

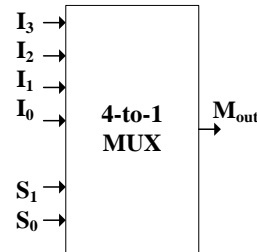
- e) (2 points) Using the adder-subtractor circuit shown in the Figure 1 perform **subtraction** of the numbers I and J (I - J). State the values on the inputs ($B_3B_2B_1B_0$, $A_3A_2A_1A_0$, and M), and outputs ($S_3S_2S_1S_0$, C, V). What do the values C and V indicate?
 I = 0101 J = 1010

Question 2 (total 14 points)

Clearly mark all inputs, outputs, gates, wires and components.

- a) (3 points) Derive the block diagram of a 4-to-1 multiplexer using multiple 2-to-1 multiplexers.

| S_1S_0 | M_{out} |
|----------|-----------|
| 00 | I_0 |
| 01 | I_1 |
| 10 | I_2 |
| 11 | I_3 |



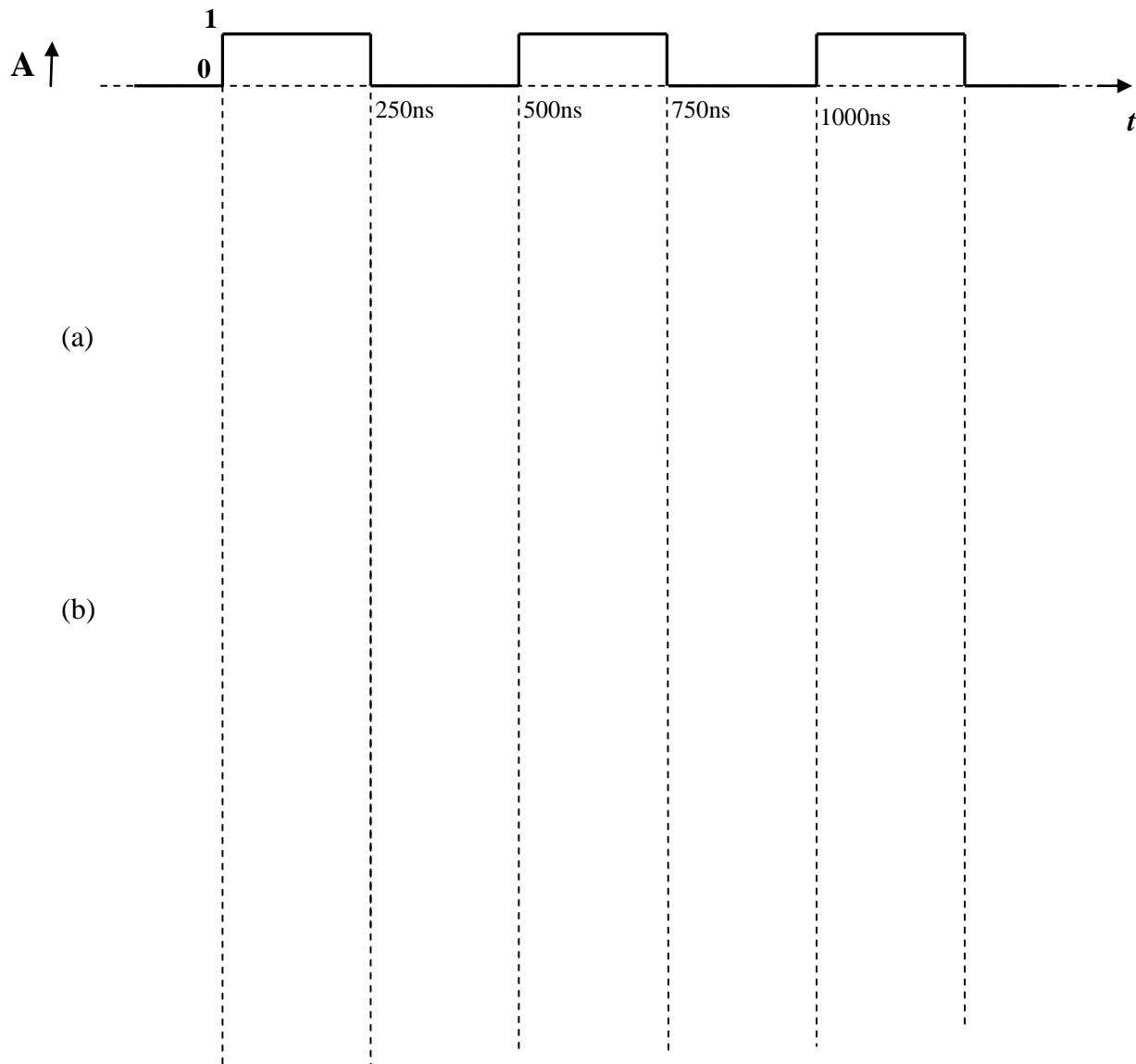
- b) (3 points) Using a decoder and 2-input external gates, design a combinational circuit that performs the following Boolean function. The decoder has **active high** outputs.

$$F_1(A,B,C) = AB'C' + A'C + ABC$$

- c) (8 points) Using *half adders*, *full adders* and *external gates* (as needed) design a circuit that calculates X^2+1 . $X = X_1X_0$ is a two bit **unsigned** binary number. Derive the circuit that has the smallest total number of gates.

3. The input **A** of the circuit of Fig. 3 is a 2 MHz signal shown below. Draw the timing diagram of the output **B** assuming:

- (a) ideal gates with no propagation delay;
- (b) a propagation delay of 10 ns for the NAND gate and a delay of 20 ns for the XOR gate.



Question 4 (total 8 points)

Implement a **JK** flip-flop using a D flip-flop. For that purpose:

- (2 points) Write the table of a JK flip-flop showing the values for (inputs) **J**, **K**, **Q(t)**, and (outputs) **Q(t+1)**, and **D**.
- (2 points) Obtain the minimized expression for D, using K-maps.
- (2 points) Draw a logic diagram of the resulting **JK** flip-flop implementation.
- (2 points) Modify your implementation of part (c) replacing the logic gates by **NAND** gates only.

5. You are to implement a **JK** flip-flop using a **D** flip-flop. For that purpose:
- Write the truth table of a JK flip-flop showing **J**, **K**, **Q(t)**, **Q(t+1)**, and **D** ;
 - Obtain the minimized expression for **D** ;
 - Draw the resulting **JK** flip-flop implementation;
 - Modify your implementation of part (c) replacing the logic gates by **NAND** gates only.

6. A state machine with a serial input **X** is used to detect a non-overlapping input pattern of '101'. Its output is always a '0' unless it detects a pattern of '101'. An example of the input **X** and the resulting output **Y** is given below:

| | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------|-----|---|---|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|---|--|---|---|---|-------------|
| X: | ... | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 | | 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | | 0 | 1 | 0 | ... |
| Y: | ... | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | | 0 | 0 | 0 | ... (Mealy) |
| Y: | ... | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | | 1 | 0 | 0 | ... (Moore) |

Draw the state transition diagram of:

- Mealy FSM ;
- Moore FSM.

7. Design a synchronous counter with the following count sequence:

1, 3, 5, 7, 1.

To make the counter sure-starting, the unused counts (i.e. 0, 2, 4, and 6) are to have the following sequence:

0, 2, 4, 6, 1.

Use T flip-flops.