

HW4: Solutions

1. Draw the NSTT for a J-K Flip Flop, Toggle Flip Flop, D Flip Flop and S-R Latch

Q	J	K	Q+
0	0	X	0
0	1	X	1
1	X	0	1
1	X	1	0

Q	D	Q+
0	0	0
0	1	1
1	0	0
1	1	1

Q	T	Q+
0	0	0
0	1	1
1	0	1
1	1	0

2. Design a counter with the sequence 3, 7, 0, 1. Use a D Flip Flop for the 0th bit, and J-K Flip Flop for the 1st bit. Use variables Y3, Y2, Y1, and Y0 to represent the value sent to the seven segment decoder.

Q1	Q0	Q1+	Q0+	J1	K1	D0	Y3	Y2	Y1	Y0
0	0	0	1	0	X	1	0	0	1	1
0	1	1	0	1	X	0	0	1	1	1
1	0	1	1	X	0	1	0	0	0	0
1	1	0	0	X	1	0	0	0	0	1

00 -> 3
 01 -> 7
 10 -> 0
 11 -> 1

Create K-maps for: Inputs Q1Q0, outputs J1K1D0
 And
 Inputs Q1Q0, outputs Y3Y2Y1Y0

3. Design a counter that is controlled by a singular asynchronous input X. Use J-K Flip flops for all Q bits
 X = 0 -> Sequence is .. 01, 10, 11, 00
 X = 1 -> Sequence is .. 00, 11, 10, 01

X	Q1	Q0	Q1+	Q0+	J1	K1	J0	K0
0	0	0	0	1	0	X	1	X
0	0	1	1	0	1	X	X	1
0	1	0	1	1	X	0	1	X
0	1	1	0	0	X	1	X	1
1	0	0	1	1	1	X	1	X
1	0	1	0	0	0	X	X	1
1	1	0	0	1	X	0	1	X
1	1	1	1	0	X	0	X	1

$$J1 = X * /Q0 + /X * Q0$$

$$K1 = /X * Q0$$

$$J0 = 1 \text{ or VCC}$$

$$K0 = 1 \text{ or VCC}$$

4. Design a counter that is controlled by TWO asynchronous inputs X1, and X0.
 Use T Flip flops for all Q bits
 X1 = 0, X0 = 0 -> Sequence is .. 00, 01, 11, 10
 X1 = 0, X0 = 1 -> Sequence is .. 10, 11, 01, 00
 X1 = 1, X0 = 0 -> Sequence is .. 11, 10, 00, 01
 X1 = 1, X0 = 1 -> Sequence is .. 01, 00, 10, 11

X1	X0	Q1	Q0	Q1+	Q0+	T1	T0
0	0	0	0	0	1	0	1
0	0	0	1	1	1	1	0
0	0	1	0	0	0	1	0
0	0	1	1	1	0	0	1
0	1	0	0	1	0	1	0
0	1	0	1	0	0	0	1
0	1	1	0	1	1	0	1
0	1	1	1	0	1	1	0

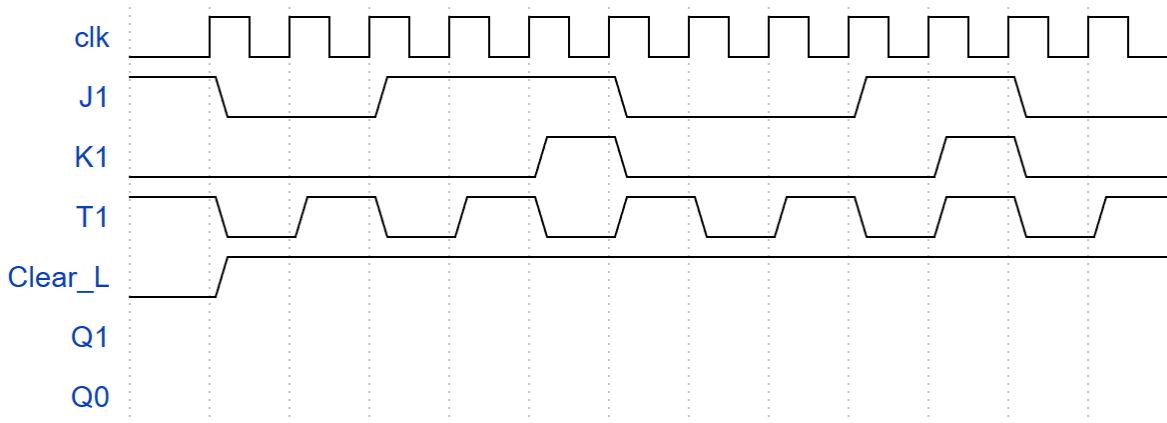
1	0	0	0	0	1	0	1
1	0	0	1	1	1	1	0
1	0	1	0	0	0	1	0
1	0	1	1	1	0	0	1
1	1	0	0	1	0	1	0
1	1	0	1	0	0	0	1
1	1	1	0	1	1	0	1
1	1	1	1	0	1	1	0

$$T1 = \overline{X0} * Q0 + X0 * \overline{Q0}$$

$$T0 = (\overline{X0} * \overline{Q1} * \overline{Q0}) + (X0 * \overline{Q1} * Q0) + (\overline{X0} * Q1 * Q0) + (X0 * Q1 * \overline{Q0})$$

5. Complete the Timing Diagram for the Q₁ and Q₀ where a J-K Flip Flop is used for Q₁ and a T Flip Flop is used for Q₀

Question



Solution

