Logic Design Lab Experiments Dr. Manal Tantawi

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11	Pseudo-random generator
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### Lab 1 (logic gates)

**Objective:** introducing lab equipment and integrated circuits (ICs) to students.

Task to do in lab: verify truth table of logic gates.

### **OR gate (IC:7432)**

X	Y	X+Y
0	0	0
0	1	1
1	0	1
1	1	1

#### AND gate (IC:7408)

0	· ·	/
Х	Y	X.Y
0	0	0
0	1	0
1	0	0
1	1	1

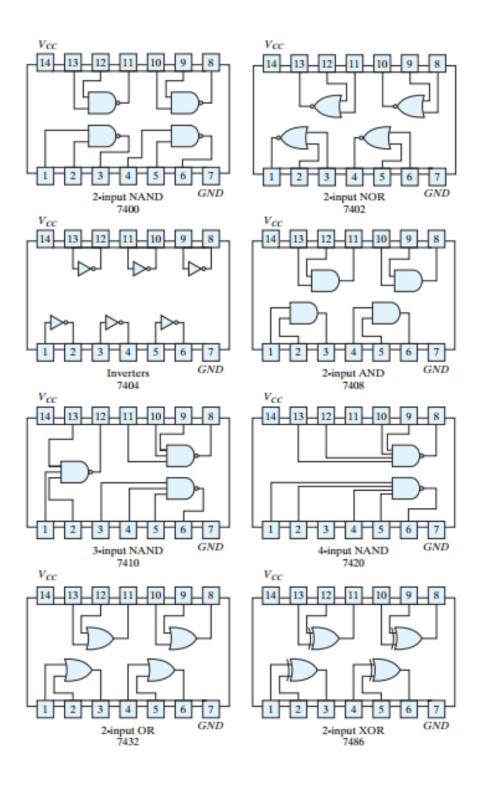
### NOR gate (IC:7402)

