

Familiar and Unfamiliar Problems Solving: The aim of the questions in this part is to evaluate that the student has some basic knowledge of the key aspects of the lecture material and can attempt to solve familiar and unfamiliar problems of Combinational and Sequential Circuits and Analysis of Sequential Circuits.

Question 2

(6 marks)

a) Simplify the Boolean expression using **Boolean algebra**.

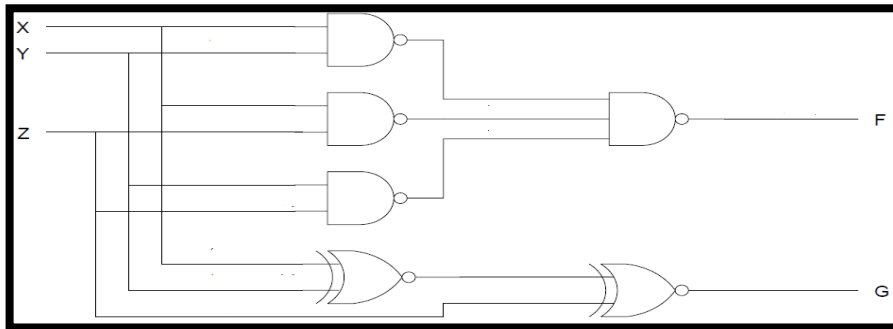
(2 marks)

$$(a.b.(c + \overline{b.d}) + \overline{a.b}).c.d$$

Solution

b) The logic circuit below has three inputs, **X, Y, and Z**, and two outputs, **F** and **G**. Find the **minterm** list and **maxterm** list representations for the outputs **F** and **G**.

(4 marks)



Solution

Question 3

(6 marks)

Using the following table (**Binary Code and Gray Code**), do the following:

Design a **Binary-to-Gray code converter** using any available method to minimize the logic and implement the logic circuit using **XOR circuits**.

Binary Code				Gray Code			
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

Solution

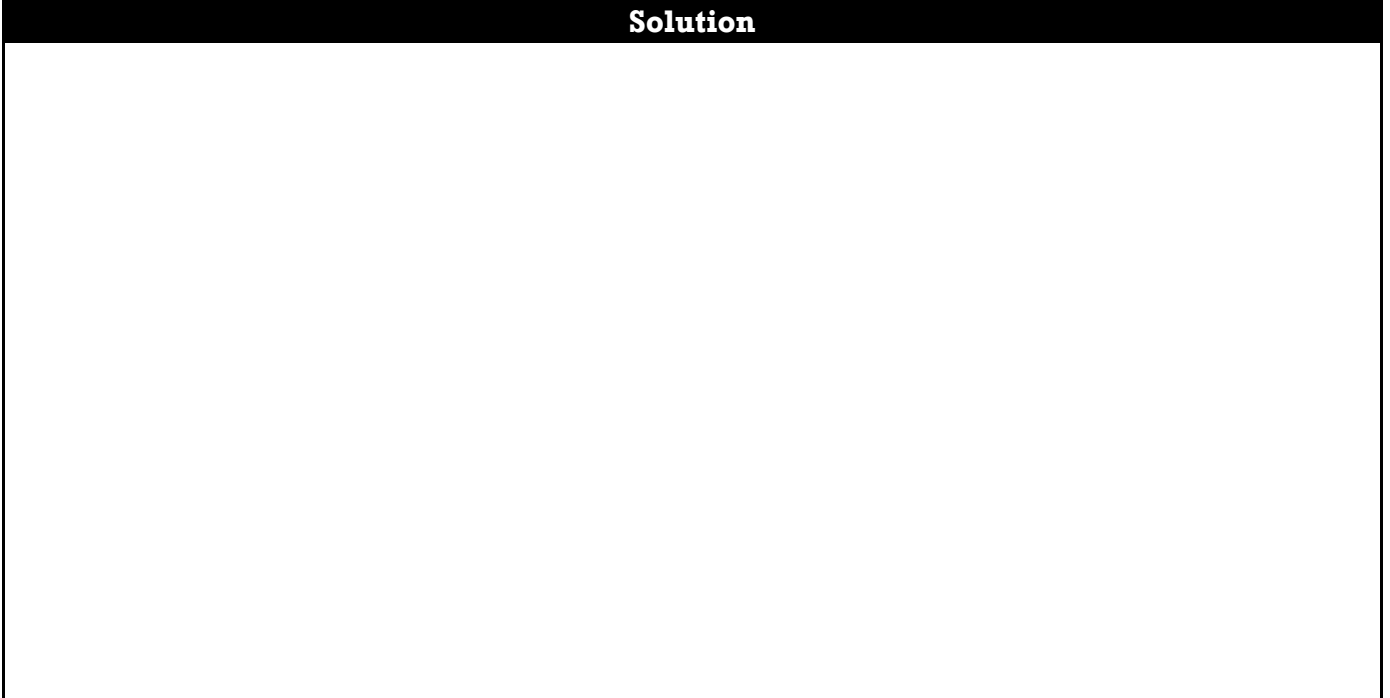
Question 4

(7 marks)

a) Implement **half adder** circuit using **4:1 multiplexers** only.

