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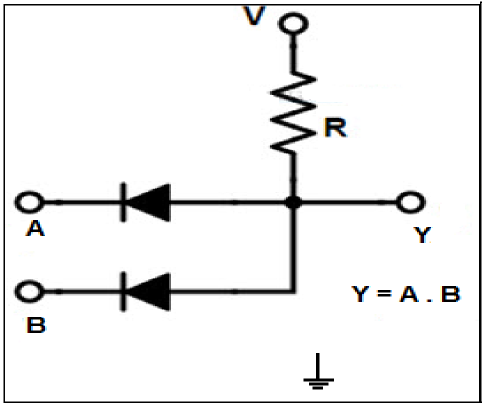
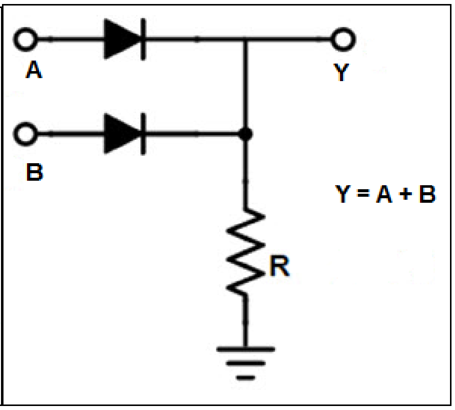
MODEL ANSWER

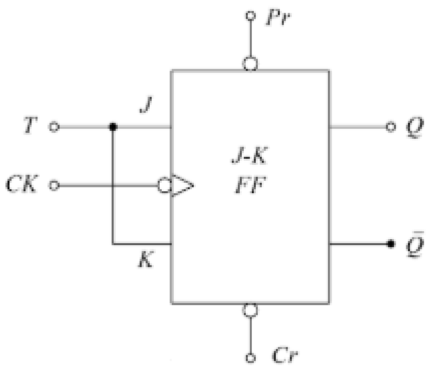
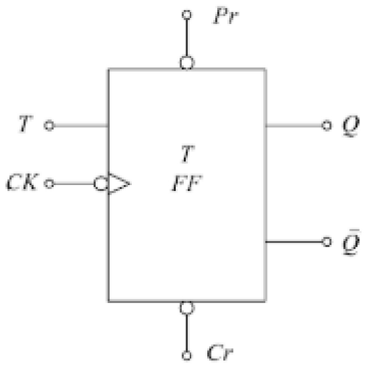
WINTER– 18 EXAMINATION

Subject Title: **Digital Techniques** **Subject Code:** 22320

Important Instructions to examiners:

1) The answers should be examined by key words and not as word-to-word as given in the model answer scheme.
2) The model answer and the answer written by candidate may vary but the examiner may try to assess the understanding level of the candidate.
3) The language errors such as grammatical, spelling errors should not be given more Importance (Not applicable for subject English and Communication Skills.
4) While assessing figures, examiner may give credit for principal components indicated in the figure. The figures drawn by candidate and model answer may vary. The examiner may give credit for any equivalent figure drawn.
5) Credits may be given step wise for numerical problems. In some cases, the assumed constant values may vary and there may be some difference in the candidate’s answers and model answer.
6) In case of some questions credit may be given by judgement on part of examiner of relevant answer based on candidate’s understanding.
7) For programming language papers, credit may be given to any other program based on equivalent concept.

Q. No.	Sub Q.N.	Answer	Marking Scheme
Q.1		**Attempt any FIVE of the following :**	**Total Marks 10**
	a)	**Write the radix of binary,octal,decimal and hexadecimal number system.**	**2M**
	Ans:	**Radix of: Binary – 2** **Octal - 8** **Decimal - 10** **Hexadecimal -16**	**½ M each**
	b)	**Draw the circuit diagram for AND and OR gates using diodes.**	**2M**
	Ans:	**Diode AND gate :Diode OR gate :**   	**1 M each**

	c)	**Write simple example of Boolean expression for SOP and POS.**	**2M**
	Ans:	**<u>SOP form</u>:** $Y = AB + BC + A\overline{C}$ **<u>POS form:</u>** $Y = (A + B) (B + C) (A + \overline{C})$	**1 M each (any proper example can be considered)**
	d)	**State the necessity of multiplexer.**	**2M**
	Ans:	**<u>Necessity of Multiplexer:</u>** • It reduces the number of wires required to pass data from source to destination. • For minimizing the hardware circuit. • For simplifying logic design. • In most digital circuits, many signals or channels are to be transmitted, and then it becomes necessary to send the data on a single line simultaneously. • Reduces the cost as sending many signals separately is expensive and requires more wires to send.	**2 M(any two proper points)**
	e)	**Draw logic diagram of T flip-flop and give its truth table.**	**2M**
	Ans:	***<u>Note: Diagram Using logic gates with proper connection also can be consider.</u>*** **<u>Logic Diagram:</u>**  **OR**  	**1M (any one diagram)** **1 M**

Truth Table:

Input **T_n**	**Output** **Q_{n+1}**	**Operation Performed**
0	Q_n	No change
1	$\overline{Q}_n$	Toggle

f) **Define modulus of a counter. Write the numbers of flip flops required for Mod-6 counter.** **2M**

Ans:

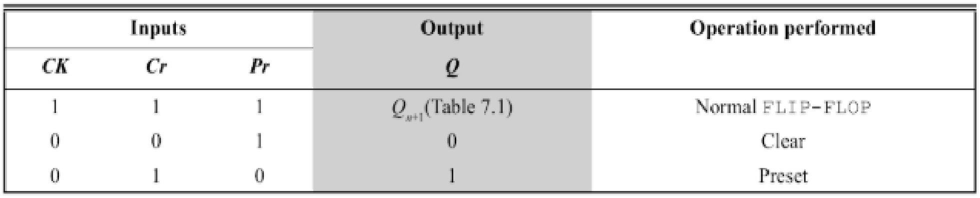
- Modulus of counter is defined as number of states/clock the counter countes.
- The numbers of flip flops required for Mod-6 counter is 3.

Definition: 1 M
No. of FF- 1M

g) **State function of preset and clear in flip flop.** **2M**

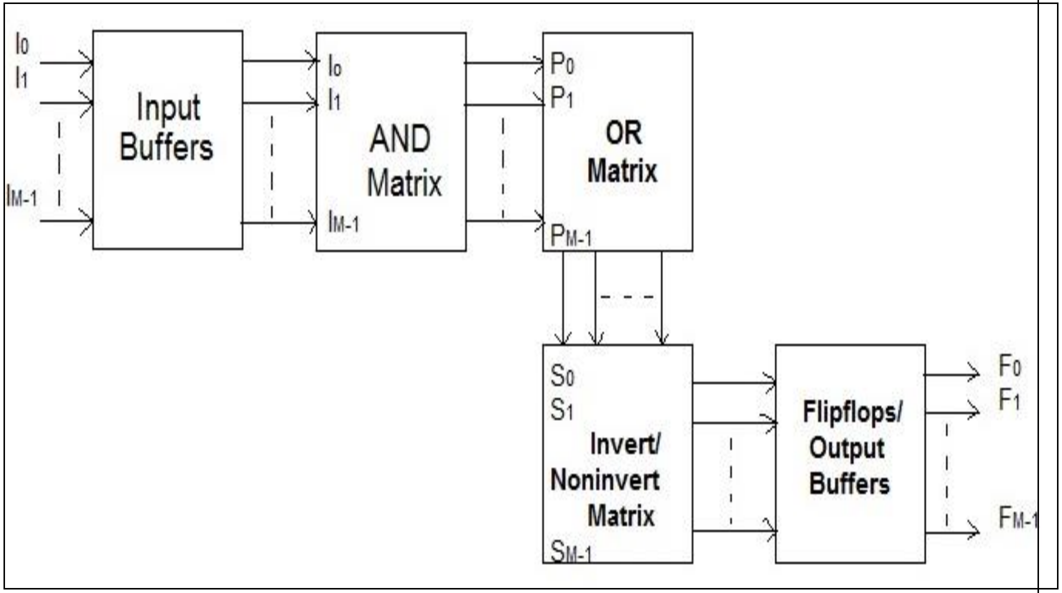
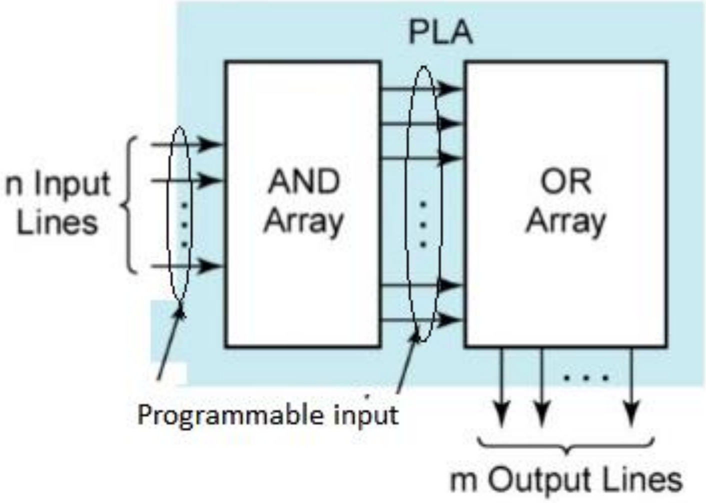
Ans:

- In the flip flop , when the power is switched on, the state of the circuit is uncertain i.e. may be Q = 1 or Q = 0.
- Hence, the function of preset is to set a flip flop i.e. Q = 1andthe function of clear is to clear a flip flop i.e. Q = 0.



Inputs			Output	Operation performed
CK	*Cr*	*Pr*	*Q*	
1	1	1	Q_{n+1}(Table 7.1)	Normal FLIP-FLOP
0	0	1	0	Clear
0	1	0	1	Preset

1 M for each function (table is optional)

Q 2		**Attempt any THREE of the following :**	**12-Total Marks**
	a)	**Draw the block diagram of Programmable Logic Array.**	**4M**
	Ans:	**Diagram :-**  **Block diagram of Programmable Logic Array** **OR**  	**4 M**

b) **Convert –**
$(255)_{10}$ = $(?)_{16}$ = $(?)_8$
$(157)_{10}$ = $(?)_{BCD}$ = $(?)_{Excess3}$ — **4M**

Ans: **(i)** **$(255)_{10}$ = $(FF)_{16}$ = $(377)_8$**

$(255)_{10}$ = $(FF)_{16}$ — **1 M**

$$\begin{array}{r|ll} 16 & 255 & F\ (15) \\ \hline & 15 & F \end{array}\quad\uparrow$$

$(255)_{10}$ = $(377)_8$ — **1 M**

$$\begin{array}{r|ll} 8 & 255 & 7 \\ \hline 8 & 31 & 7 \\ \hline & 3 & 3 \end{array}\quad\uparrow$$

(ii) **$(157)_{10}$ = $(000101010111)_{BCD}$ = $(010010001010)_{Excess3}$**

$(157)_{10}$ = $(000101010111)_{BCD}$ — **1 M**

$$\begin{array}{ccc} \underline{1} & \underline{5} & \underline{7} \\ 0001 & 0101 & 0111 \end{array}$$

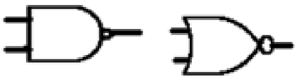
$(000101010111)_{BCD}$ = $(010010001010)_{Excess3}$ — **1 M**

$$\begin{array}{r} 1\,1\quad 1\,1\,1\quad 1\,1\,1 \\ 0001\ 0101\ 0111 \\ +\ 0011\ 0011\ 0011 \\ \hline 0100\ 1000\ 1010 \end{array}$$

c) **Draw the symbol, truth table and logic expression of any one universal logic gate. Write reason why it is called universal gate.** — **4M**

Ans: ***(Note: Any one universal gate has to be considered.)***

Universal Gates: NAND or NORSymbol: — **1 M**



Truth table: — **1 M**

A	B	Y
0	0	1
0	1	1
1	0	1
1	1	0

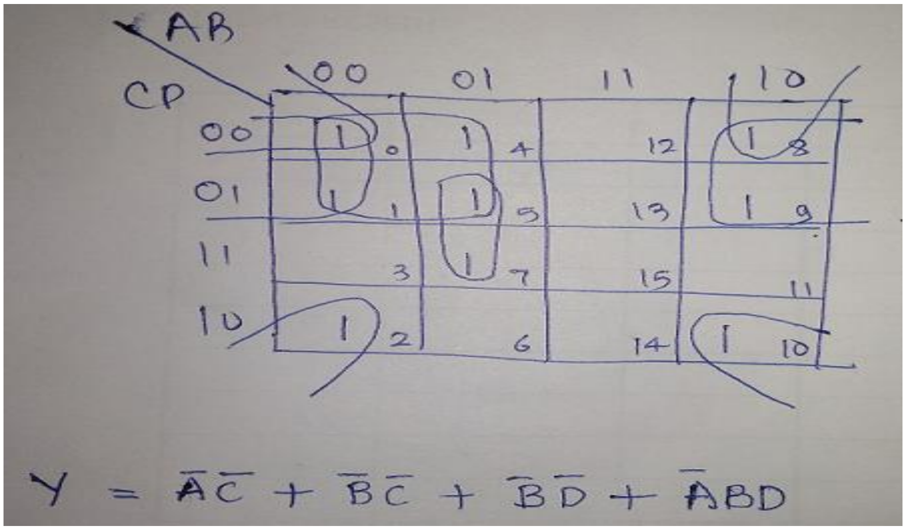
A	B	Y
0	0	1
0	1	0
1	0	0
1	1	0

Logic expression: — **1 M**

$$Y = \overline{A \bullet B} \qquad Y = \overline{(A + B)}$$

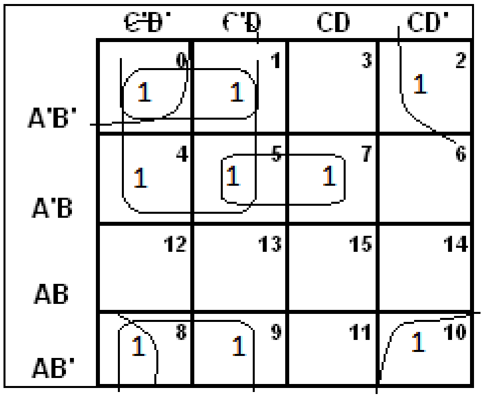
NAND and NOR gates are called as “Universal Gate” as it is possible to implement any Boolean expression using these gates. — **1 M**

<table>
<tr><td></td><td>d)</td><td>Minimize the following expression using K-Map.
$f(A, B, C, D) = \sum m\ (0, 1, 2, 4, 5, 7, 8, 9, 10)$</td><td>4M</td></tr>
<tr><td></td><td>Ans:</td><td>



$Y = \bar{A}\bar{C} + \bar{B}\bar{C} + \bar{B}\bar{D} + \bar{A}BD$

OR



$\bar{A}\bar{C} + \bar{B}\bar{C} + \bar{B}\bar{D} + \bar{A}BD$

</td><td>1 M – drawing k map
1 M – Representing function in k map
1 M – Grouping
1M – Final expression</td></tr>
</table>

Q. 3 **Attempt any THREE:** **12-Total Marks**

a) **Compare TTL and CMOS logic families on the basis of following:** **4M**

- **(i) Propagation delay**
- **(ii) Power Dissipation**
- **(iii) Fan-out**
- **(iv) Basic gate**

Ans: ***NOTE :- (Relevant points of comparison- 1 M for each point)*** **1 Marks each point**

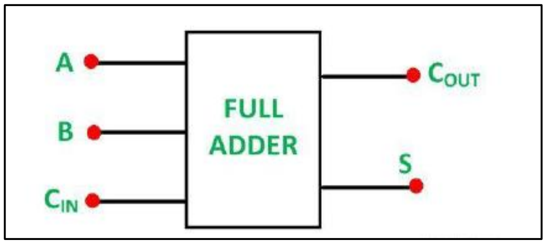
Parameter	**CMOS**	**TTL**
Propagation delay	70-105 nsec/more than TTL	10 nsec/Less than CMOS
Power Dissipation	Less 0.1 mW/Less than TTL	More 10 mW/ More than CMOS
Fan-out	50/More than TTL	10/Less than CMOS
Basic gate	NAND/NOR	NAND

b) **Describe the function of full Adder Circuit using its truth table, K-Map simplification and logic diagram.** **4M**

Ans: **(Diagram- 1M,Truth table-1M, K-map- 1M,Logic diagram-1 M)**

A full adder is a combinational logic circuit that performs addition between three bits, the two input bits A and B, and carry C from the previous bit.

Block diagram : **1M**



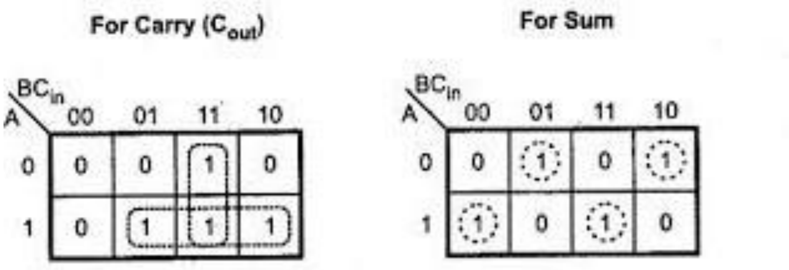
1M

Truth Table :

Input			Output	
A	B	Cin	Sum	Carry
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

1M

K-Map :-



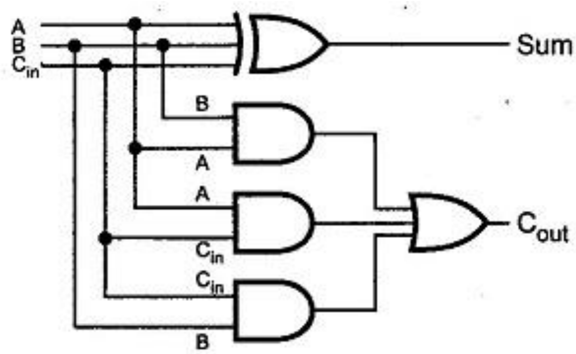
$C_{out} = AB + A\,C_{in} + B\,C_{in}$

$Sum = \overline{A}\,\overline{B}C_{in} + \overline{A}B\overline{C}_{in} + A\overline{B}\,\overline{C}_{in} + ABC_{in}$

1M

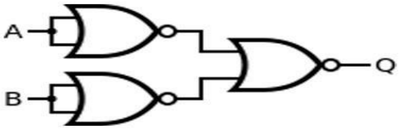
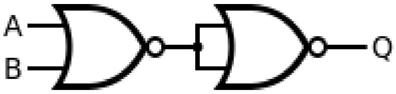
Logic Diagram:

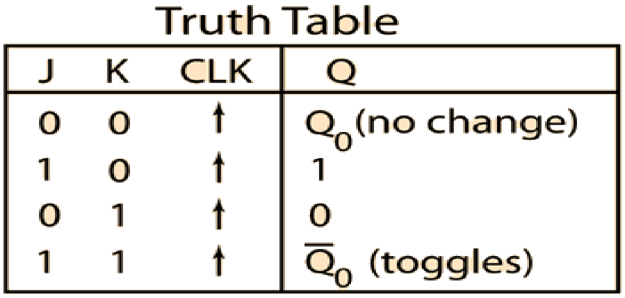
(Note: Logic Diagram using basic or universal gate also can be consider)



A ⊕ B) ⊕ C_{in}

: (AB + AC_{in} + BC_{in})

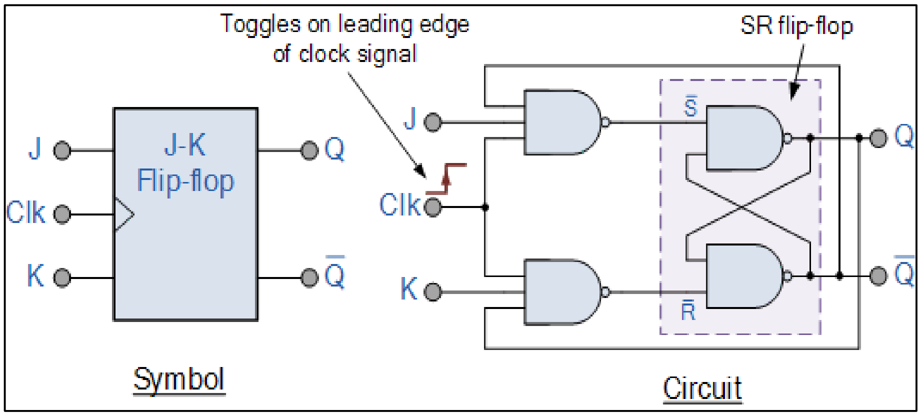
	c)	**Realize the basic logic gates, NOT, OR and AND gates using NOR gates only.**	**4M**
	Ans:	**<u>(NOT GATE USING NOR GATE:1 M)</u>**  where, X = A NOR A $x = \bar{A}$ **(<u>AND GATE USING NOR GATE:1.5 MARKS)</u>**  $Q=\overline{\bar{A}+\bar{B}} = \bar{A}+\bar{B}$ $=\overline{\overline{A.B}}$ **= A.B** **(<u>OR GATE USING NOR GATE:1.5 MARKS</u>)**  $\mathbf{Q=\overline{\overline{A+B}}}$ **=A+B**	**1M** **1.5M** **1.5 M**
	d)	**Describe the working of JK flip-flop with its truth table and logic diagram.**	**4M**
	Ans:	***(Diagram-2 M,Working-1M,Truth table-1M)*** **<u>Truth Table :-</u>**	**1M**



Truth Table

J	K	CLK	Q
0	0	↑	Q_0(no change)
1	0	↑	1
0	1	↑	0
1	1	↑	$\overline{Q}_0$ (toggles)

Diagram :-



2M

Working :-

The **JK flip flop** is basically a gated SR flip-flop with the addition of a clock input circuitry that prevents the illegal or invalid output condition that can occur when both inputs S and R are equal to logic level “1”. Due to this additional clocked input, a JK flip-flop has four possible input combinations, “logic 1”, “logic 0”, “no change” and “toggle”.