X	Y	(X+Y) <b>'</b>
0	0	1
0	1	0
1	0	0
1	1	0

#### NAND gate (IC:7400)

- <b>-</b>	- (	
Х	Y	(X.Y)'
0	0	1
0	1	1
1	0	1
1	1	0

### ICs for logic gates

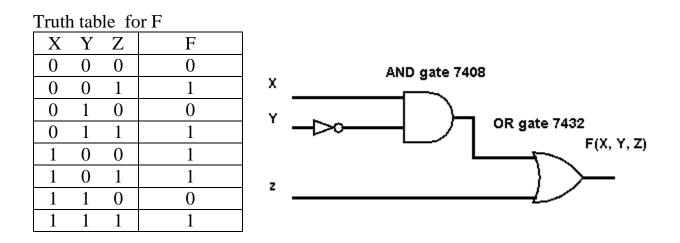


# Lab 2 (combinational circuit I)

**Objective:** implementing simple combinational circuit.

Task to do in lab: implementing practically the following function

F(X, Y, Z) = XY'+Z

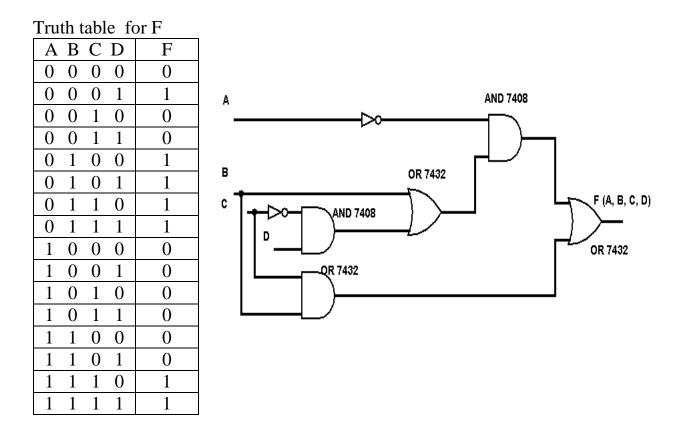


### Lab 3 (combinational circuit II)

**Objective:** implementing combinational circuit (long expression)

Task to do in lab: implementing practically the following function

F(A, B, C, D) = A'(B + C'D) + BC

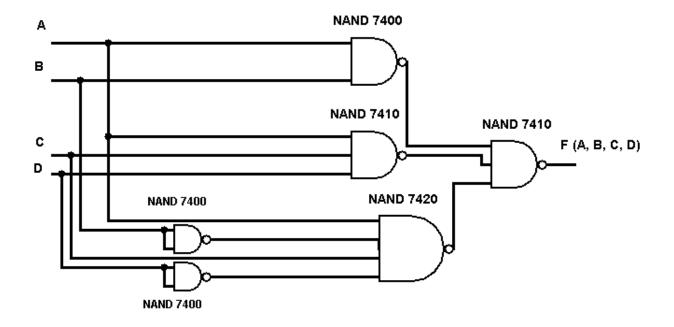


# Lab 4 (NAND only)

**Objective:** implementing Functions using NAND only

**Task to do in lab:** implementing practically the following function using NAND only

F(A, B, C, D) = AB + ACD + AB'CD'



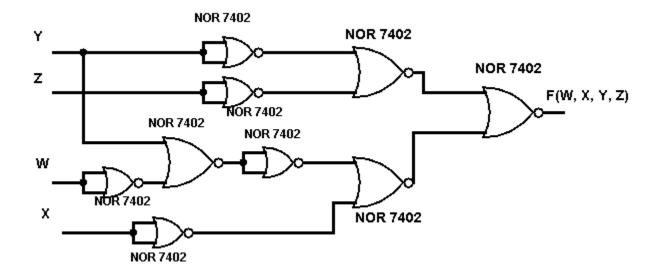
F ( A, B, C, D) =  $\sum$ (10, 11, 12, 13, 14, 15)

# Lab 5 (NOR only)

**Objective:** implementing functions using NOR only.

**Task to do in lab:** implementing practically the following function using NOR only.

F(W, X, Y, Z) = (Y'+Z')(W'+X'+Y)



 $F(W, X, Y, Z) = \sum (0, 1, 2, 4, 5, 6, 8, 9, 10, 14)$ 

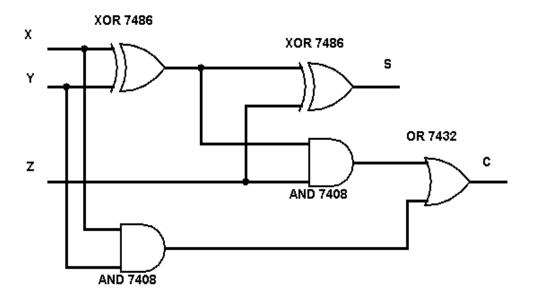
# Lab 6 (Full adder)

**Objective:** implementing Full Adder.

Task to do in lab: implementing practically the Full Adder.

C S
0 0
0 1
0 1
1 0
0 1
1 0
1 0
1 1

Truth table for Full Adder



### Lab 7 (Decoders)

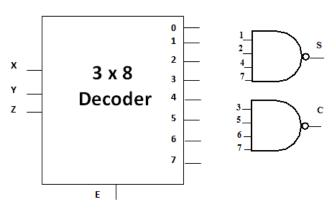
**Objective:** implementing functions using decoder.

**Task to do in lab:** implementing practically the Full Adder using suitable decoder.

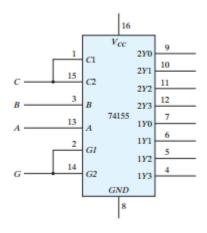
Truth table for Full Adder

X	Y	Ζ	C S
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

Full adder using active low decoder



Pin assignment for available Active low decoder IC: 74155 Truth table for IC: 74155



					Truth	table					
	Inj	outs					Out	puts			
G	С	В	Α	2Y0	2Y1	2¥2	2¥3	1¥0	1 <b>Y</b> 1	172	$1Y_{2}$
1	х	х	х	1	1	1	1	1	1	1	1
0	0	0	0	0	1	1	1	1	1	1	1
0	0	0	1	1	0	1	1	1	1	1	1
0	0	1	0	1	1	0	1	1	1	1	1
0	0	1	1	1	1	1	0	1	1	1	1
0	1	0	0	1	1	1	1	0	1	1	1
0	1	0	1	1	1	1	1	1	0	1	1
0	1	1	0	1	1	1	1	1	1	0	1
0	1	1	1	1	1	1	1	1	1	1	0