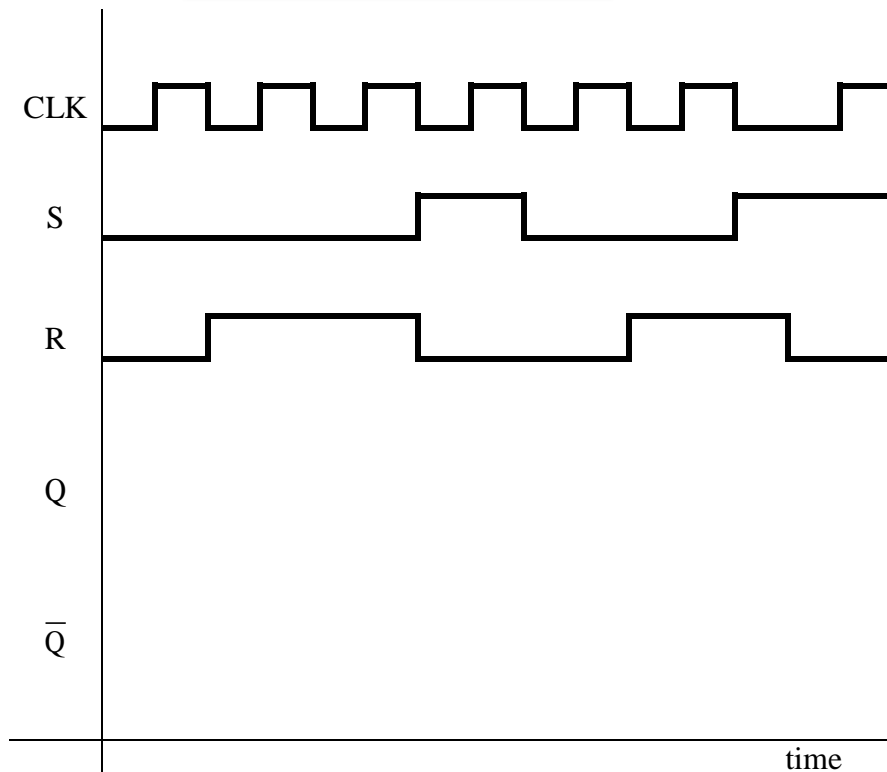
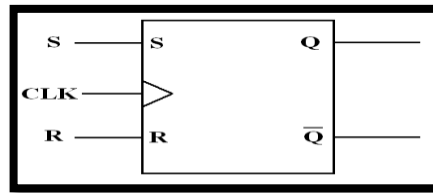
(2.5 marks)

Solution



b) Draw the waveforms at outputs Q and \bar{Q} for the following logic circuit, assume the **initial** value of Q is **logic 1**:

(2 marks)



- c) Draw Three-bit **asynchronous** binary counter using **JK flip flops** and its timing diagram for one cycle. *(2.5 marks)*

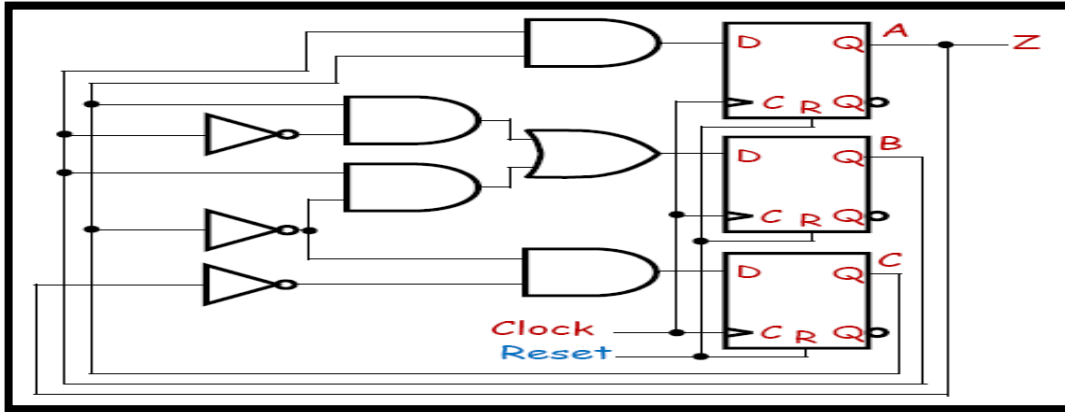
Solution

Question 5

(5 marks)

Analyze the following sequential circuit by

- a) Write down the **state equations**. (1.5 marks)
- b) Write down the **output equations**. (0.5 mark)
- c) Write down the **state table** for the sequential circuit. (1.5 marks)
- d) Draw the **state diagram** for the sequential circuit. (1.5 marks)

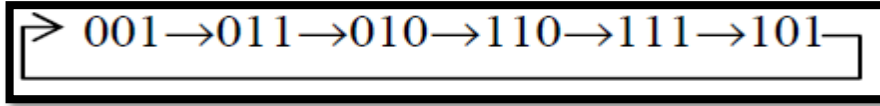


Solution

Question 6

(6 marks)

Design a **3-bit counter**, which counts in the sequence:



Use **clocked T flip-flops**

Solution

GOOD LUCK