1M

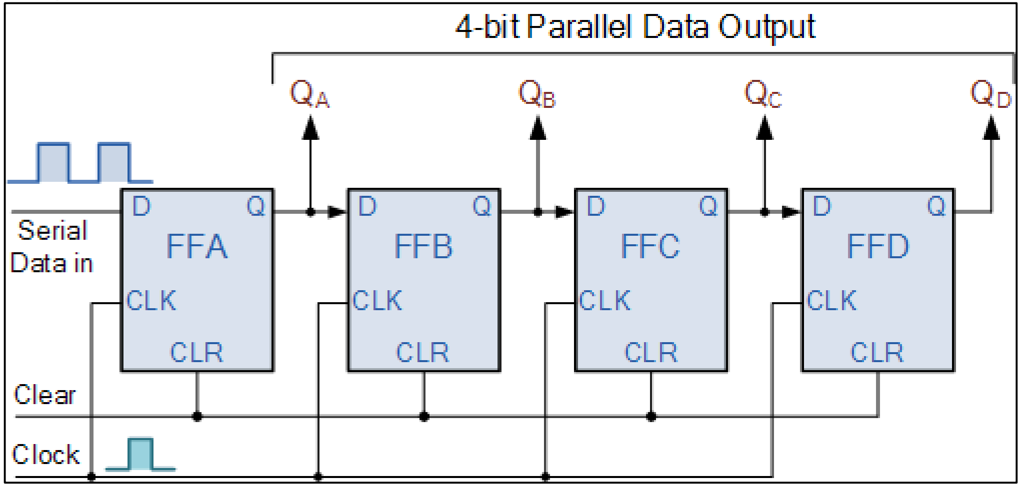
Both the S and the R inputs of the previous SR bistable have now been replaced by two inputs called the J and K inputs, respectively after its inventor Jack Kilby. Then this equates to: J = S and K = R.

The two 2-input AND gates of the gated SR bistable have now been replaced by two 3-input NAND gates with the third input of each gate connected to the outputs at Q and Q. This cross coupling of the SR flip-flop allows the previously invalid condition of S = “1” and R = “1” state to be used to produce a “toggle action” as the two inputs are now interlocked.

If the circuit is now “SET” the J input is inhibited by the “0” status of Q through the lower NAND gate. If the circuit is “RESET” the K input is inhibited by the “0” status of Q through the upper NAND gate. As Q and Q are always different we can use them to control the input. When both inputs J and K are equal to logic “1”, the JK flip flop toggles

Q. 4	**A)**	**Attempt any THREE of the following:**	**12-Total Marks**
	a)	**Draw and explain working of 4 bit serial Input parallel Output shift register.**	**4M**
	Ans:	**(Diagram:2M,Explaination:2M)**	

Diagram :- **2M**



Explaination :- **2M**

If a logic “1” is connected to the DATA input pin of FFA then on the first clock pulse the output of FFA and therefore the resulting Q_A will be set HIGH to logic “1” with all the other outputs still remaining LOW at logic “0”. Assume now that the DATA input pin of FFA has returned LOW again to logic “0” giving us one data pulse or 0-1-0.

The second clock pulse will change the output of FFA to logic “0” and the output of FFBand Q_B HIGH to logic “1” as its input D has the logic “1” level on it from Q_A. The logic “1” has now moved or been “shifted” one place along the register to the right as it is now at Q_A.

When the third clock pulse arrives this logic “1” value moves to the output of FFC (Q_C) and so on until the arrival of the fifth clock pulse which sets all the outputs Q_A to Q_D back again to logic level “0” because the input to FFA has remained constant at logic level “0”.

The effect of each clock pulse is to shift the data contents of each stage one place to the right, and this is shown in the following table until the complete data value of 0-0-0-1 is stored in the register. This data value can now be read directly from the outputs of Q_A to Q_D.

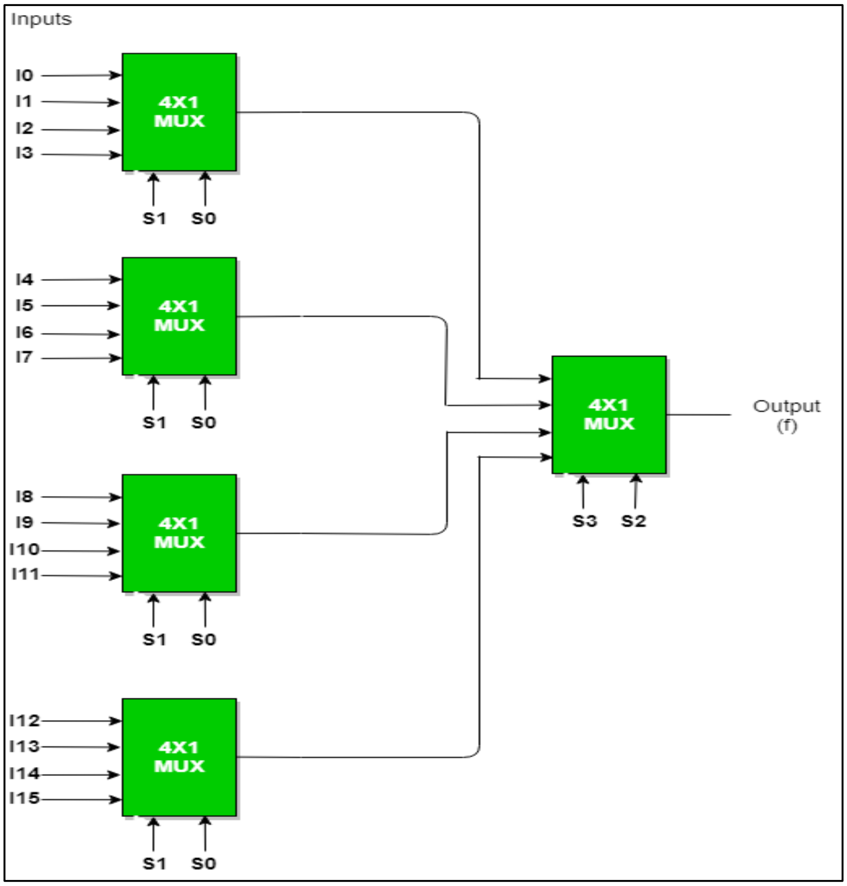
Then the data has been converted from a serial data input signal to a parallel data output. The truth table and following waveforms show the propagation of the logic “1” through the register from left to right as follows.

Basic Data Movement Through A Shift Register

Clock Pulse No	QA	QB	QC	QD
0	0	0	0	0
1	1	0	0	0
2	0	1	0	0
3	0	0	1	0
4	0	0	0	1
5	0	0	0	0

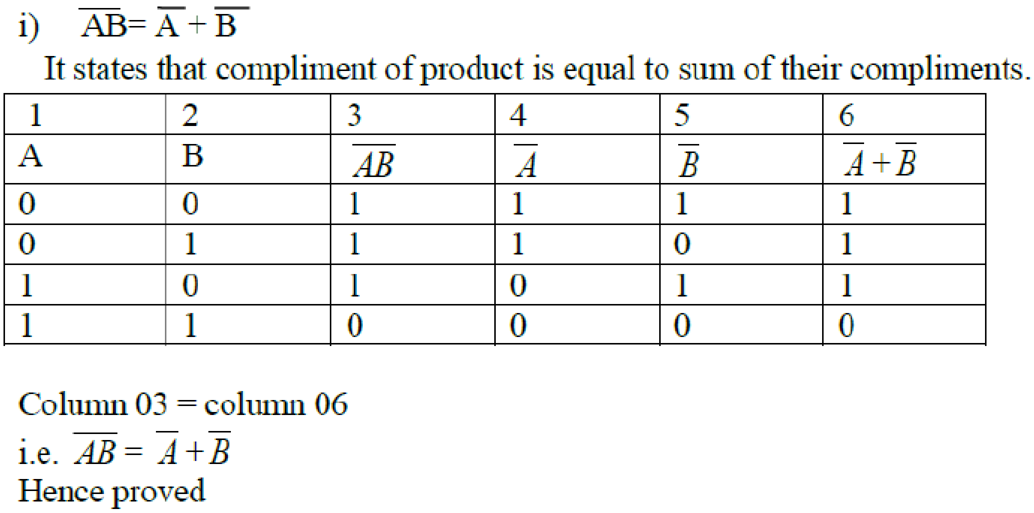
b) **Draw 16:1 MUX tree using 4:1 MUX.** **4M**

Ans: **Diagram :-**



4M

	c)	**Calculate analog output of 4 bit DAC for digital input 1101.** **Assume V_{FS} = 5V.**	**4M**
	Ans:	**(Formula- 1M, Correct problem solving- 3M)** **<u>Formula :-</u>** **$V_R = V_{FS}$** $V_o = V_R [d_1 2^{-1} + d_2 2^{-2} + \ldots + d_n 2^{-n}]$ $= 5(1x2^{-1} + 1x2^{-2}+0x2^{-3}+1x2^{-4)}$ = 5(0.5+O.25+0+0.0625) = 4.0625 Volts **OR** $V_{FS} = V_R \,.\, (\frac{b3}{2}+ \frac{b2}{4}+ \frac{b1}{8}+ \frac{b0}{16})$ Note – (Since V_R is not given find **V_R)** Full Scale o/p mean b3 b2 b1 b0 = 1111 V_{FS} = 5V $5 = V_R \,.\, (\frac{1}{2}+ \frac{1}{4}+ \frac{1}{8}+ \frac{1}{16})$ **V_R = 5.33** For digital i/p b3 b2 b1 b0 = 1101 $V_0 = 5.33\, (\frac{1}{2}+ \frac{1}{4}+ \frac{0}{8}+ \frac{1}{16})$ **V_0 = 4.33V**	**1M** **3M** **2 Marks for V_R and 2 marks for V_o**
	d)	**State De Morgan's theorem and prove any one.**	**4M**
	Ans:	**(Each State and proof using table- 2M each)**	**2M**



i) $\overline{AB} = \overline{A} + \overline{B}$

It states that compliment of product is equal to sum of their compliments.

1	2	3	4	5	6
A	B	$\overline{AB}$	$\overline{A}$	$\overline{B}$	$\overline{A}+\overline{B}$
0	0	1	1	1	1
0	1	1	1	0	1
1	0	1	0	1	1
1	1	0	0	0	0

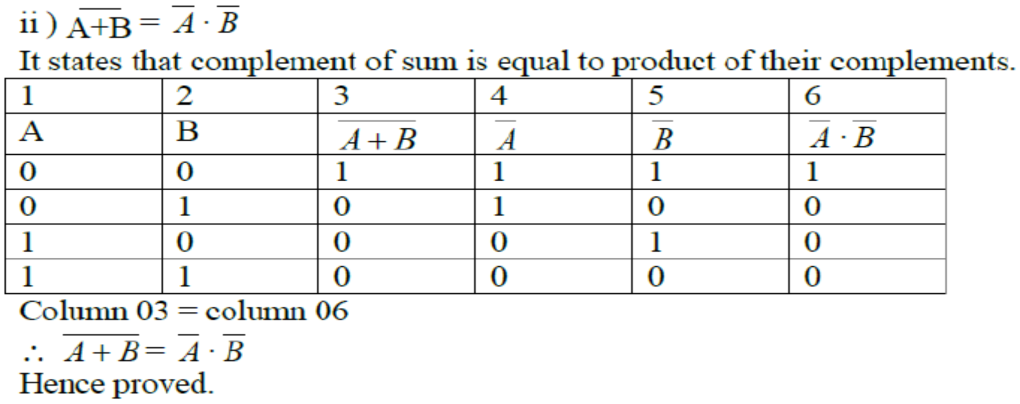
Column 03 = column 06

i.e. $\overline{AB} = \overline{A} + \overline{B}$

Hence proved

2M

OR



ii) $\overline{A+B} = \overline{A} \cdot \overline{B}$

It states that complement of sum is equal to product of their complements.

1	2	3	4	5	6
A	B	$\overline{A+B}$	$\overline{A}$	$\overline{B}$	$\overline{A} \cdot \overline{B}$
0	0	1	1	1	1
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	0

Column 03 = column 06

$\therefore\ \overline{A+B} = \overline{A} \cdot \overline{B}$

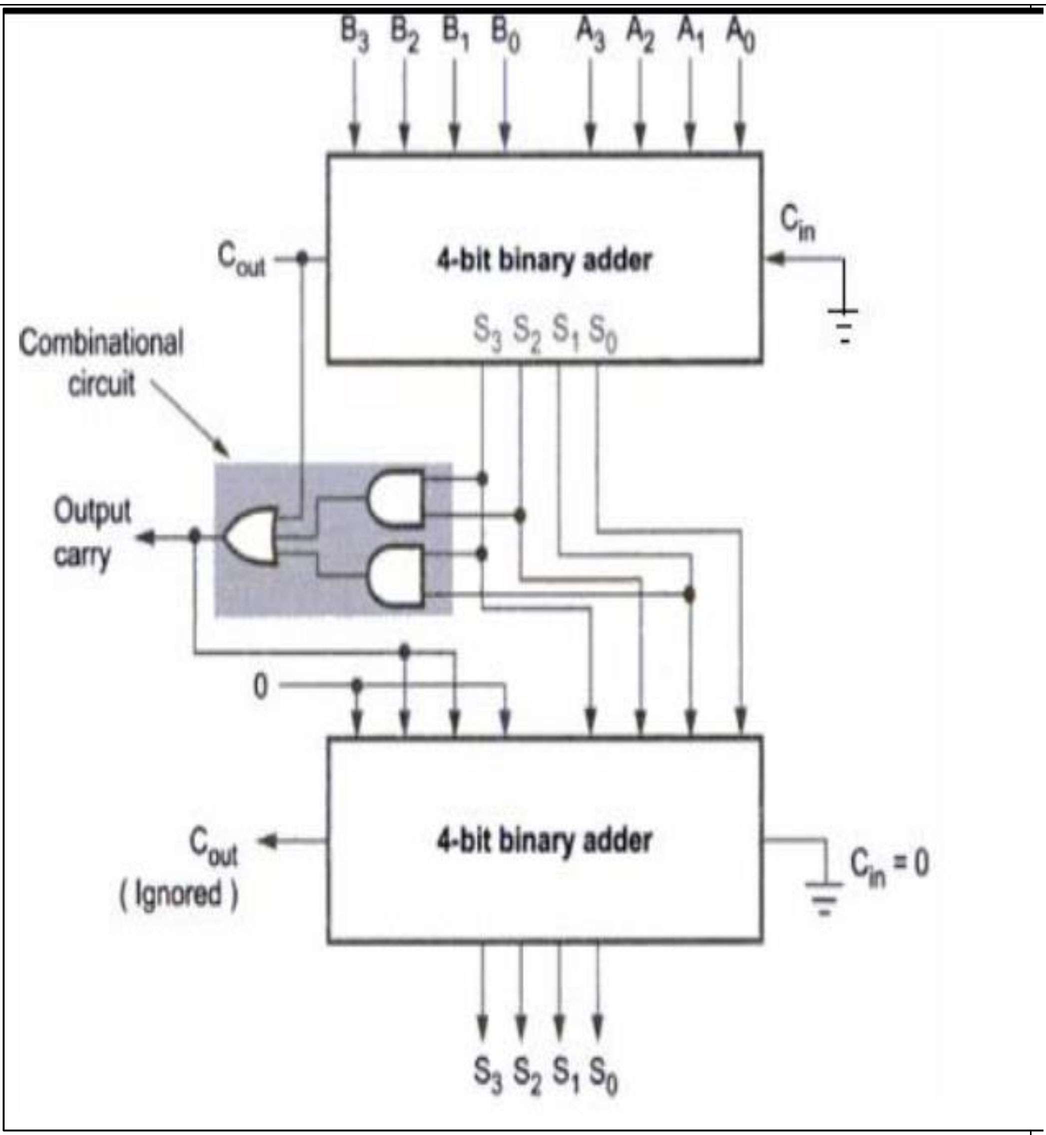
Hence proved.

e) **Design one digit BCD Adder using IC 7483**

Ans: **(Diagram:4M)**

(Note: Labeled combinational circuit can be drawn using universal gate also)

4M

			
Q.5		**Attempt any TWO of the following :**	**Total Marks 12**
	a)	**Subtract using 2's compliment method** **$(35)_{10} – (5)_{10}$**	**6M**
	Ans:	Step 1 – Obtain binary equivalent of $(35)_{10}$& $(5)_{10}$ & then take 2's compliment of $(5)_{10}$. i.e. $(35)_{10} = (100011)_2$ $(5)_{10} = (101)_2$ 2's compliment of $(5)_{10} = (000101)_2 =$ 111010 → 1's compliment + 1 --------------------------------- $(111011)_2$→ 2's Compliment Step -2 :	**Each step 3 Marks**

Now add $(100011)_2$ and $(111011)_2$

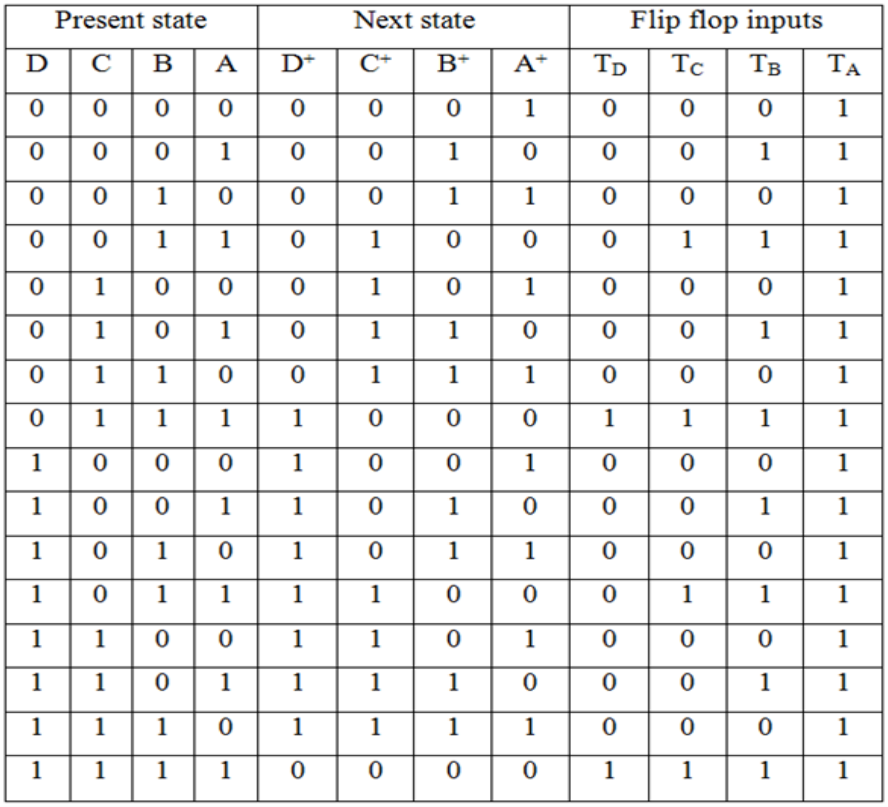
$$\begin{array}{r} 100011 \\ +\ 111011 \\ \hline \boxed{1}\ 011110 \end{array}$$