# Lab 8 (Multiplexers)

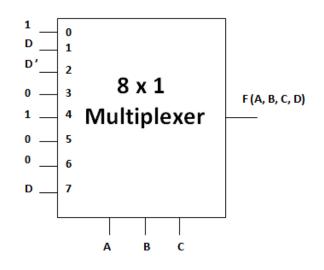
**Objective:** implementing functions using multiplexer.

**Task to do in lab**: implementing practically the Following function using multiplexer.

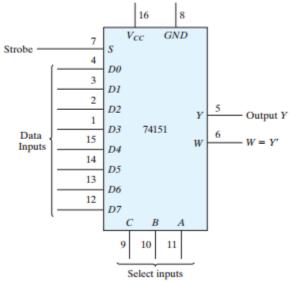
 $F(A, B, C, D) = \sum (0, 1, 3, 4, 8, 9, 15)$ 

Truth	n ta	ble	for	F
Α	В	С	D	F
0	0	0	0	1
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	1
1	0	0	1	1
1	0	1	0	0
1	0	1	1	0
1	1	0	0	0
1	1	0	1	0
1	1	1	0	0
1	1	1	1	1

Implementation using multiplexer



# Pin assignment for available multiplexer IC: 74151



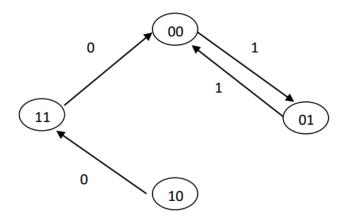
#### Function table for IC: 74155

Strobe		Select		Output
S	С	B	A	Y
1	х	х	х	0
0	0	0	0	D0
0	0	0	1	D1
0	0	1	0	D2
0	0	1	1	D3
0	1	0	0	D4
0	1	0	1	D5
0	1	1	0	D6
0	1	1	1	D7

# Lab 9 (Sequential circuits)

**Objective:** implementing sequential circuits using different flip flops.

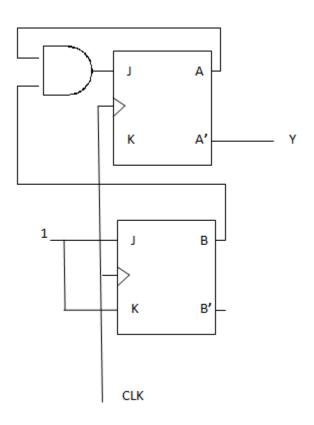
**Task to do in lab:** design and implement a sequential circuit that follows the following state diagram with one external output using T flip flops.



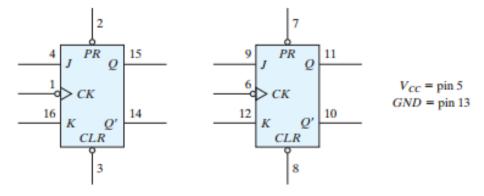
A <sub>n</sub>	B <sub>n</sub>	$A_{n+1}$	<b>B</b> <sub>n+1</sub>	T <sub>A</sub>	T <sub>B</sub>	Y
0	0	0	1	0	1	1
0	1	0	0	0	1	1
1	0	1	1	0	1	0
1	1	0	0	1	1	0

 $T_A = AB$   $T_B = 1$  Y = A'

Circuit Logic diagram using JK flip flops ( j and k are connected to form T flip flop)



Pin assignment for available JK flip flop IC: 7476



		Inputs			Out	puts
Preset	Clear	Clock	J	K	Q	Q'
0 1 0	1 0 0	X X X	X X X	x x x	1 0 1	0 1 1
1 1 1 1	1 1 1 1	Â	0 0 1 1	0 1 0 1	0 1	hange 1 0 ggle

Function table

# Lab 10 (Counters)

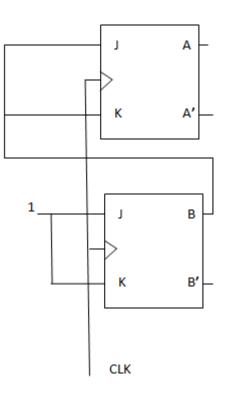
**Objective:** implementing counter circuits using different flip flops.

