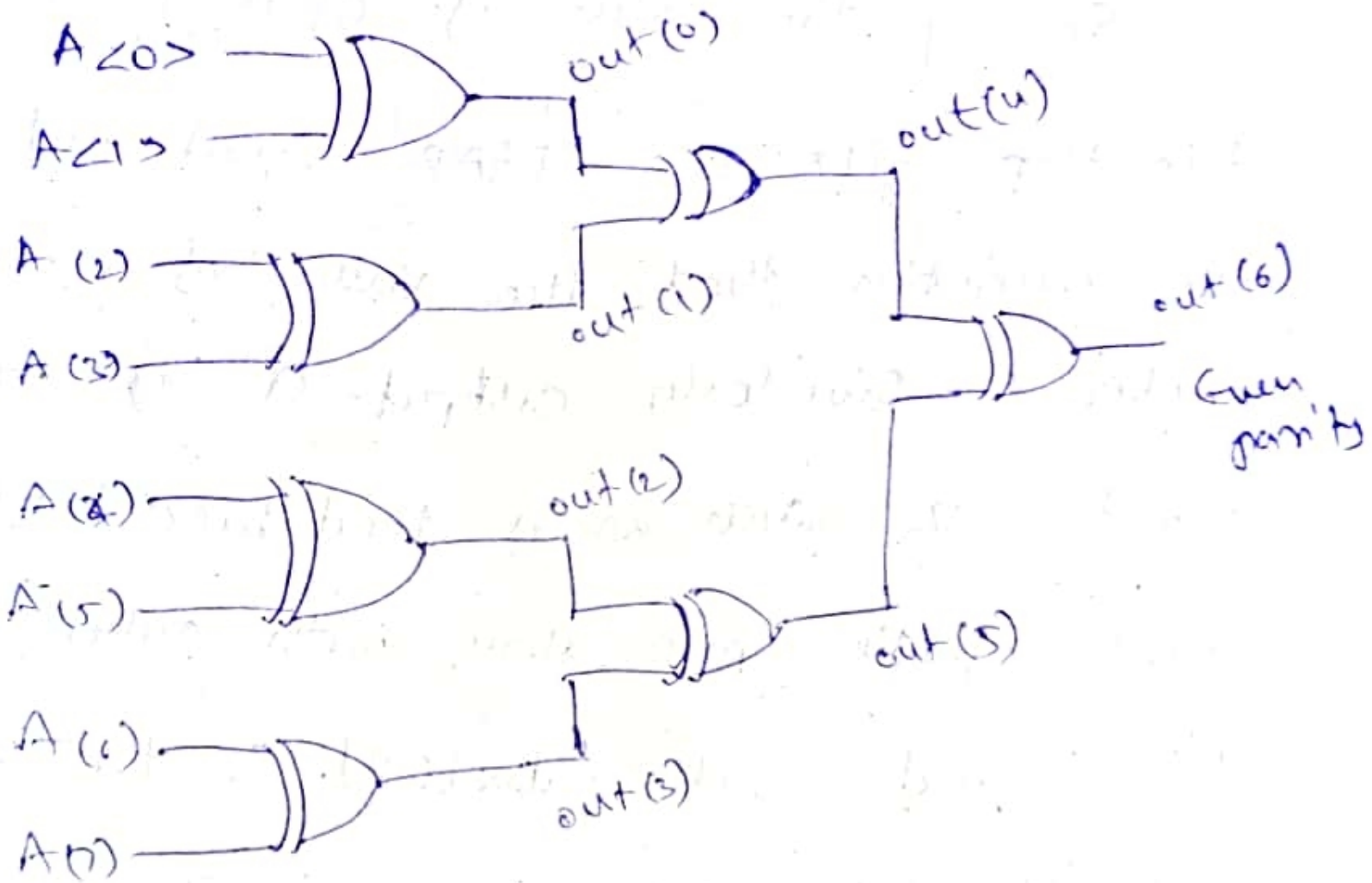
S_1	S_0	Y
0	0	D_0
0	1	D_1
1	0	D_2
1	1	D_3