$\boxed{1} \rightarrow$ Carry is generated so answer is in positive form, so will discard the carry generated

Therefore final answer will be $\mathbf{(011110)_2 = (30)_2}$

b) **Design a 4 bit synchronous counter and draw its logic diagram.** **6M**

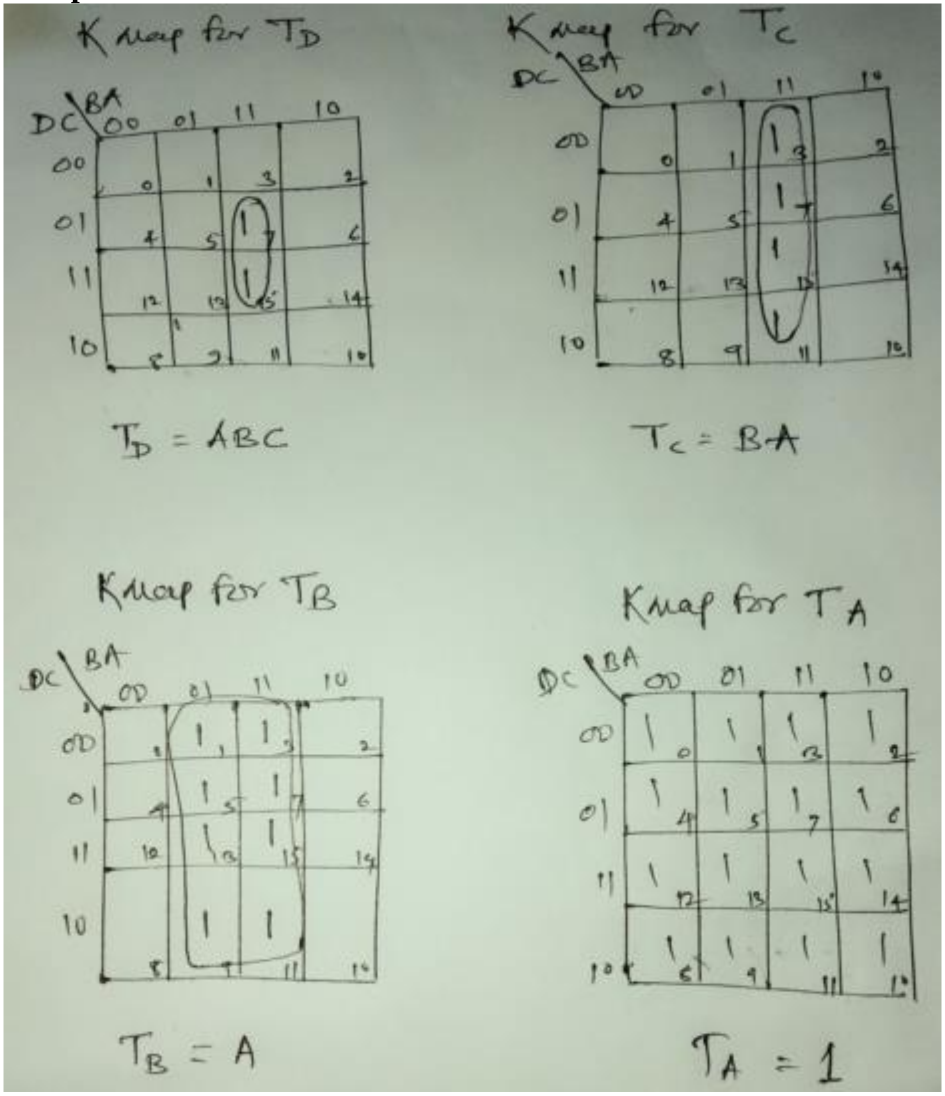
Ans: **State Table:**



Present state				Next state				Flip flop inputs			
D	C	B	A	D^+	C^+	B^+	A^+	T_D	T_C	T_B	T_A
0	0	0	0	0	0	0	1	0	0	0	1
0	0	0	1	0	0	1	0	0	0	1	1
0	0	1	0	0	0	1	1	0	0	0	1
0	0	1	1	0	1	0	0	0	1	1	1
0	1	0	0	0	1	0	1	0	0	0	1
0	1	0	1	0	1	1	0	0	0	1	1
0	1	1	0	0	1	1	1	0	0	0	1
0	1	1	1	1	0	0	0	1	1	1	1
1	0	0	0	1	0	0	1	0	0	0	1
1	0	0	1	1	0	1	0	0	0	1	1
1	0	1	0	1	0	1	1	0	0	0	1
1	0	1	1	1	1	0	0	0	1	1	1
1	1	0	0	1	1	0	1	0	0	0	1
1	1	0	1	1	1	1	0	0	0	1	1
1	1	1	0	1	1	1	1	0	0	0	1
1	1	1	1	0	0	0	0	1	1	1	1

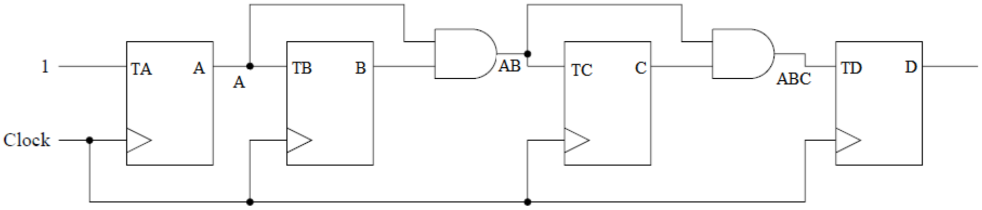
2M-State table

Kmap:



2M-Kmap

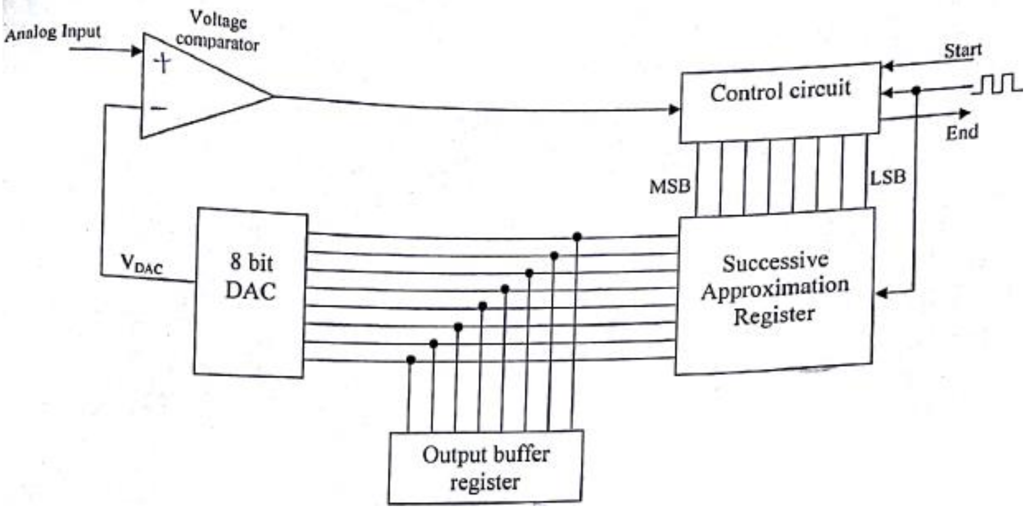
Logic Diagram:



2M-Logic Diagram

	c)	**Describe the working of Successive Approximation ADC. Define Resolution and conversion time associate with ADC.**	**6M**

Ans: **Circuit Diagram:**



2 Marks Diagram

When the start signal goes low the successive approximation register SAR is cleared and output voltage of DAC will be 0V. When start goes high the conversion starts.

2 Marks Explanation

After starts, during first clock pulse the control circuit set MSB bit so SAR output will be 1000 0000. This is connected as input to DAC so output of DAC is (analog output) compared with V_{in} input voltage. If V_{DAC} is more than V_{in} the comparator output $–V_{sat}$, if V_{DAC} is less than $V_{in,}$ the comparator output is $+V_{sat.}$

If output of DAC i.e. V_{DAC} is + V_{sat} (i.e unknown analog input voltage $V_{in}> V_{DAC}$) then MSB bit is kept set, otherwise it is reset.

1 Marks Each

Consider MSB is set so SAR will contain 1000 0000.

The next clock pulse will set next bit i.e D_6 a digital output of 1100 0000. The output voltage of DAC i.e V_{DAC} is compared with V_{in}, if it is + $V_{sat}$the D_6 bit is kept as it is, but if it is $–V_{sat}$ the D_6 bit reset.

The process of checking and taking decision to keep bit set or to reset is continued upto D_0.

Then the DAC input will be digital data equal to analog input.

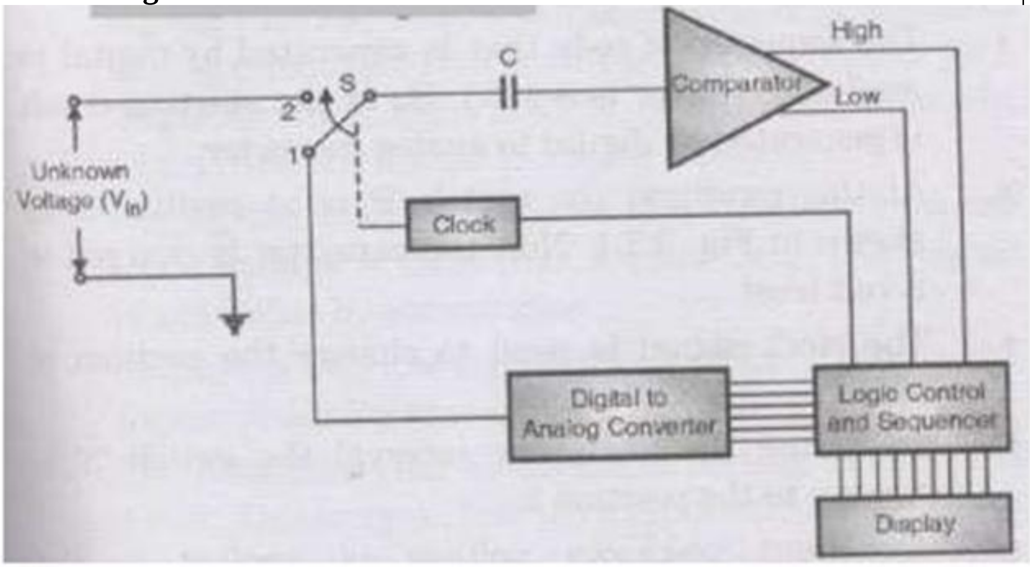
When the conversation if finished the control circuits sends out an end of conversion signal and data is locked in buffer register

Resolution: The voltage input change necessary for a one bit change in the output is called resolution.

Conversion Time: The conversion time is the time required for conversion from an analog input voltage to the stable digital output

OR

Circuit Diagram:



2 Marks
Diagram

Explanation:

2 Marks
Explanation

DAC= Digital to Analog converter
EOC= End of conversion
SAR =Succesive approximation register
S/H= Sample and hold circuit
Vin= input voltage
Vref= reference voltage

The successive approximation Analog to Digital converter circuit typically consisting of four sub circuits-

1. A sample and hold circuit to acquire the input voltage Vin.
2. An analog voltage comparator that compares Vin to the output of internal DAC and outputs the result of comparison to successive approximation register(SAR).
3. SAR sub circuits designed to supply an approximate digital code of Vin to the internal DAC.
4. An internal reference DAC that supplies the comparator with an analog voltage equivalent of digital code output of SAR for comparison with Vin.

The successive approximation register is initialized so that most significant bit (MSB) is equal to digital 1. This code is fed into DAC which the supplies the analog equivalent of this digital code Vref/2 into the comparator circuit for the comparison with sampled input voltage. If this analog voltage exceeds Vin the comparator causes the SAR to reset the bit, otherwise a bit is left as 1. Then the next bit is set to 1 and the same test is done continuing this binary search until every bit in the SAR has been tested. The resulting code is the digital approximation of the sampled input voltage and is finally output by DAC at end of the conversion (EOC).

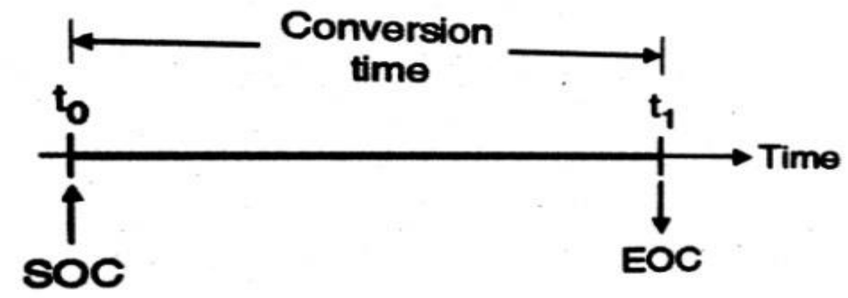
Resolution and conversion time associate with ADC-

Resolution:
It is the maximum number of digital output codes.
Resolution= 2^n
(OR)
It is defined as the ratio of change in the value of input analog voltage required to change the digital output by 1 LSB.

$$\therefore \text{Resolution} = \frac{V_{FS}}{2^n - 1}$$

1 Marks each

Conversion time:
The time difference between two instants i.e. 'to' where SOC signal is given as input to the ADC and 't1' where EOC signal we get as output from ADC. it should be small as possible.



Q.6 **Attempt any TWO of the following:** **Total Marks 12**

a) Design 4 bit Binary to Gray code converter. **6M**

Ans:

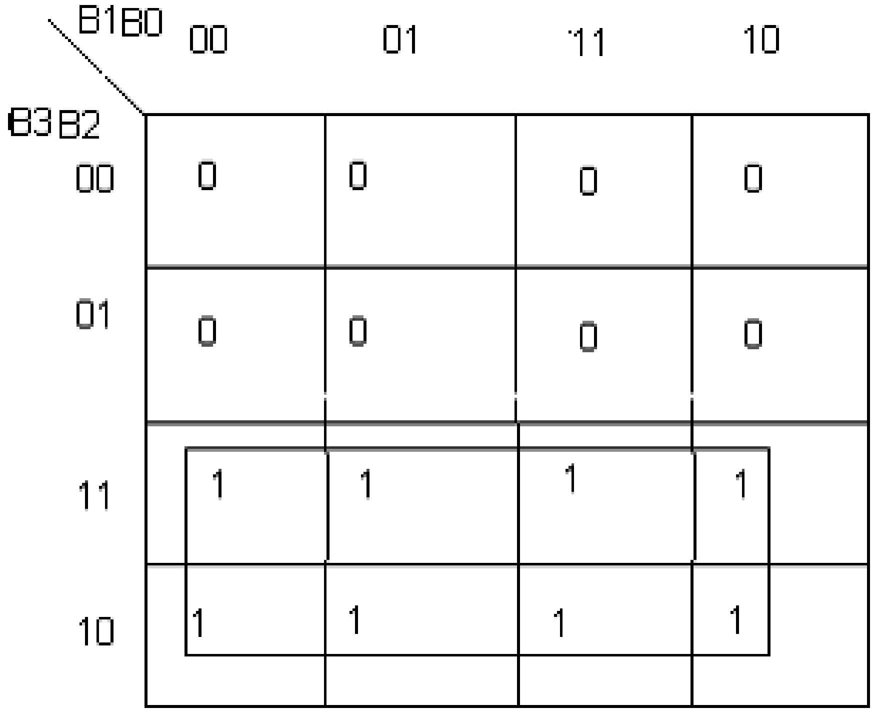
2M for truth table

1/2m for each output equation
2M for realization using gates

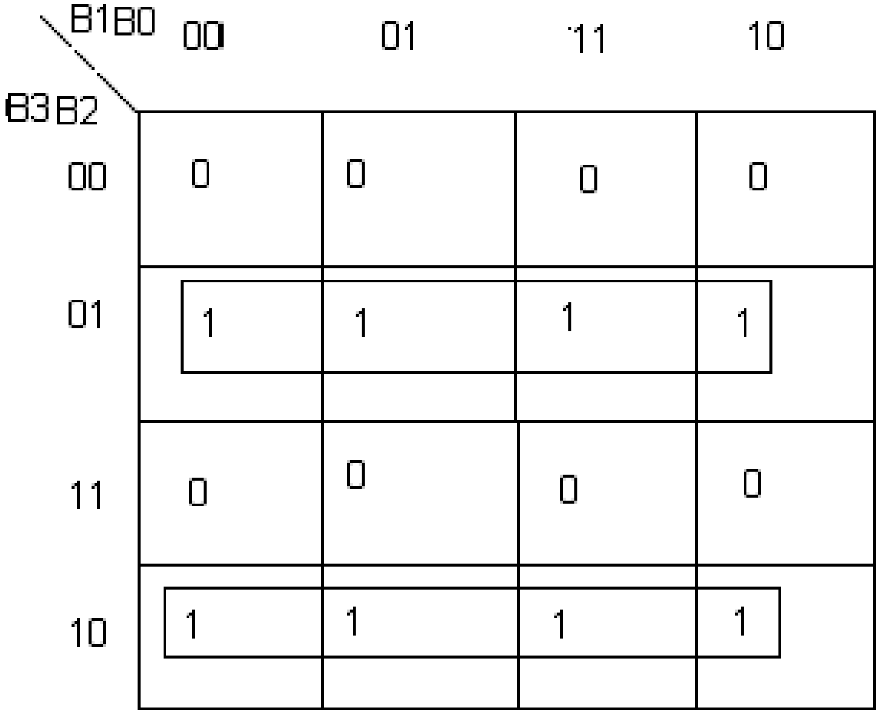
Truth Table for 4 bit Binary to Gray code converter

Binary Input				**Gray output**			
B_3	**B_2**	**B_1**	**B_0**	**G_3**	**G_2**	**G_1**	**G_0**
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**

K-MAP FOR G3:



G3=B3



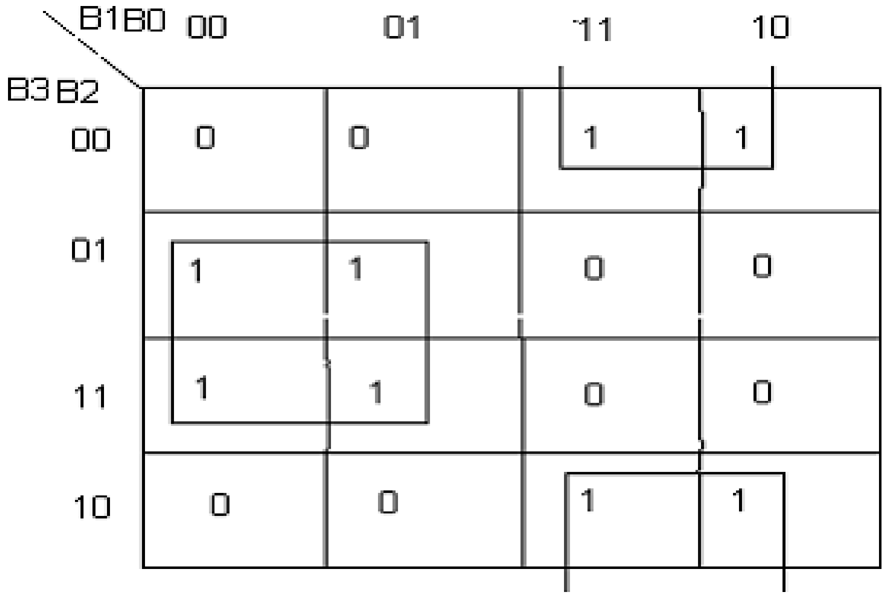
B3B2 \ B1B0	00	01	11	10
00	0	0	0	0
01	1	1	1	1
11	0	0	0	0
10	1	1	1	1