**Task to do in lab**: design and implement a two bit counter using JK flipflops

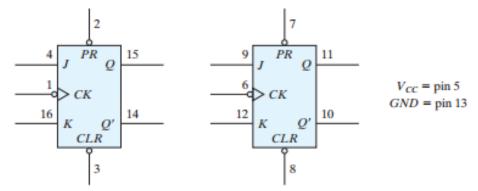
A <sub>n</sub>	B <sub>n</sub>	A <sub>n+1</sub>	B <sub>n+1</sub>	JA	K <sub>B</sub>	J <sub>B</sub>	K <sub>B</sub>
0	0	0	1	0	Х	1	Х
0	1	1	0	1	Х	Х	1
1	0	1	1	Х	0	1	Х
1	1	0	0	Х	1	Х	1

 $\begin{aligned} J_A &= K_A = B\\ J_B &= K_B = 1 \end{aligned}$ 

Circuit Logic diagram using JK flip flops



Pin assignment for available JK flip flop IC: 7476



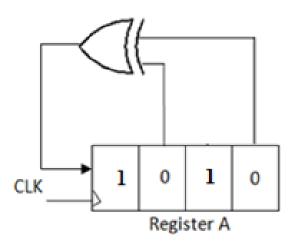
Function table

	Outputs					
Preset	Clear	Clock	J	K	Q	Qʻ
0 1 0	1 0 0	X X X	X X X	x x x	1 0 1	0 1 1
1 1 1 1	1 1 1 1		0 0 1 1	0 1 0 1	0 1	hange 1 0 ggle

# Lab 11 (Registers)

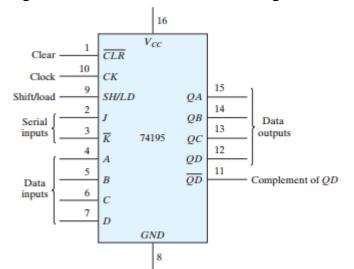
**Objective:** implementing pseudorandom generator using 4 bit shift register.

**Task to do in lab:** use 4 bit shift register with XOR to generate random numbers.



Serial input (SI)	Register Content
0	1010
0	0101
0	0010
1	0001
0	1000
1	0100
	1010

#### Cycle length = 6



### Pin assignment for available 4 bit shift register IC: 74195

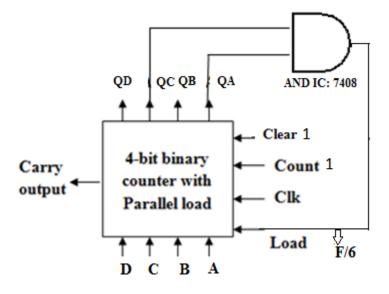
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Clear	Shift/ load	Clock	J	ĸ	Serial input	Function
0 1 1 1 1	X X 0 1 1	X 0 ↑ ↑	X X 0 1	X X 0 1	X X 0 1	Asynchronous clear No change in output Load input data Shift from $QA$ toward $QD$ , $QA = 0$ Shift from $QA$ toward $QD$ , $QA = 1$

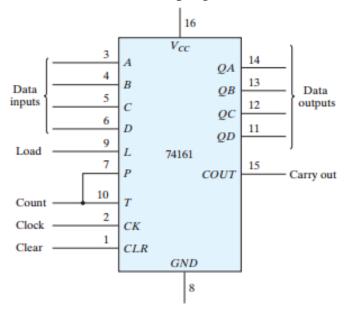
### Lab 12 (Programmable counters)

**Objective:** implementing frequency divider.

**Task to do in lab:** implement frequency divider using 4 bit programmable counter. Ex: F/6



Pin assignment for available 4 bit programmable counter IC: 74161



Function	table	
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Clear	Clock	Load	Count	Function
0 1 1 1	X ↑ ↑	X 0 1 1	X X 1 0	Clear outputs to 0 Load input data Count to next binary value No change in output