Q3

page 4

9-bit parity checker



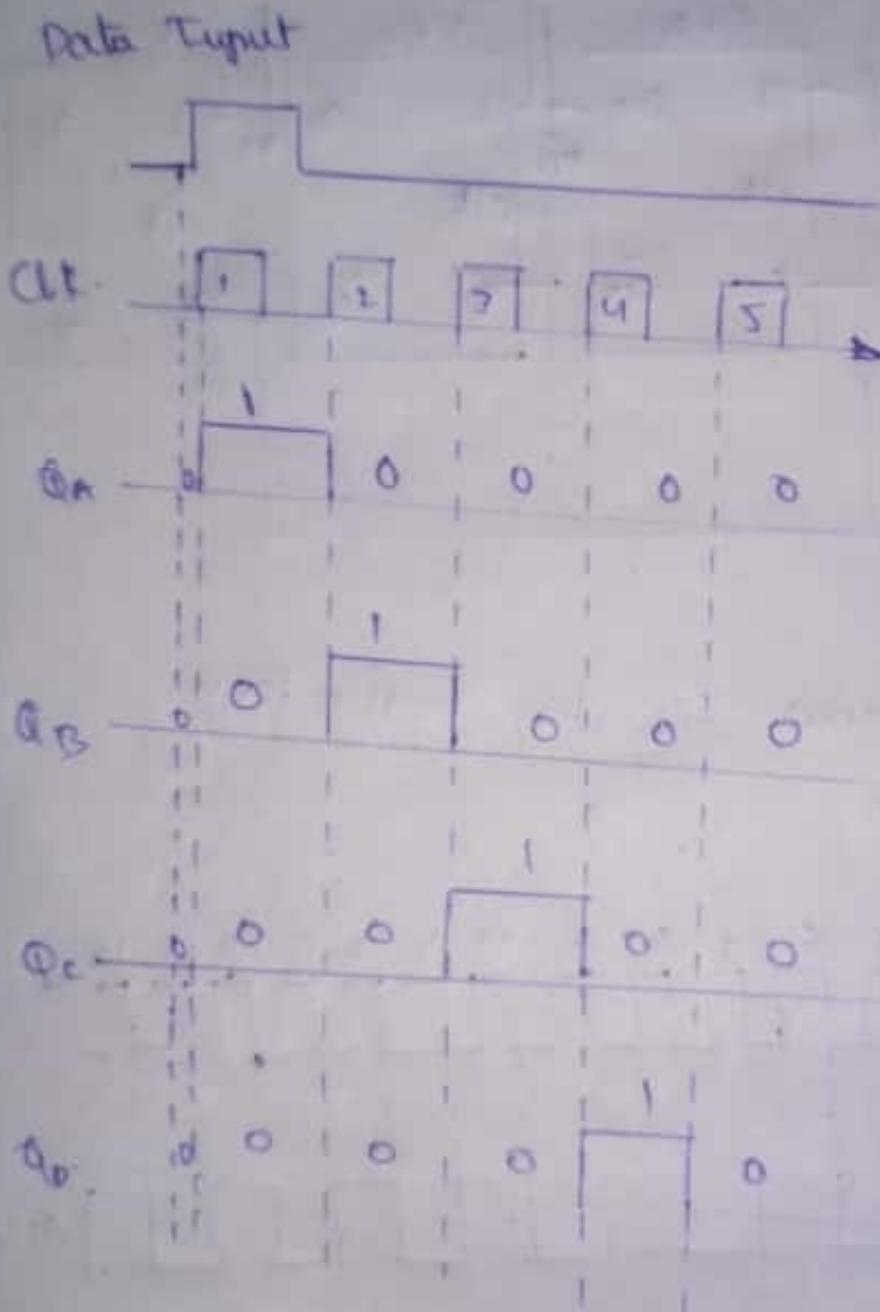
Q4 JK

The behaviour of inputs J and K is same as the S and R inputs of the S-R flip flop.

When both the inputs J and K have a HIGH state, the flip flop switch to the complement state - so for a value of $Q = 1$, it switches to $Q = 0$ and for a value of $Q = 0$, it switches to $Q = 1$.

So, If the value of CP is 1, the flip flop gets a CLEAR signal and with the condition that the value of Q was earlier 1. Similarly output Q' of the flip flop is given as a feed back to the input of the AND along with other inputs like J and clock pulse [CP]. So the output becomes SET when the value of CP is 1 only if the value of Q' was earlier 1.

Timing diagram for shift register while
Initially cleared.

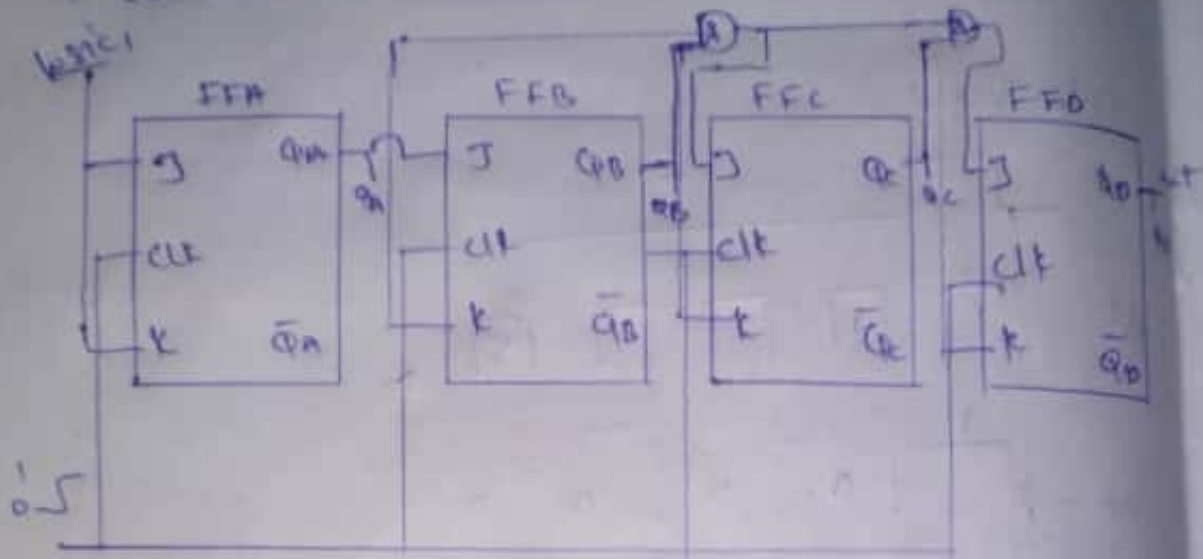


The fourth clock pulse has ended
the 4-bits of data (0-0-0-1) are stored in
the register and will remain there provided
clocking of the register has stopped.

Q6

Logic diagram and timing for 4-bit

synchronous Counter



clock pulse

4-bit Synchronous Counter wave form

Timing diagram