K-MAP FOR G2:

$G2=\overline{B3}\ B2+\ \overline{B2}\ B3$

= B3 XOR B2

K-MAP FOR G1:



B3B2 \ B1B0	00	01	11	10
00	0	0	1	1
01	1	1	0	0
11	1	1	0	0
10	0	0	1	1

$G1=\overline{B2}\,B1 + B2\,\overline{B1}$

= B1 XOR B2

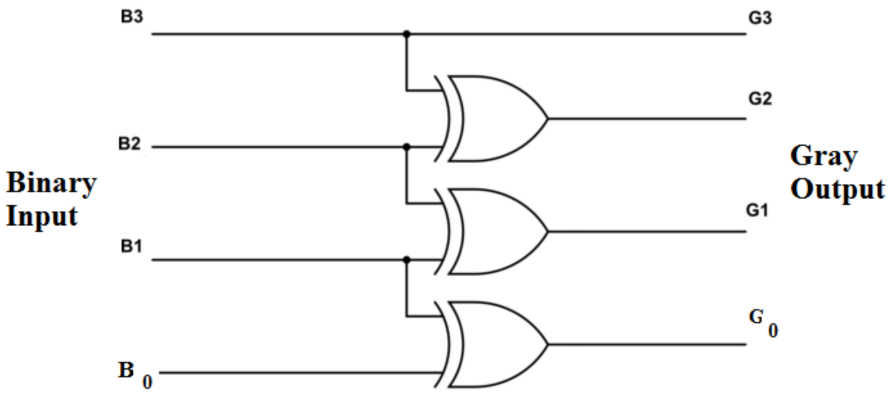
K-MAP FOR G0:

B3B2 \ B1B0	00	01	11	10
00	0	1	0	1
01	0	1	0	1
11	0	1	0	1
10	0	1	0	1

$G0=\overline{B1}B0 + B1\overline{B0}$

= B1 XOR B0

Diagram for 4 bit Binary to Gray code converter:



Note: Realization of output equations can be done using Basic or Universal gates

b) **Compare the following (Any three points)**

i) Volatile with Non-volatile memory

ii) SRAM with DRAM memory

6M

Ans:

Any 3points (each 1 mark)

Parameter	**Volatile memory**	**Non-Volatile memory**
definition	Memory required electrical power to keep information stored is called volatile memory	Memory that will keep storing its information without the need of electrical power is called nonvolatile memory.
classification	All RAMs	ROMs, EPROM, magnetic memories
Effect of power	Stored information is retained only as long as power is on.	No effect of power on stored information
applications	For temporary storage	For permanent storage of information

2. SRAM with DRAM memory

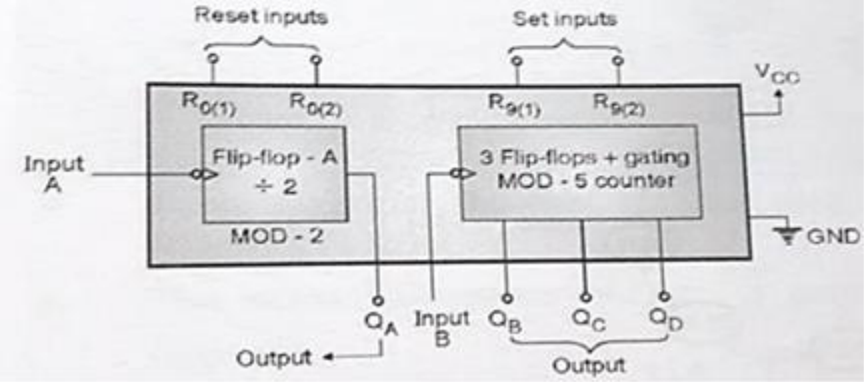
Parameter	**SRAM**	**DRAM**
Circuit configuration	Each SRAM cell is a flip flop	Each cell is one MOSFET & a capacitor
Bits stored	In the form of voltage	In the form of charges
No of components per cell	More	Less
Storage capacity	Less	More
Refreshing	It does not require refreshing	It require refreshing.
Cost	It is expensive	It is cheaper
Speed	It is faster	It is slower comparatively

c) **Give block schematic of decade counter IC 7490. Design Mod-7 counter using this IC.** **6M**

Ans:

1. **block schematic of decade counter IC 7490-**

2M block schematic

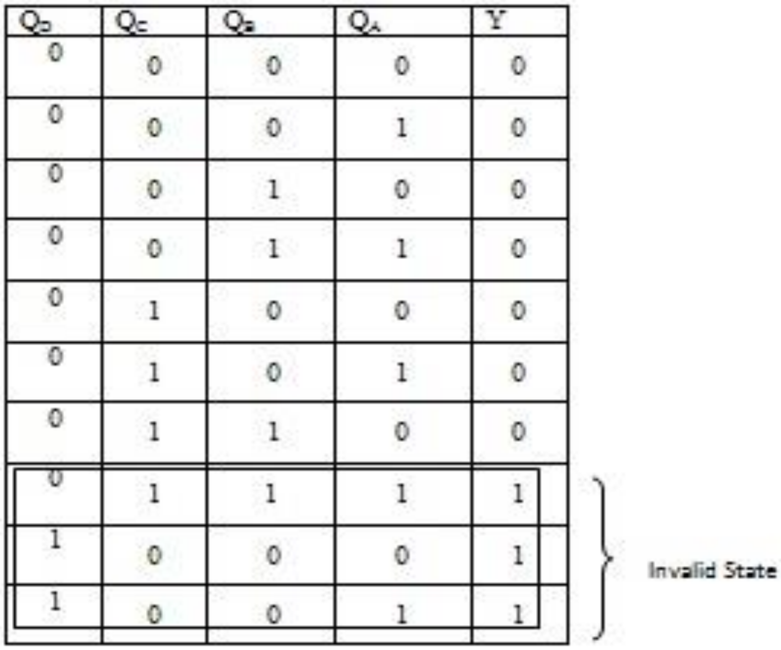


Mod-7 means states are from o,1,2,3,4,5,6,0
Therefore we have to reset counter IC 7490 when Q_D,Q_C,Q_B,Q_A=0111
Design reset logic:
Output of reset circuit should be HIGH because R0(1) and R0(2) are active high inputs.
Therefore reset logic output should be low for states 0 to 6.

Output should be HIGH for states 7 onwards.

Truth table & K-map:

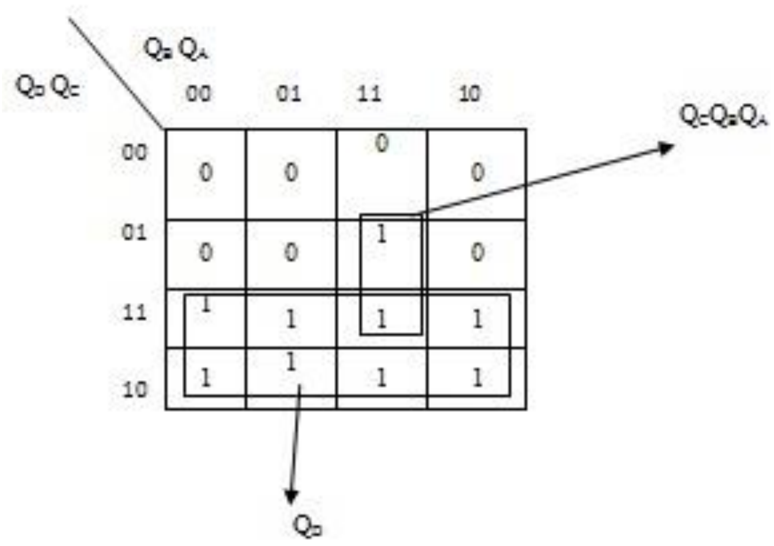
Truth Table-1M
Kmap-1M
Logical Dig-2M



Q_D	Q_C	Q_B	Q_A	Y
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	1

Invalid State

For Y



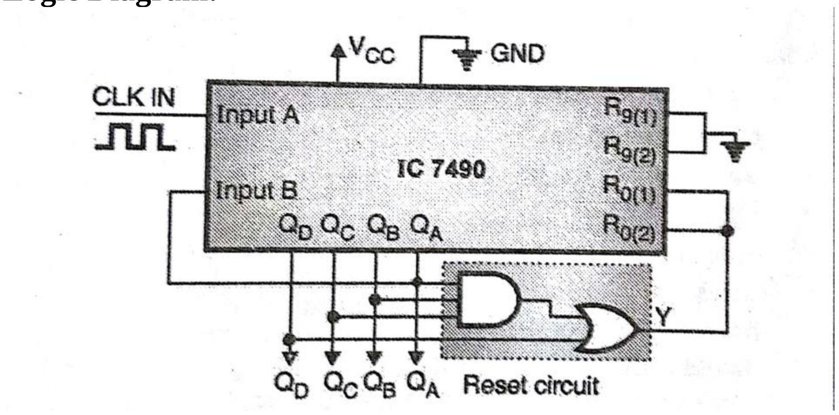
$Q_D Q_C$ \ $Q_B Q_A$	00	01	11	10
00	0	0	0	0
01	0	0	1	0
11	1	1	1	1
10	1	1	1	1

Expression for Y:

$$Y = Q_C\ Q_B\ Q_A + Q_D$$

Circuit is-

Logic Diagram:



SUMMER-19 EXAMINATION

Subject Name: Digital technique **Model Answer** **Subject Code: 22320**

Important Instructions to examiners:

1) The answers should be examined by key words and not as word-to-word as given in themodel answer scheme.
2) The model answer and the answer written by candidate may vary but the examiner may tryto assess the understanding level of the candidate.
3) The language errors such as grammatical, spelling errors should not be given moreImportance (Not applicable for subject English and Communication Skills.
4) While assessing figures, examiner may give credit for principal components indicated in thefigure. The figures drawn by candidate and model answer may vary. The examiner may give credit for anyequivalent figure drawn.
5) Credits may be given step wise for numerical problems. In some cases, the assumed constantvalues may vary and there may be some difference in the candidate's answers and model answer.
6) In case of some questions credit may be given by judgement on part of examiner of relevant answer based on candidate's understanding.
7) For programming language papers, credit may be given to any other program based on equivalent concept.

Q. No.	Sub Q. N.	Answers	Marking Scheme
1	**(A)**	**Attempt any FIVE of the following:**	**10- Total Marks**
	(a)	**List the binary,octal and hexadecimal numbers for decimal no. 0 to 15**	**2M**
	Ans:		**2M**

DECIMAL	BINARY	OCTAL	HEXADECIMAL
0	0000	0	0
1	0001	1	1
2	0010	2	2
3	0011	3	3
4	0100	4	4
5	0101	5	5
6	0110	6	6
7	0111	7	7
8	1000	10	8

9	1001	11	9
10	1010	12	A
11	1011	13	B
12	1100	14	C
13	1101	15	D
14	1110	16	E
15	1111	17	F

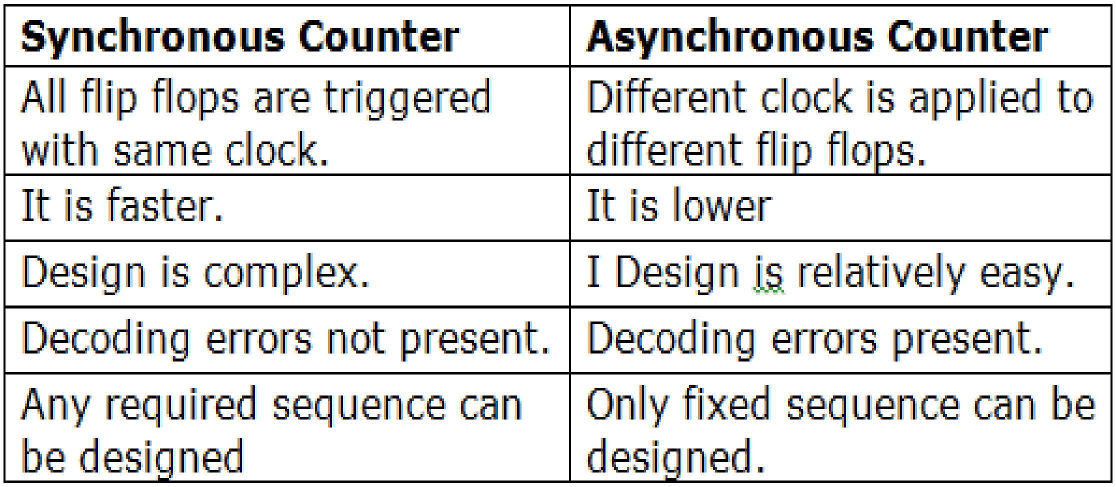
(b) **Define fan-in and fan-out of a gate.** **2M**

Ans: **Fan-in** is a term that defines the maximum number of digital inputs that a single logic gate can accept. Most transistor-transistor logic (TTL) gates have one or two inputs, although some have more than two. A typical logic gate has a fan-in of 1 or 2. **1M**

Fan-out is a term that defines the maximum number of digital inputs that the output of a single logic gate can feed. Most transistor-transistor logic (TTL) gates can feed up to 10 other digital gates. **1M**

(c) **Compare between synchronous and asynchronous counter (any two points).** **2M**

Ans:

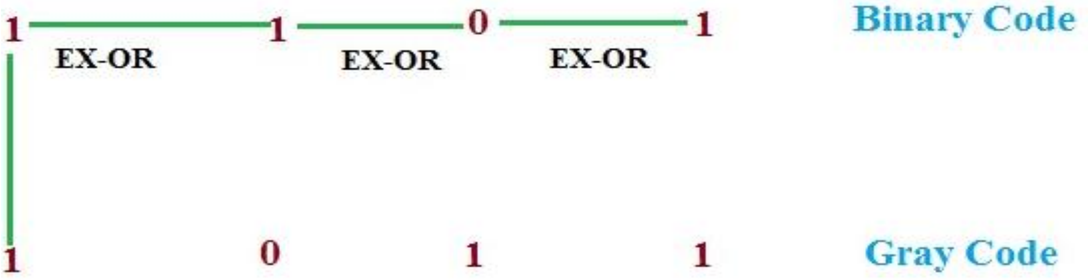
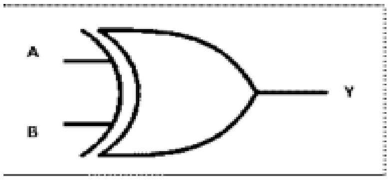
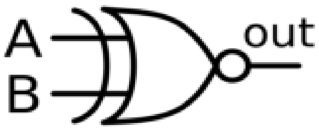


Synchronous Counter	**Asynchronous Counter**
All flip flops are triggered with same clock.	Different clock is applied to different flip flops.
It is faster.	It is lower
Design is complex.	I Design is relatively easy.
Decoding errors not present.	Decoding errors present.
Any required sequence can be designed	Only fixed sequence can be designed.

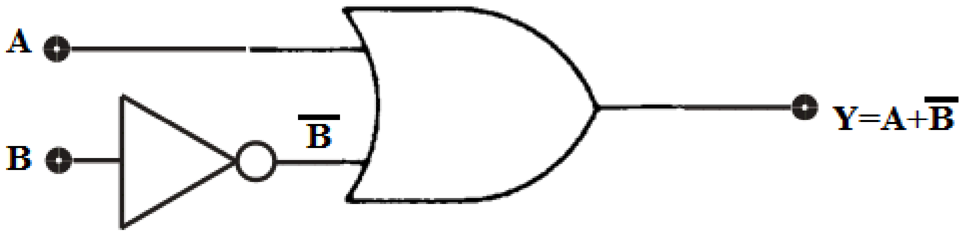
Any two

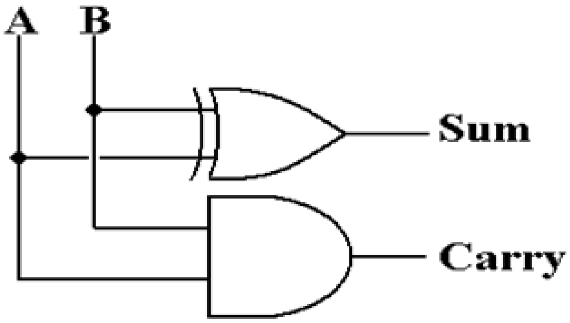
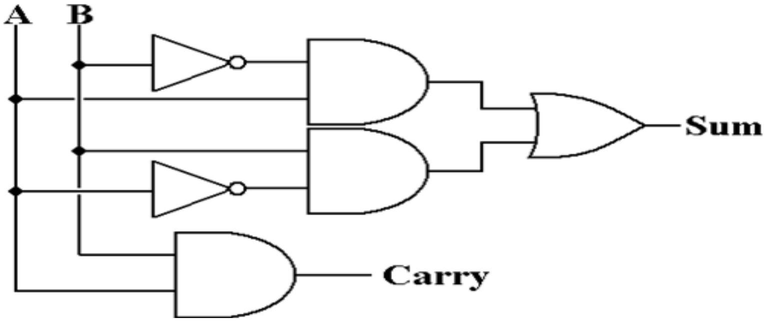
1M for each comparison

	(d)	**State two specification of DAC.**	**2M**
	Ans:	**1.Resolution:** **Resolution** is defined as the ratio of change in analog output voltage resulting from a change of 1 LSB at the digital input VFS is defined as the full scale analog output voltage i.e. the analog output voltage when all the digital input with all digits 1. Resolution = VFS /(2n −1) **2. Accuracy:** Accuracy indicates how close the analog output voltage is to its theoretical value. It indicates the deviation of actual output from the theoretical value. Accuracy depends on the accuracy of the resistors used in the ladder, and the precision of the reference voltage used. Accuracy is always specified in terms of percentage of the full scale output that means maximum output voltage **3. Linearity:** The relation between the digital input and analog output should be linear. However practically it is not so due to the error in the values of resistors used for the resistive networks. **4. Temperature sensitivity:** The analog output voltage of D to A converter should not change due to changes in temperature. But practically the output is a function of temperature. It is so because the resistance values and OPAMP parameters change with changes in temperature. **5. Settling time:** The time required to settle the analog output within the final value, after the change in digital input is called as settling time. The settling time should be as short as possible. **6. Long term drift** Long term drift are mainly due to resistor and semiconductor aging and can affect all the characteristics. Characteristics mainly affected are linearity, speed etc. **7. Supply rejection** Supply rejection indicates the ability of DAC to maintain scale, linearity and other important characteristics when the supply voltage is varied. Supply rejection is usually specified as percentage of full scale change at or near full scale voltage at 25oe **8. Speed:** It is defined as the time needed to perform a conversion from digital to analog. It is also defined as the number of conversions that can be performed per second.	**Any two,** **1M for each**

	e)	**Write the gray code to given no.$(1101)_2$ =(?) Gray.**	**2M**
	Ans:	 **$(1101)_2$ = (1011) Gray**	**2M**
	f)	**Define encoder, write the IC number of IC used asdecimal l to BCD encoder.**	**2M**
	Ans:	An encoder is a device or circuit that converts information from one format or code to another, for the purpose of standardization, speed or compression. Decimal to BCD encoder IC- 74147	**Definati on-1M** **IC-1M**
	g)	**Draw the logical symbol ofEX-OR and EX-NOR gate.**	**2M**
	Ans:	**EX-OR GATE:-**  $A \cdot \overline{B} + \overline{A} \cdot B$ **EX-NOR GATE:-**  $A \cdot B + \overline{A} \cdot \overline{B}$	**EX-OR-1M** **EX-NOR-1M**
Q. No.	Sub Q. N.	Answers	Marking Scheme
2		**Attempt any THREE of the following:**	**12- Total Marks**

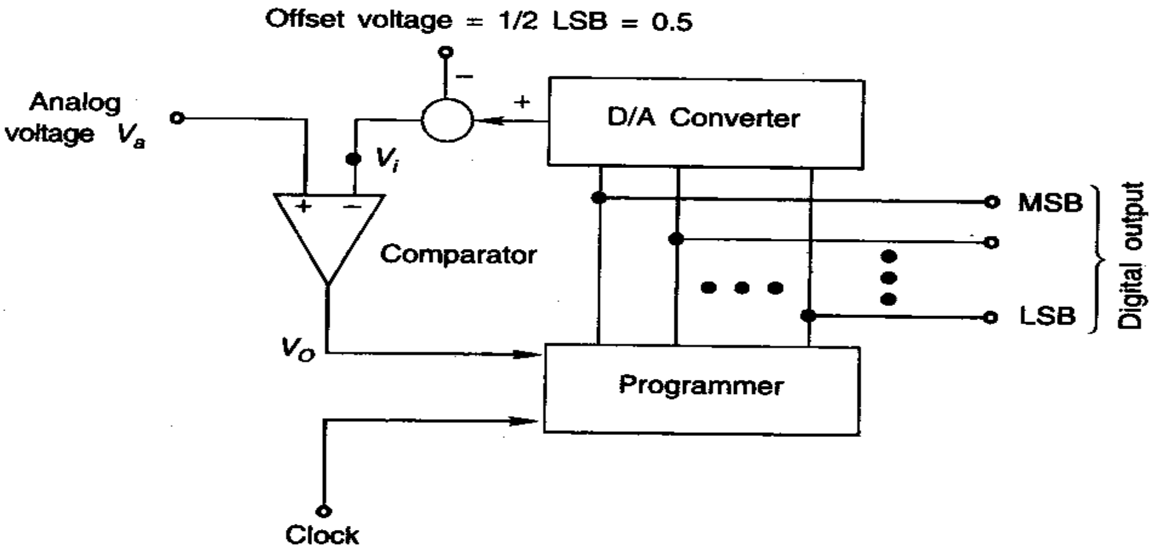
	a)	**Convert:** (i) $(AD92.BCA)_{16} = (?)_{10} = (?)_8 = (?)_2$	4M
	Ans:	$(AD92.BCA)_{16}$ $= (10 \times 16^3) + (13 \times 16^2) + (9 \times 16^1) + (2 \times 16^0) + (11 \times 16^{-1}) + (12 \times 16^{-2}) + (10 \times 16^{-3})$ $= 40960 + 3328 + 144 + 2 + 0.6857 + 0.046875 + 0.00244$ $= (44434.7368)_{10}$ $(AD92.BCA)_{16} = (1010\ 1101\ 1001\ 0010.1011\ 1100\ 1010)_2$ $(AD92.BCA)_{16} = (1010\ 1101\ 1001\ 0010.1011\ 1100\ 1010)_2$ $= (001\ 010\ 110\ 110\ 010\ 010.101\ 111\ 001\ 010)_2$ $= (126622.5712)_8$ Note: any other method can be considered.	1.5M 1M 1.5M
	b)	**Simplify the following and realize it** $Y = A + \overline{A}\overline{B}C + \overline{A}\overline{B}\overline{C} + ABC + \overline{A}\overline{B}$	4M
	Ans:	$Y = A + \overline{A}\overline{B}C + \overline{A}\overline{B}\overline{C} + ABC + \overline{A}\overline{B}$	4M

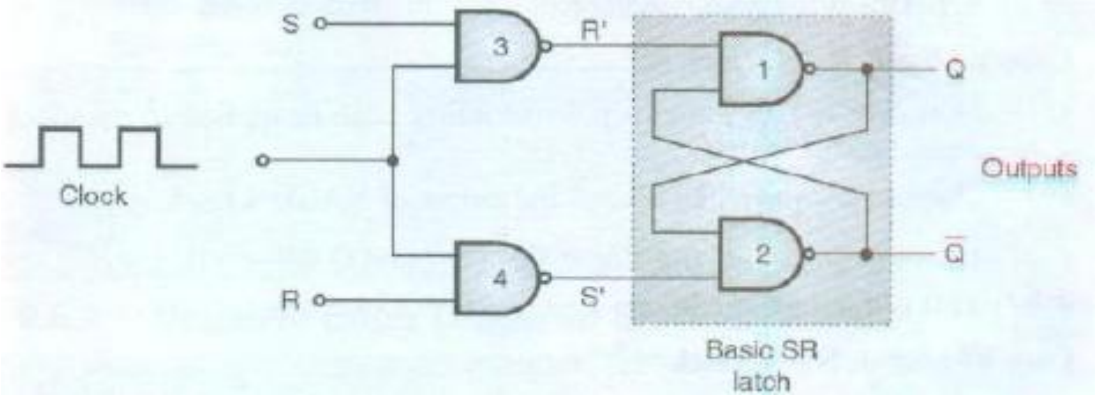
		$Y = A + \bar{A}\bar{B}C + \bar{A}\bar{B}\bar{C} + ABC + \bar{A}\bar{B}$ $= A(1+BC) + \bar{A}\bar{B}(C+\bar{C}) + \bar{A}\bar{B}$ $= A + \bar{A}\bar{B} + \bar{A}\bar{B}$ $= A + \bar{A}\bar{B}$ $= (A+\bar{A})\cdot(A+\bar{B})$ $= (A+\bar{B})$ 	
	c)	**Explain the following characteristics w.r.t. logic families :** **(i) Noise margin** **(ii) Power dissipation** **(iii) Figure of merit** **(iv) Speed of operation**	**4M**
	Ans:	Noise margin indicates the amount to noise voltage circuit can tolerate at its input for both logic 1 and logic0. Power Dissipation: It is the amount of power dissipated in an IC. Figure of Merit: It is defined as the product of propagation delay and power dissipated by	**1M each definition**

		the gate. Speed of Operation: Speed of a logic circuit is determined by the time between the application of input and change in the output of the circuit.	
	d)	**Draw logic diagram of half adder circuit**	**4M**
	Ans:	 **OR**  Note: logic diagram using NAND/NOR also can be considered.	**4M**
Q. No.	Sub Q. N.	Answers	Marking Scheme
3		**Attempt any THREE of the following :**	**12- Total Marks**

SUMMER-19 EXAMINATION

Subject Name: Digital technique **Model Answer** **Subject Code: 22320**

	a)	**Draw the circuit of successive approximation type ADC and explain its working**	**4M**
	Ans:	 The successive approximation A/D converter is as shown in fig. An analog voltage (Va) is constantly compared with voltage Vi, using a comparator. The output produced by comparator (Vo) is applied to an electronic Programmer. If Va=Vi, then Vo=0 & then no conversion is required. The programmer displays the value of Vi in the form of digital O/P. But if Va Vi, then the O/P is changed by the programmer. If Va> Vi, then value of Vi is increased by 50% of earlier value. But if Va< Vi, then value of Vi is decreased by 50% of earlier value. This new value is converted into analog form, by D/A converter so as to compare it with Va again. This procedure is repeated till we get Va=Vi. As the value of Vi is changed successively, this method is called as successive-approximation A/D converter.	**Diagram** **2M** **Explanation 2M**
	b)	**Describe the operation of R-S flip flop using NAND gates only .**	**4M**
	Ans:		



Logical Diagram 2M

Description/explanation-

When clock = 0, the outputs of NAND gates 3 and 4 will be forced to be 1 irrespective of the values of S and R. That means R’= S’ = 1.Hence the outputs of basic SR/F/F i.e. Q n+1 and $\overline{Qn+1}$ will not change. Thus if clock = 0, then there is no change in the output of the clocked SR flip-flop.

Explanation 2M

Explanation without clock pulse must also be considered

Case I : S = R = 0, clock = 1: No change

If S=R=0 then outputs of NAND gate 3 and 4 are forced to become 1.
Hence R' and S' both will be equal to 1. Since R' and S' are the inputs of the basic S – R flip-flop using NAND gates. There will be no change in the state of outputs.

Case II : S =1, R = 0, clock = 1: Set

Now S=0, R=1 and a positive going edge is applied to the clock
Output of NAND 3 i.e. R’ = 0 and output of NAND 4 i.e. S’ = 1.
Hence output of SR flip-flop is Q n+1 = 1 and $\overline{Qn+1}$= 0.
This is the set condition.

Case III : S =0, R = 1, clock = 1: Reset

Now S=0, R=1 and a positive edge is applied to the clock input.
Since S=0, output of NAND – 3 i.e. R´= 1. And as R’ = 1 and clock = 1 the output of NAND-4 i.e. S´ = 0. Hence output of SR flip-flop is Q n+1 = 0 and $\overline{Qn+1}$= 1.
This is the reset condition.

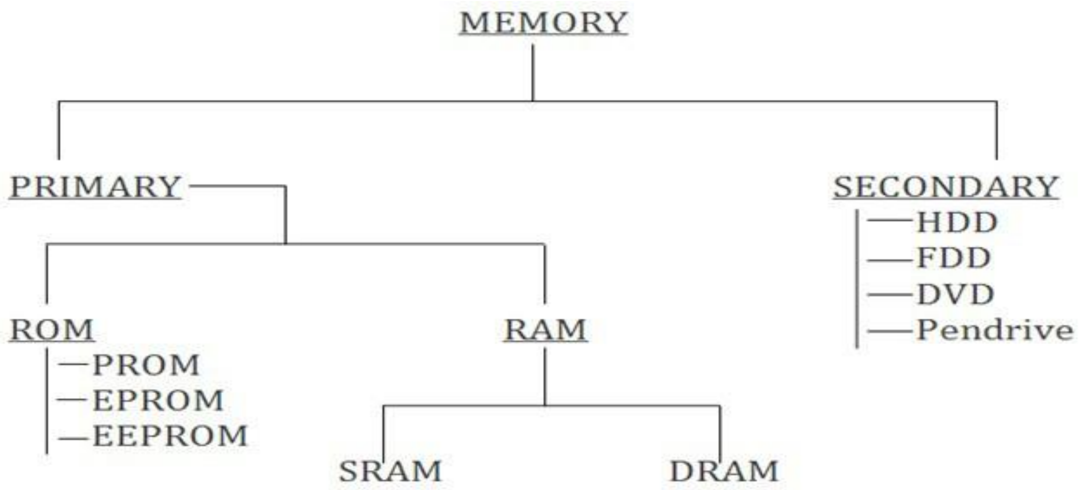
Case IV : S =1, R = 1, clock = 1: Undefined/ forbidden

As S=1, R=1 and clock = 1, the outputs of NAND gates 3 and 4 both are 0 i.e. S' = R'=0. So both the outputs Q n+1 = 1 and $\overline{Qn+1}$
Hence output is Undefined/ forbidden.

CLK	INPUTS		OUTPUTS		REMARK
	S	R	Qn+1	$\overline{Qn+1}$	
0	X	X	Qn	$\overline{Qn}$	No change
1	0	0	Qn	$\overline{Qn}$	No change
1	0	1	0	1	Reset
1	1	0	1	0	Set
1	1	1	?	?	Forbidden

c) **Give classification of memory and compare RAM and ROM (any four points)** **4M**

Ans: **classification of memory**



Comparison between RAM and ROM

RAM	RAM
1. Temporary Storage.	1.Permanent Storage.
2 .Store data in MBs.	2.Store data in GBs.
3. Volatile .	3.Non-Volatile

Classification 2M

Consider even if Secondary memory is not written

		4. Writing data is Faster. 4.Writing data is Slower.	**Comparison 2M**
	d)	**State the applications of shift register.**	**4M**
	Ans:	1] Shift register is used as **Parallel to serial converter**, which converts the parallel data into serial data. It is utilized at the transmitter section after Analog to Digital Converter (ADC) block. 2] Shift register is used as **Serial to parallel converter**, which converts the serial data into parallel data. It is utilized at the receiver section before Digital to Analog Converter (DAC) block. 3] Shift register along with some additional gate(s) generate the sequence of zeros and ones. Hence, it is used as **sequence generator**. 4] Shift registers are also used as **counters**. There are two types of counters based on the type of output from right most D flip-flop is connected to the serial input. Those are Ring counter and Johnson Ring counter.	**Each Application 1M** **Any other relevant application must b e considered**

Q. No.	Sub Q. N.	Answers	Marking Scheme
4		**Attempt any THREE of the following :**	**12- Total Marks**
	(a)	**Subtract the given number using 2's compliment method:** **(i) $(11011)_2 - (11100)_2$** **(ii) $(1010)_2$ - $(101)_2$**	**4M**
	Ans:	**i) Subtract $(11011)_2 - (11100)_2$using 2's complement binary arithmetic.** **Solution:** **$(11011)_2 - (11100)_2$** Now, 2's complement of **$(11100)_2$**= 1's complement of **$(11100)_2$**+1 1's complement of **$(11100)_2$** = $(00011)_2$	**2's complement**

2’s complement = 00011+1 = 00100

1M

Therefore,

$$\begin{array}{rccccc} & 1 & 1 & 0 & 1 & 1 \\ + & 0 & 0 & 1 & 0 & 0 \\ \hline & 1 & 1 & 1 & 1 & 1 \end{array}$$

There is no carry it indicates that results is negative and in 2’s complement form i.e.$(11111)_2$.

Therefore, for getting true value i.e.(+1) take 2’s complement of (11111) is

1’s complement + 1

= 00000 + 1

Ans= $(00001)_2$

Final Answer-1M

Ans: $(11011)_2 – (11100)_2$ = 2’s complement of $(11111)_2 = (-1)_{10}$

ii) Subtract $(1010)_2$ - $(101)_2$using 2’s complement binary arithmetic.

2’s complement of $(\mathbf{0101})_2$ = 1’s complement of $(\mathbf{0101})_2$ +1

1’s complement of $(\mathbf{0101})_2$ = $(1010)_2$

2’s complement = 1010+1 = 1011

2’s complement 1M

Therefore,

$$\begin{array}{rccccc} & & 1 & 0 & 1 & 0 \\ + & & 1 & 0 & 1 & 1 \\ & 1 & & & & \\ \hline & 1 & 0 & 1 & 0 & 1 \end{array}$$

There is carry ignore it, which indicates that results is positive i.e.(+5)

= $(0101)_2$

Ans: $(1010)_2$ - $(101)_2$ = $(0101)_2$= $(+5)_{10}$

Final Answer-1M

	(b)	**Stare De-Morgan’s theorem and prove any one**	**4M**

Ans:

De **Morgan´s 1st Theorem:**

It states that the compliment of sum is equal to the product of the compliment of individual variables.

$$(\overline{A+B}) = \overline{A}\ \overline{B}$$

Proof:

A	B	$\overline{A}$	$\overline{B}$	A+B	$(\overline{A+B})$		$\overline{A}\ \overline{B}$
0	0	1	1	0	1		1
0	1	1	0	1	0		0
1	0	0	1	1	0		0
1	1	0	0	1	0		0

De **Morgan´s 2nd Theorem:**

It states that the compliment of product is equal to the sum of the compliments of individual variables.

$$(\overline{A\,B}) = \overline{A} + \overline{B}$$

Proof:

A	B	$\overline{A}$	$\overline{B}$	A.B	$(\overline{A\,B})$	$\overline{A} + \overline{B}$
0	0	1	1	0	1	1
0	1	1	0	0	1	1
1	0	0	1	0	1	1
1	1	0	0	1	0	0

Statements-1M each

Anyone proof - 2M

(c) **Compare between PLA and PAL.** **4M**

Ans:

PLA	PAL
1) Both AND and OR arrays are programmable	1) OR array is fixed and AND array is programmable.
2) Costliest and complex than PAL	2) Cheaper and simpler
3) AND array can be programmed to get desired minterms.	3) AND array can be programmed to get desired minterm.
4) Large number of functions can be implemented.	4) Provides the limited number of functions.
5) Provides more programming flexibility.	5) Offers less flexibility, but more likely used.

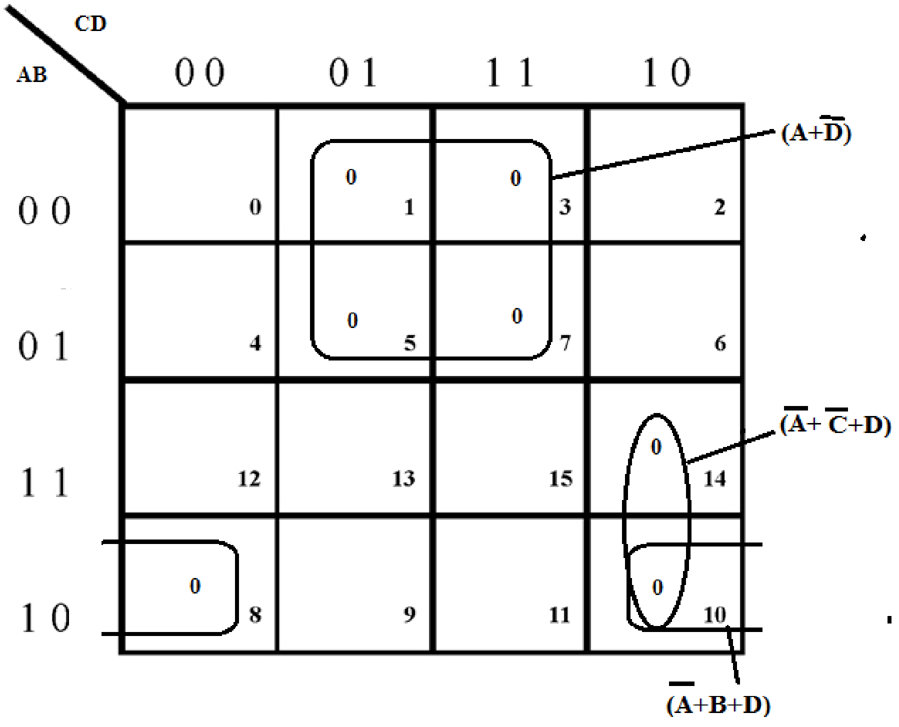
Any four 4 points- 1M each

(d) Reduce the following expression using K-map and implement it

F(A,B,C,D) =ΠM (1,3,5,7,8,10,14)

4M

Ans:

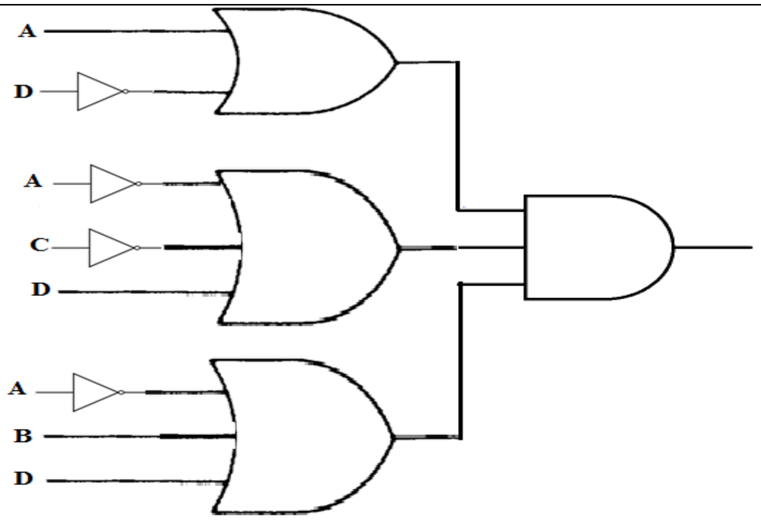


$F(A,B,C,D)=(A+\overline{D})\ (\overline{A}+\overline{C}+D)\ (\overline{A}+B+D)$

Kmap- 1M

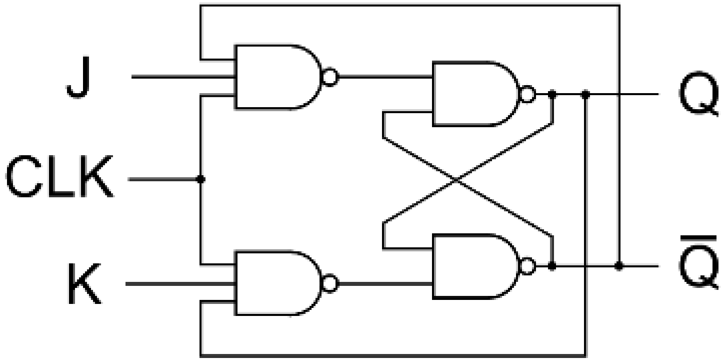
Pairs- 1.5M

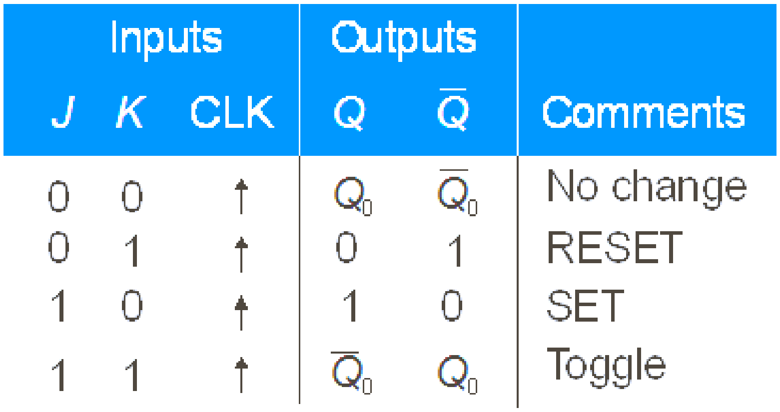
Final Ans- 1.5M



(e) **Describe the working of J-K flip-flop and state the race around condition.** **4M**

Ans:





Inputs			Outputs		
J	K	CLK	Q	$\bar{Q}$	Comments
0	0	↑	Q_0	$\bar{Q}_0$	No change
0	1	↑	0	1	RESET
1	0	↑	1	0	SET
1	1	↑	$\bar{Q}_0$	Q_0	Toggle

The clock signal is applied to CLK input.

IF CLK =0 than F/F is disabled and O/P Q and $\bar{Q}$ do not change

Diagram -1.5M

Working -1.5M

State- 1M

If CLK= 1 and J=K=O then the output Q and $\bar{Q}$ will not change their state.

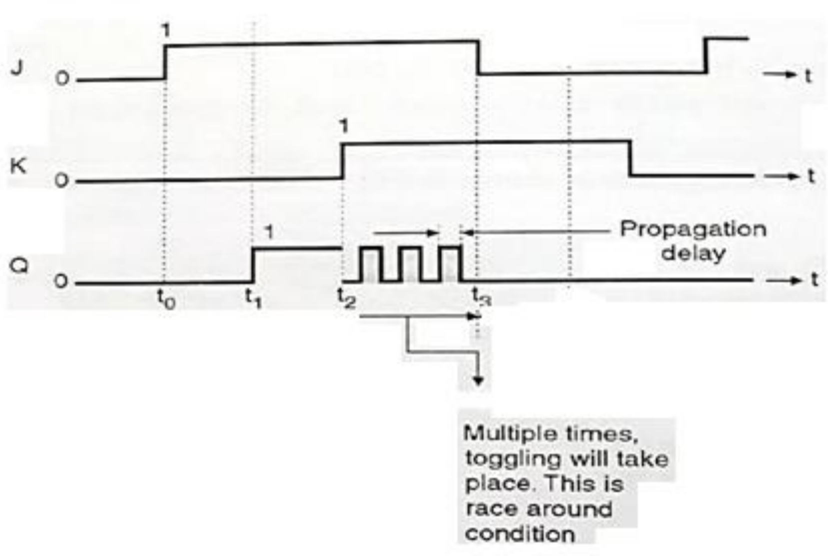
If J=0 and K= 1 then JK flip flop will reset and Q= 0 & $\bar{Q}$ =1

If J=1 and K=0 then output will be set and Q=1 & $\bar{Q}$ =0

If J= K=1 then Q & $\bar{Q}$ outputs are inverted and FF will toggle

Race Around condition:

Race around condition occurs in J K Flip-flop only when J=K=1 and clock/enable is high (logic 1) as shown below-



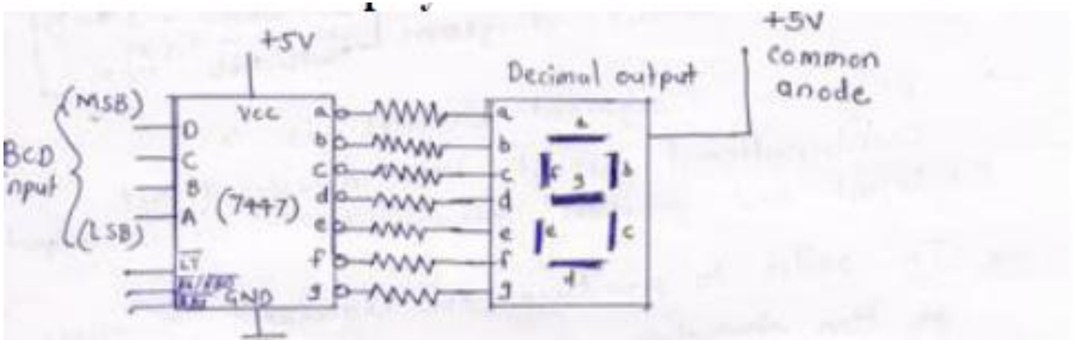
Multiple times, toggling will take place. This is race around condition

In JK Flip-flop when J=K=1 and when clock goes high, output should toggle (change to opposite state), but due to multiple feedback, output changes/toggles many times till the clock/enable is high.

Thus toggling takes place more than once, called as racing or race around condition.

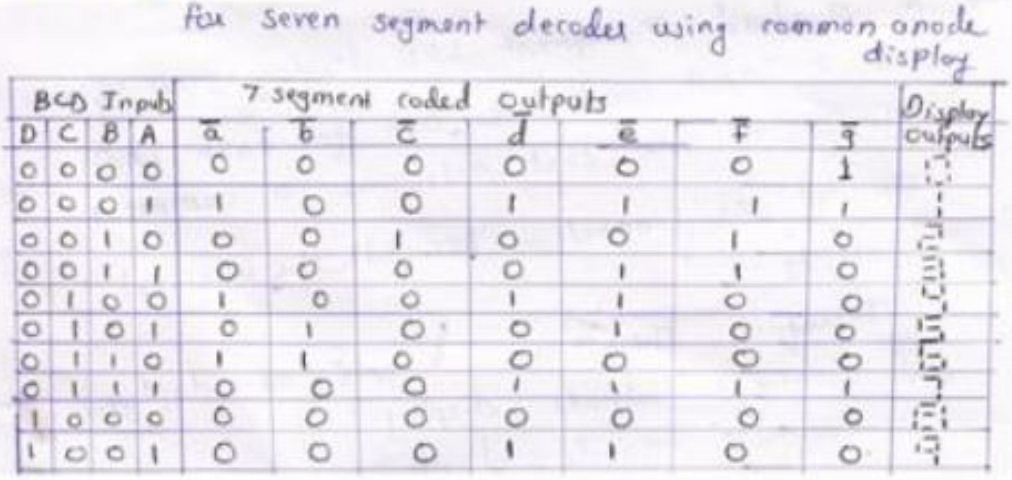
Q. No.	Sub Q. N.	Answers	Marking Scheme
5.		**Attempt any TWO of the following:**	**12- Total Marks**
	a)	**Design BCD to seven segment decoder using IC 7447 with its truth table.**	**6M**

	Ans:	**Note: Any one type of display shall be considered** 1. BCD to 7 segment decoder is a combinational circuit that accepts 4 bit BCD input and generates appropriate 7 segment output. 2. In order to produce the required numbers from 0 to 9 on the display the correct combination of LED segments need to be illuminated. 3. A standard 7 segment LED display generally has 8 input connections, one from each LED segment & one that acts as a common terminal or connection for all the internal segments 4. Therefore there are 2 types of display 1. Common Anode Display 2. Common Cathode Display : Common Anode Display	**Explaination 2M** **Circuit Diagram 2M** **Truth Table 2M**



for normal functioning $\overline{LT}$, $\overline{BI}/\overline{RBO}$ & $\overline{RBI}$ should be connected to logic 1

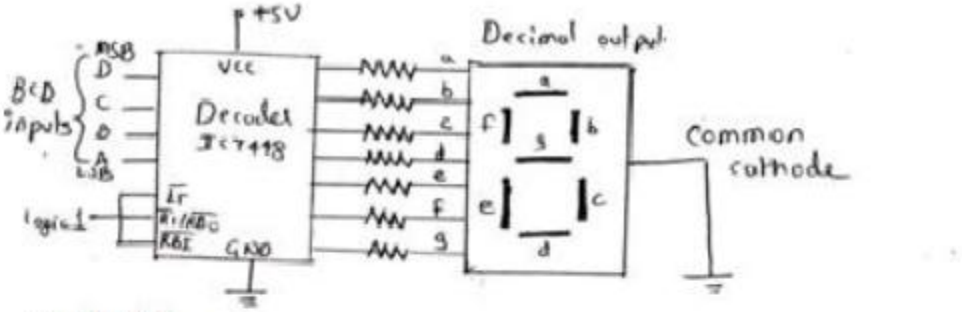
Truth Table



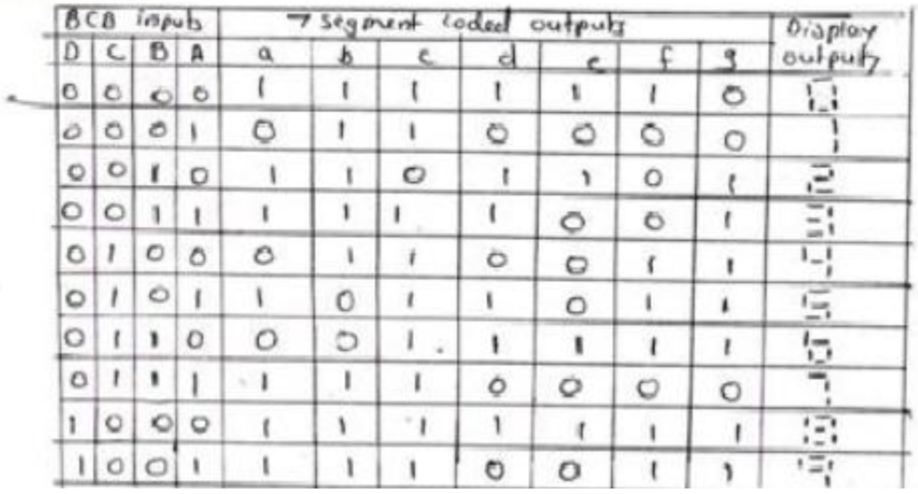
for seven segment decoder using common anode display

BCD Inputs				7 segment coded outputs							Display outputs
D	C	B	A	$\overline{a}$	$\overline{b}$	$\overline{c}$	$\overline{d}$	$\overline{e}$	$\overline{f}$	$\overline{g}$	
0	0	0	0	0	0	0	0	0	0	1	0
0	0	0	1	1	0	0	1	1	1	1	1
0	0	1	0	0	0	1	0	0	1	0	2
0	0	1	1	0	0	0	0	1	1	0	3
0	1	0	0	1	0	0	1	1	0	0	4
0	1	0	1	0	1	0	0	1	0	0	5
0	1	1	0	1	1	0	0	0	0	0	6
0	1	1	1	0	0	0	1	1	1	1	7
1	0	0	0	0	0	0	0	0	0	0	8
1	0	0	1	0	0	0	1	1	0	0	9

Common Cathode Display:



Truth Table



BCD inputs				7 segment coded outputs							Display outputs
D	C	B	A	a	b	c	d	e	f	g	
0	0	0	0	1	1	1	1	1	1	0	0
0	0	0	1	0	1	1	0	0	0	0	1
0	0	1	0	1	1	0	1	1	0	1	2
0	0	1	1	1	1	1	1	0	0	1	3
0	1	0	0	0	1	1	0	0	1	1	4
0	1	0	1	1	0	1	1	0	1	1	5
0	1	1	0	0	0	1	1	1	1	1	6
0	1	1	1	1	1	1	0	0	0	0	7
1	0	0	0	1	1	1	1	1	1	1	8
1	0	0	1	1	1	1	0	0	1	1	9

b)	**Describe the working of 4 bit universal shift register.**	**6M**
Ans:		

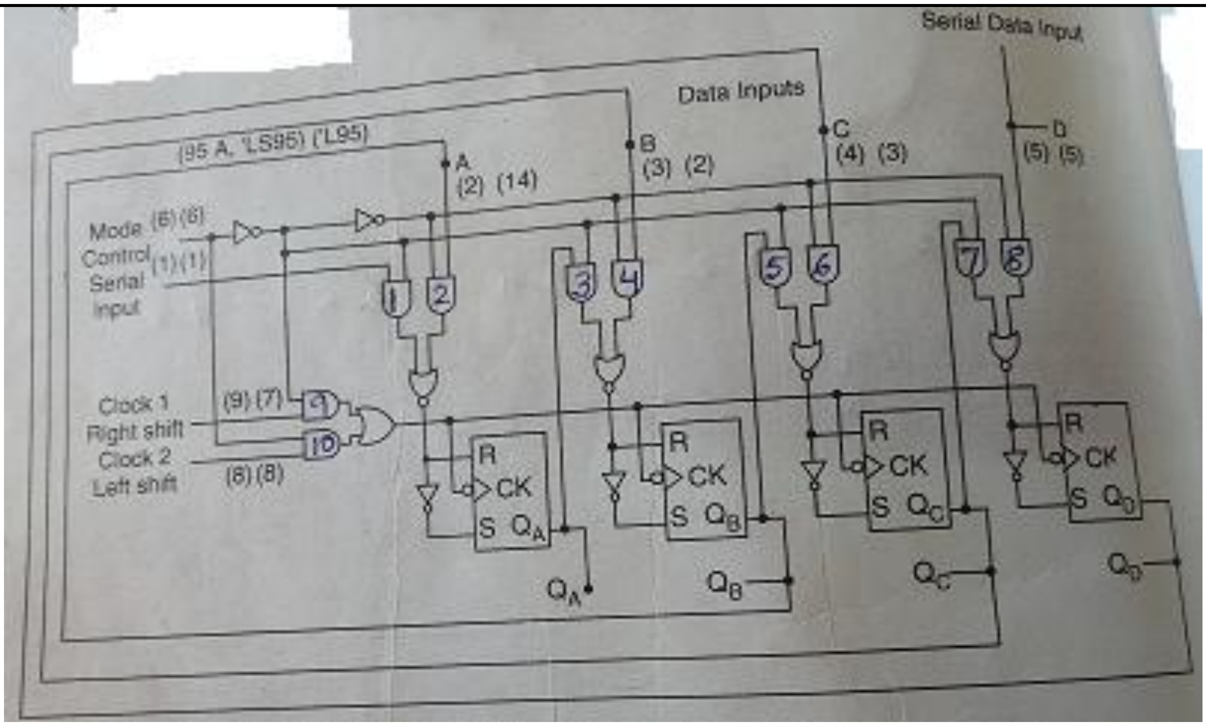
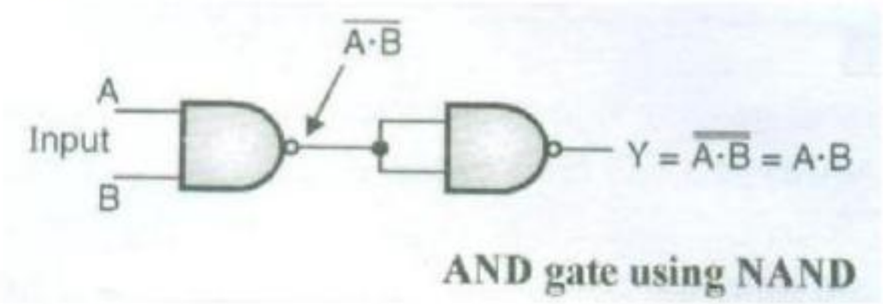
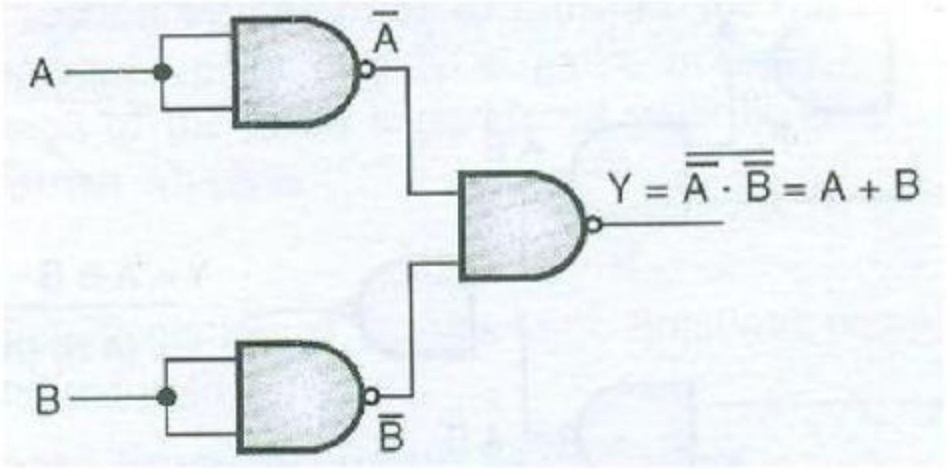
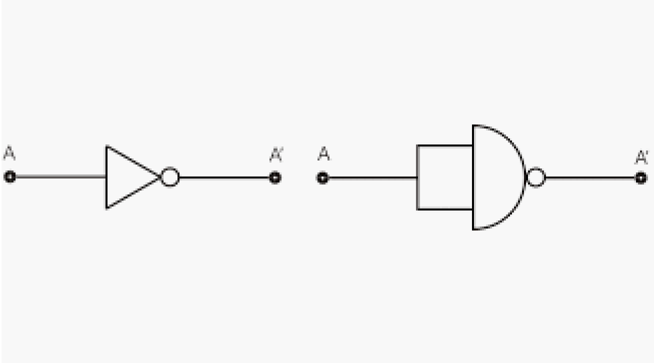
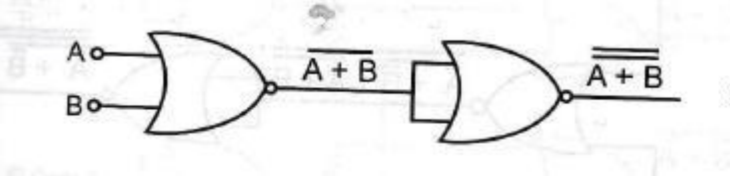
<table>
<tr><td></td><td></td><td>

Fig:4 bit universal shift register

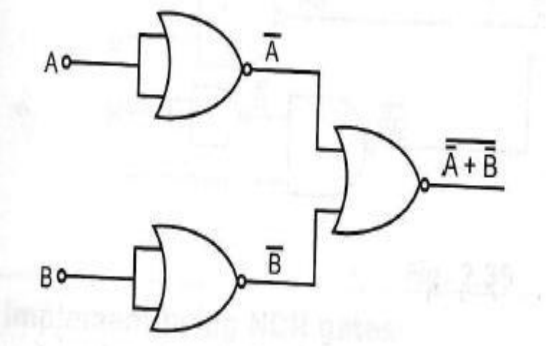
Working:
1. **PARALLEL LOAD**: When mode control (M) is connected to logic 1, AND gates 2, 4, 6, 8 will be enables and AND gates 1, 3,5,7, will be disabled . The 4-bit binary data will be loaded parallel. The clock-2 input will be applied to the flip-flops , since M= 1, AND gates -10 is enabled and gate-9 is disabled. Input will transfer parallel data to QA to QD outputs.
2. **SHIFT RIGHT**: When mode control (M) is connected to logic 0, AND gates 1,3,5,7 will be enabled and gates 2, 4,,6, 8,will be disabled. The data will be shifted serially. The clock -1, input will be applied to the flip-flops, Since M = 0, AND gates - 9 is enabled, and gates -10 is disabled. The data is shifted serially to right from QA to QD.
3. **SHIFT LEFT:** When mode control (M) is connected to logic 1, AND gates 2,4,6,8 will be enabled. This mode permits parallel loading of the resister and shift -left operation. . The shift -left operation can be accomplished by connecting the output of each flip flop to the parallel input of the previous flip- flop and serial input is applied at the input.</td><td>**Circuit Diagram 3M**

Working 3M</td></tr>
<tr><td></td><td>**c)**</td><td>**Design basic logic gates using NAND and NOR gate.**</td><td>**6M**</td></tr>
</table>

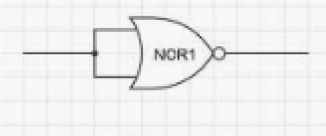
	Ans:	AND gate using NAND  **AND gate using NAND** OR gate using NAND  NOT gate using NAND $\overline{\boldsymbol{A.A}}$ = $\overline{\boldsymbol{A}}$  OR gate using NOR gate: Expression for OR gate is Y = $\overline{\overline{A+B}}$ = A + B	Each Gate Design 1 Marks



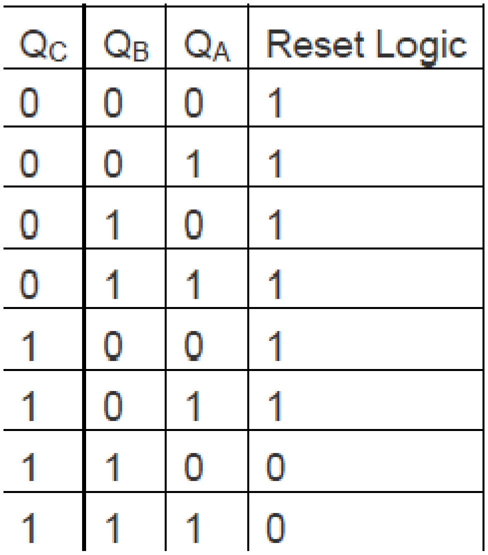
AND gate using NOR gate:
Expression for AND gate is Y = $\overline{\bar{A}+\bar{B}}$ = $\bar{\bar{A}}.\bar{\bar{B}}$ = A.B (Applying De Morgan‟s theorem)



NOT gate using NOR Y= $\overline{A+A}$ **=** $\bar{A}$



Q. No.	Sub Q. N.	Answers	Marking Scheme
6.		**Attempt any TWO of the following :**	**12- Total Marks**
	a)	**Design a mod-6 Asynchronous counter with truth-table and logic.**	**6M**
	Ans:	MOD 6 asynchronous counter will require 3 flip flops and will count from 000 to 101. Rest of the states are invalid. To design the combinational circuit of valid states, following truth table and K-map is drawn:	Truth Table 2M



Q_C	Q_B	Q_A	Reset Logic
0	0	0	1
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	0
1	1	1	0

From the above truth table, we draw the K-maps and get the expression for the MOD 6 asynchronous counter.

Logic Diagram 2M

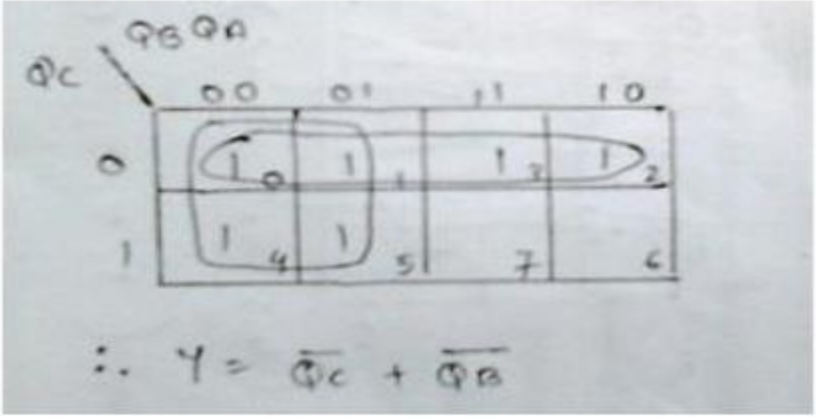
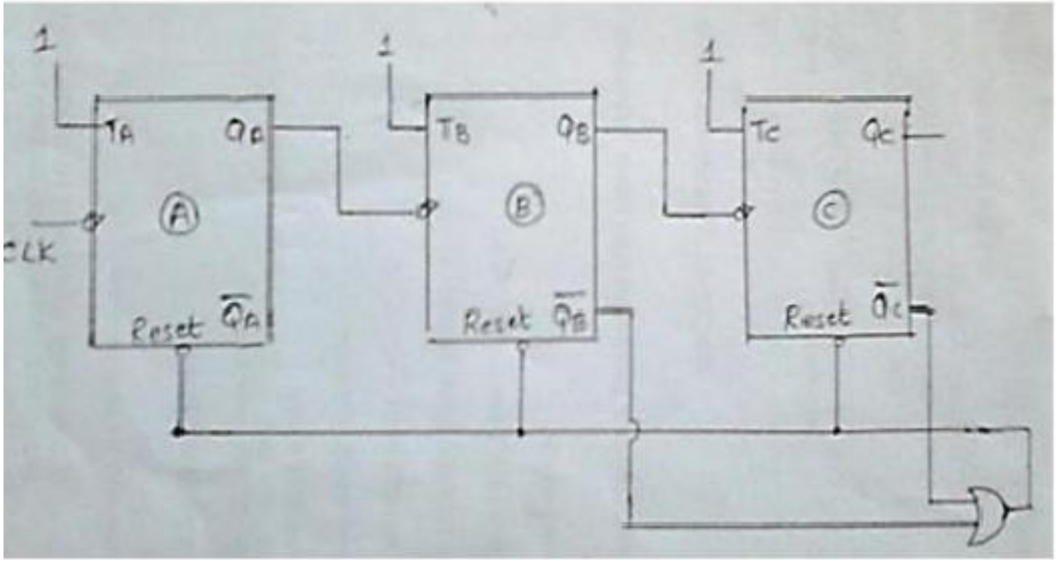


Fig: K-map for above truth table

Thus reset logic is OR of complemented forms of QC and QB. This will be given to the reset inputs of the counter so that as soon as count 110 reaches, the counter will reset. Thus the counter will count from 000 to 101. The implementation of the designed MOD 6 asynchronous counter is shown below:

Circuit Diagram 2M

		 **Fig: Circuit diagram of MOD 6 asynchronous counter**	
	b)	**Design 1:8 de multiplexer using 1:4 de multiplexer**	**6M**
	Ans:		**Design 3M**

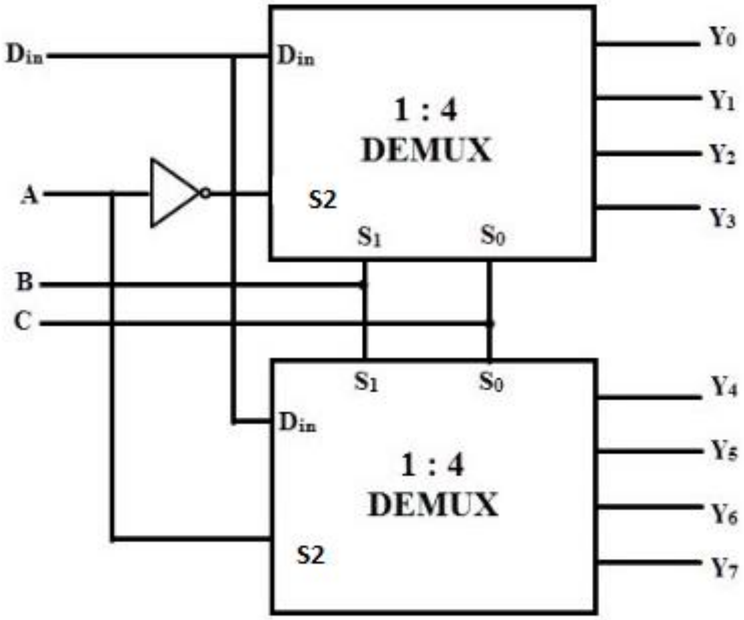


Fig:1:8 Demultiplexer using 1:4 demultiplexer

Data Input	Select Inputs			Outputs							
D	S_2	S_1	S_0	Y_7	Y_6	Y_5	Y_4	Y_3	Y_2	Y_1	Y_0
D	0	0	0	0	0	0	0	0	0	0	D
D	0	0	1	0	0	0	0	0	0	D	0
D	0	1	0	0	0	0	0	0	D	0	0
D	0	1	1	0	0	0	0	D	0	0	0
D	1	0	0	0	0	0	D	0	0	0	0
D	1	0	1	0	0	D	0	0	0	0	0
D	1	1	0	0	D	0	0	0	0	0	0
D	1	1	1	D	0	0	0	0	0	0	0

Fig: Truth Table of 1:8 Demultiplexer .

Truth Table 3M

c) **Draw the circuit diagram of 4 bit R-2R ladder DAC and obtain its output voltage expression** **6M**

Ans:

2M

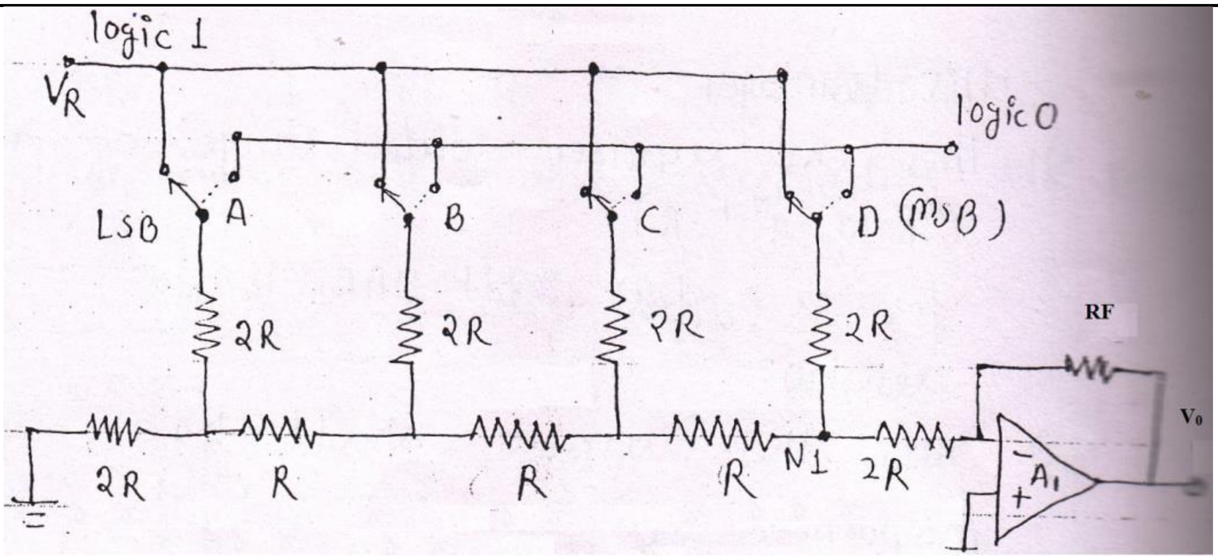


Fig 1: **4 bit R-2R ladder DAC**

2M

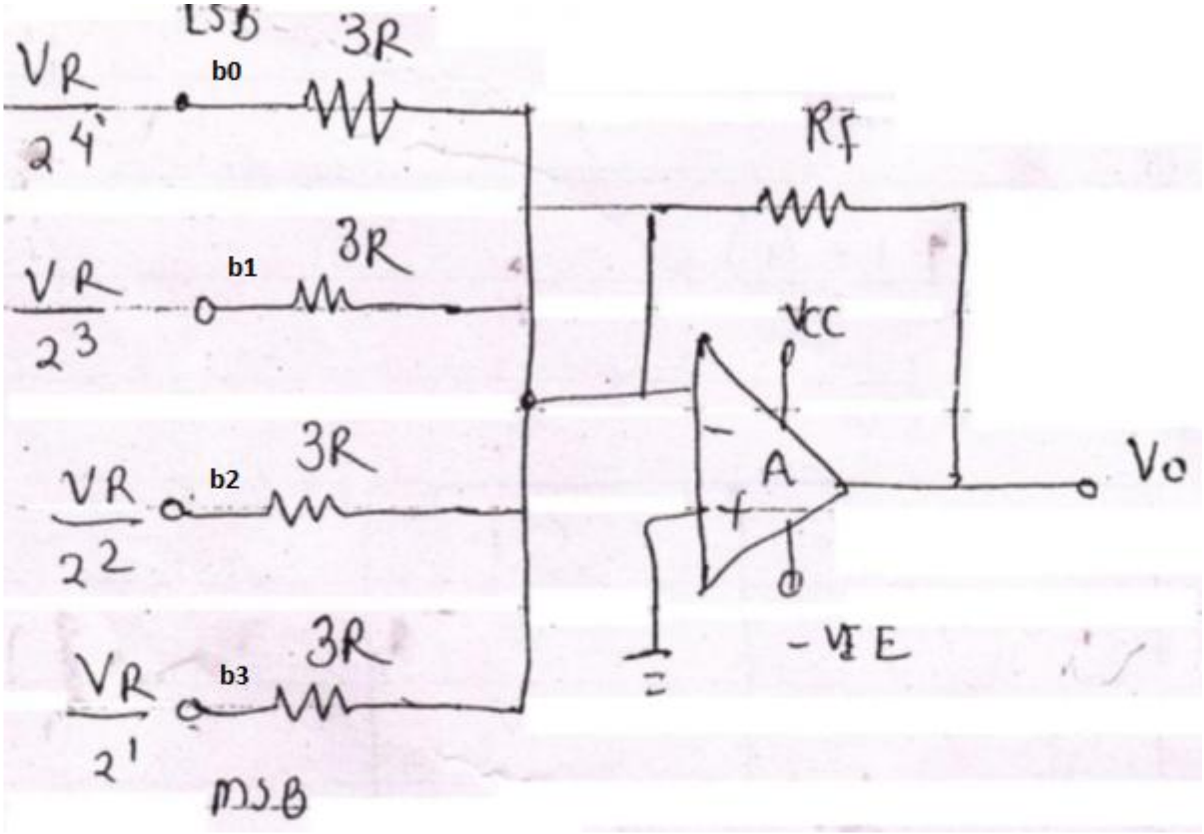


Fig 2:Simplified circuit diagram of Fig 1

Therefore output analog voltage V0 is given by,

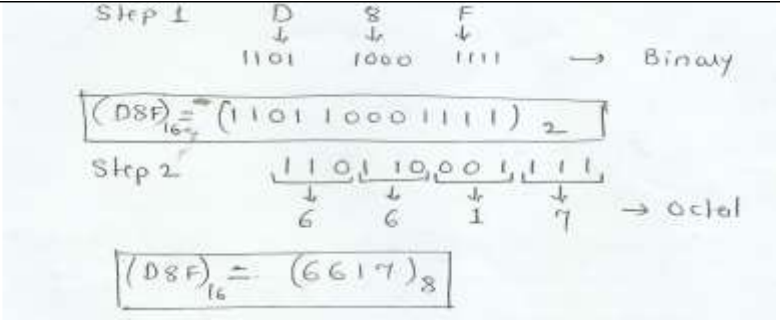
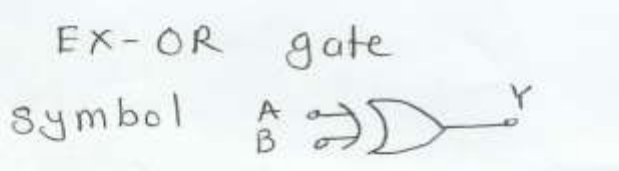
		$V_0 = -\left(\frac{Rf}{3R}\cdot\frac{VR}{2^4}b_0 + \frac{Rf}{3R}\cdot\frac{VR}{2^3}b_1 + \frac{Rf}{3R}\cdot\frac{VR}{2^2}b_2 + \frac{Rf}{3R}\cdot\frac{VR}{2^1}b_3\right)$ $V_o = -\left(\frac{Rf}{3R}\right)\left(\frac{VR}{2^4}\right)\left[8b_3+4b_2+2b_1+b_0\right]$	**2M**

WINTER – 19EXAMINATIONS

Subject Name: Digital Techniques **Model Answer** Subject Code: 22320

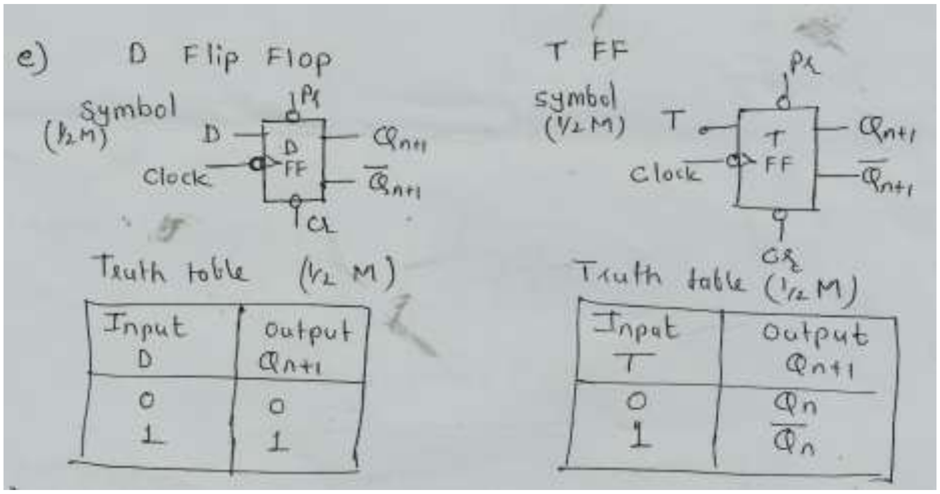
Important Instructions to examiners:

1) The answers should be examined by key words and not as word-to-word as given in themodel answer scheme.
2) The model answer and the answer written by candidate may vary but the examiner may tryto assess the understanding level of the candidate.
3) The language errors such as grammatical, spelling errors should not be given moreImportance (Not applicable for subject English and Communication Skills.
4) While assessing figures, examiner may give credit for principal components indicated in thefigure. The figures drawn by candidate and model answer may vary. The examiner may give credit for anyequivalent figure drawn.
5) Credits may be given step wise for numerical problems. In some cases, the assumed constantvalues may vary and there may be some difference in the candidate's answers and model answer.
6) In case of some questions credit may be given by judgement on part of examiner of relevant answer based on candidate's understanding.
7) For programming language papers, credit may be given to any other program based on equivalent concept.

<table>
<tr><th>Q. No.</th><th>Sub Q. N.</th><th>Answer</th><th>Marking Scheme</th></tr>
<tr><td>Q.1</td><td></td><td>Attempt any FIVE of the following:</td><td>10-Total Marks</td></tr>
<tr><td></td><td>a)</td><td>Convert (D8F) $_{16}$into binary and octal.</td><td>2M</td></tr>
<tr><td></td><td>Ans:</td><td>
Step 1 D 8 F → 1101 1000 1111 → Binary
$(D8F)_{16} = (1101\ 1000\ 1111)_2$
Step 2 1 101 100 011 11 → 6 6 1 7 → octal
$(D8F)_{16} = (6617)_8$</td><td>1M
1M</td></tr>
<tr><td></td><td>b)</td><td>Draw symbol, Truth table and logic equation of Ex-OR gate.</td><td>2M</td></tr>
<tr><td></td><td>Ans:</td><td>
EX-OR gate
symbol

Logic Equation = $A\bar{B}+\bar{A}B$ OR $A \oplus B$
Truth Table:
<table><tr><th colspan="2">Inputs</th><th>Output</th></tr><tr><td>A</td><td>B</td><td>Y</td></tr><tr><td>0</td><td>0</td><td>0</td></tr></table></td><td>½ M
½ M
1M</td></tr>
</table>

<table>
<tr><td></td><td></td><td>
<table>
<tr><td>0</td><td>1</td><td>1</td></tr>
<tr><td>1</td><td>0</td><td>1</td></tr>
<tr><td>1</td><td>1</td><td>0</td></tr>
</table>
</td><td></td></tr>
<tr><td></td><td>**c)**</td><td>**State the DeMorgan's Theorems.**</td><td>**2M**</td></tr>
<tr><td></td><td>**Ans:**</td><td>De Morgan's 1st
Theorem complement of sum is equal to product of their individual complements.
OR $\overline{A+B} = \overline{A} \bullet \bar{B}$
De Morgan's 2nd theorem
Complement of product is equal to sum of their individual complements.
OR $\overline{A \bullet B} = \bar{A} + \bar{B}$</td><td>**1st-1M**
2nd -1M</td></tr>
<tr><td></td><td>**d)**</td><td>**Convert the following expression into standard SOP form.**
$Y= AB+ A\bar{C} + BC$</td><td>**2M**</td></tr>
<tr><td></td><td>**Ans:**</td><td>$Y = AB+ A\bar{C} + BC$
Total variable ABC
1st Product term = AB (C is missing)
2nd Product term = $A\bar{C}$ (B is missing)
3rd Product term = BC (A is missing)
$Y= AB\bullet 1 + A\bar{C} \bullet 1 + BC\bullet 1$
$Y= AB(C+\bar{C})\ A\bar{C}(B+\bar{B}) + BC(A+\bar{A})$
$Y= \underline{\underline{ABC}} + \underline{AB\bar{C}} + \underline{AB\bar{C}} + A\bar{B}\bar{C} + \underline{\underline{ABC}} + \bar{A}BC$ $(\because A+\bar{A} = A)$
$Y= ABC + AB\bar{C} + A\bar{B}\bar{C} + \bar{A}BC$ Standard SOP Form</td><td>**2M**</td></tr>
<tr><td></td><td>**e)**</td><td>**Draw symbol and write truth table of D and T Flip Flop.**</td><td>**2M**</td></tr>
<tr><td></td><td>**Ans:**</td><td>**(Note: Symbol with other triggering method also can be consider)**

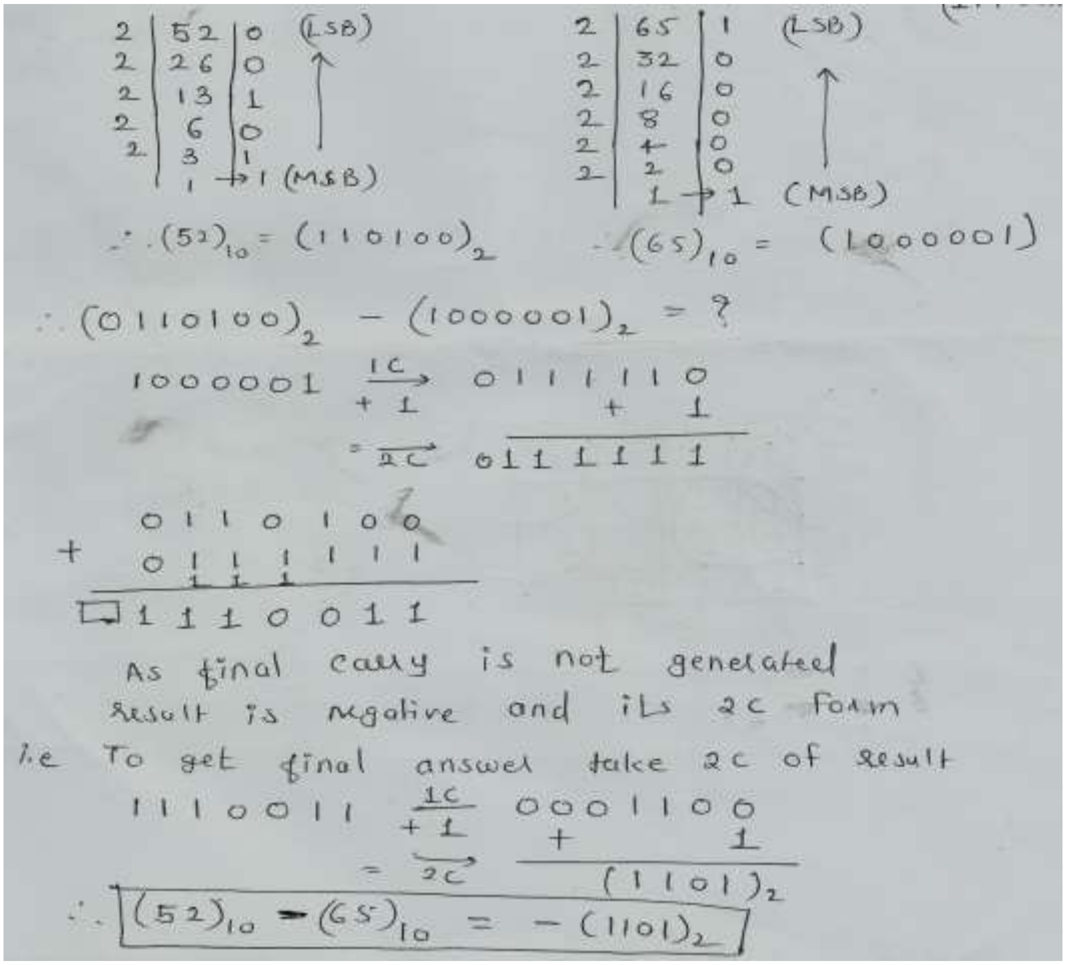


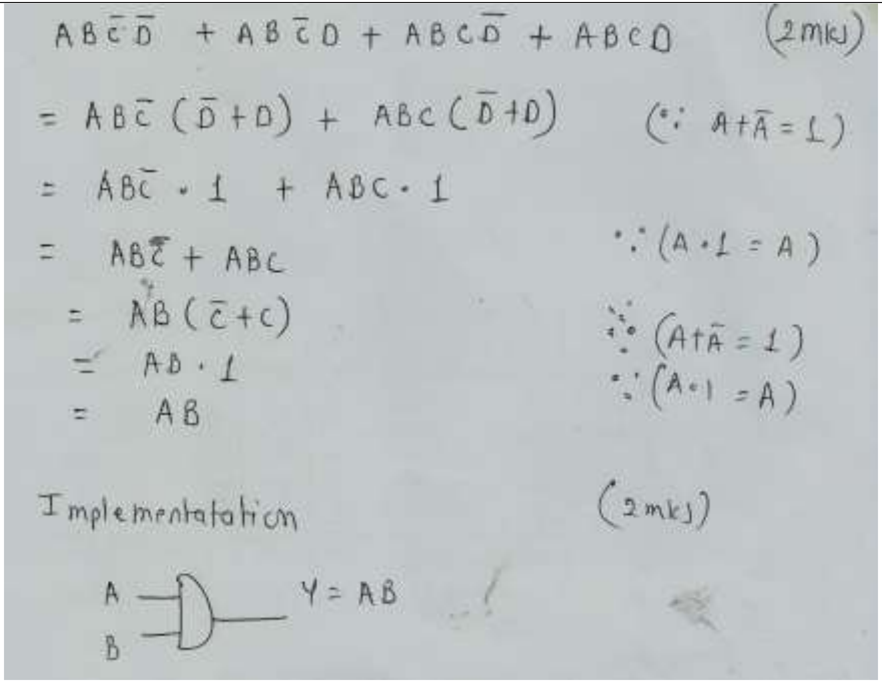
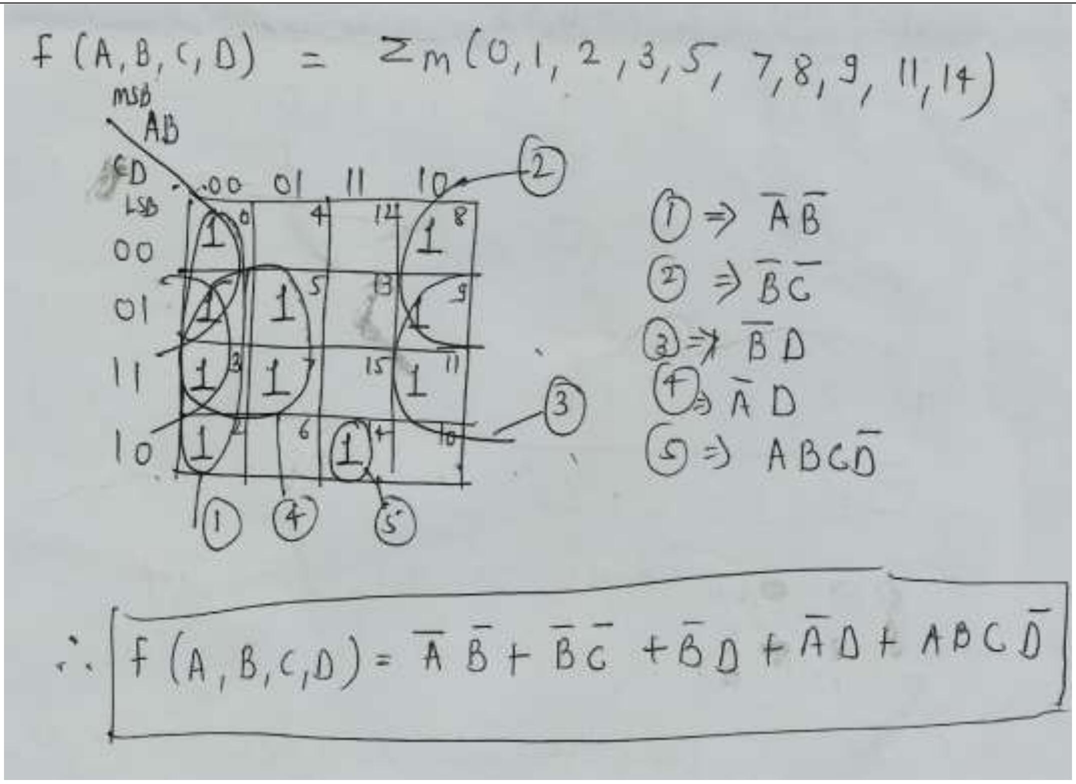
<table>
<tr><td>Input
D</td><td>Output
Qn+1</td></tr>
<tr><td>0
1</td><td>0
1</td></tr>
</table>

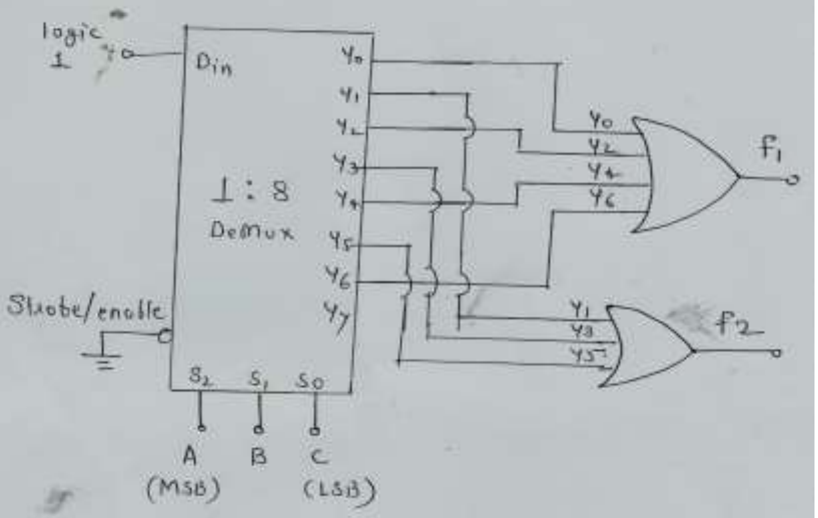
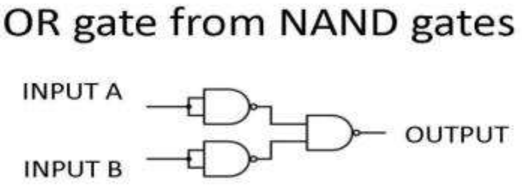
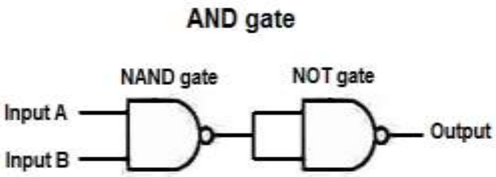
<table>
<tr><td>Input
T</td><td>Output
Qn+1</td></tr>
<tr><td>0
1</td><td>Qn
$\overline{Q}_n$</td></tr>
</table>
</td><td>**1M**
Symbol

1M
Truth table</td></tr>
<tr><td></td><td>**f)**</td><td>**Write down number of flip flops are required to count 16 clock pulses.**</td><td>**2M**</td></tr>
<tr><td></td><td>**Ans:**</td><td>No of states= no.of clock pulses = 16</td><td>**2M**</td></tr>
</table>

		$2^n = m$ n = no.of flip flops requried m= no.of states $2^n = 16$ n = 4 4 flip flops are required to count 16 clock pulse.	
	g)	**List the types of DAC**	**2M**
	Ans:	1) Binary weighted DAC 2) R –2R ladder network DAC	**1M each**

Q.2		**Attempt any <u>THREE</u> of the following:**	**12-Total Marks**
	a)	**Perform the subtraction using 2'S Complement methods.** **$(52)_{10} – (65)_{10}$**	**4M**
	Ans:	 $2 \mid 52 \mid 0$ (LSB) $2 \mid 26 \mid 0$ $2 \mid 13 \mid 1$ $2 \mid 6 \mid 0$ $2 \mid 3 \mid 1$ $1 \rightarrow 1$ (MSB) $2 \mid 65 \mid 1$ (LSB) $2 \mid 32 \mid 0$ $2 \mid 16 \mid 0$ $2 \mid 8 \mid 0$ $2 \mid 4 \mid 0$ $2 \mid 2 \mid 0$ $1 \rightarrow 1$ (MSB) $\therefore (52)_{10} = (110100)_2$ $\therefore (65)_{10} = (1000001)$ $\therefore (0110100)_2 - (1000001)_2 = ?$ $1000001 \xrightarrow{1C} 0111110$ $+1$ $+1$ $= \xrightarrow{2C} 0111111$ 0110100 $+ 0111111$ $\boxed{}1110011$ As final carry is not generated result is negative and its 2C form i.e To get final answer take 2C of result $1110011 \xrightarrow[+1]{1C} 0001100$ $+ 1$ $= \xrightarrow{2C} (1101)_2$ $\therefore \boxed{(52)_{10} - (65)_{10} = -(1101)_2}$	**Conversion-1M each** **Compliment-1M** **Final answer-1M**
	b)	**Simplify the following Boolean Expressionand Implement using logic gate.** **$AB\overline{C}\overline{D} + AB\overline{C}D + ABC\overline{D} + ABCD$**	**4M**

	Ans:	 $AB\bar{C}\bar{D} + AB\bar{C}D + ABC\bar{D} + ABCD$ (2mks) $= AB\bar{C}(\bar{D}+D) + ABC(\bar{D}+D)$ ($\because A+\bar{A}=1$) $= AB\bar{C}\cdot 1 + ABC\cdot 1$ $= AB\bar{C} + ABC$ $\because (A\cdot 1 = A)$ $= AB(\bar{C}+C)$ $\because (A+\bar{A}=1)$ $= AB\cdot 1$ $\because (A\cdot 1 = A)$ $= AB$ Implementatation (2mks) 	**2M** **2M**
	c)	**Minimize the four variable logic function using K map.** **F(A,B,C,D) = ∑m(0,1,2,3,5,7,8,9,11,14)**	**4M**
	Ans:	 $f(A,B,C,D) = \sum m(0,1,2,3,5,7,8,9,11,14)$ ① ⇒ $\bar{A}\bar{B}$ ② ⇒ $\bar{B}\bar{C}$ ③ ⇒ $\bar{B}D$ ④ ⇒ $\bar{A}D$ ⑤ ⇒ $ABC\bar{D}$ $\therefore \boxed{f(A,B,C,D) = \bar{A}\bar{B} + \bar{B}\bar{C} + \bar{B}D + \bar{A}D + ABC\bar{D}}$	**Kmap with place value-1M** **Pair-1M** **Answer-2M**
	d)	**Implement the following function using demultiplexer.** $f_1 = \sum m(0,2,4,6)$ $f_2 = \sum m(1,3,5)$	**4M**

	Ans:	$F_1 = \Sigma m\ (0,2,4,6)$ (4 marks) $f_2 = \Sigma m\ (1,3,5)$ 	**4M**
Q.3		**Attempt any <u>THREE</u> of the following:**	**12-Total Marks**
	a)	**Realize the following logic expression using only NAND gates.** **(i) OR** **(ii) AND** **(iii)NOT**	**4M**
	Ans:	(i)OR  (ii)AND  (ii)NOT  (out put A bar)	**1½ M** **1½ M** **1M**

b) **Draw binary to gray converter and write its truth table.** **4M**

Ans: Truth Table for 4 bit Binary to Gray code converter

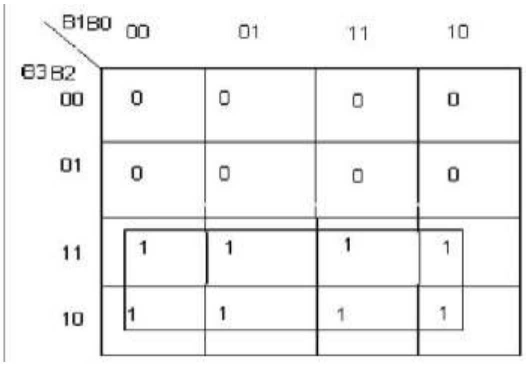
2M Truth table

Binary Input				Gray Output			
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

Note:

Kmap is optional

K-MAP FOR G3:

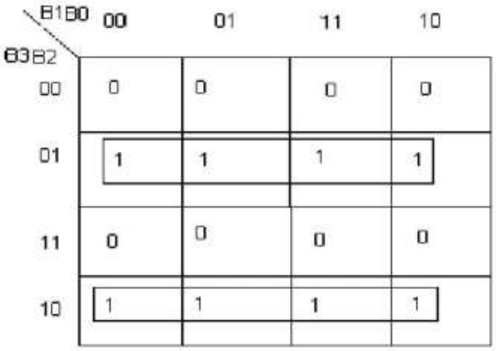


B3B2 \ B1B0	00	01	11	10
00	0	0	0	0
01	0	0	0	0
11	1	1	1	1
10	1	1	1	1

2M Logical diagram

G3=B3

K-MAP FOR G2

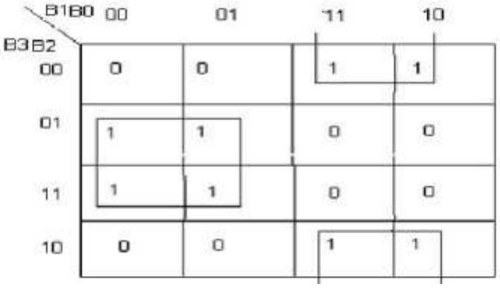


B3B2 \ B1B0	00	01	11	10
00	0	0	0	0
01	1	1	1	1
11	0	0	0	0
10	1	1	1	1

G2 = $\overline{B3}$B2 + $\overline{B2}$B3

=B3 XOR B2

K-MAP FOR G1:

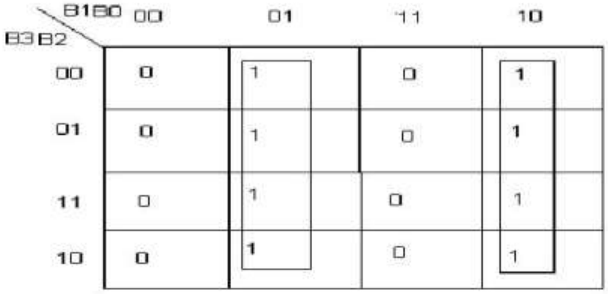


B3B2 \ B1B0	00	01	11	10
00	0	0	1	1
01	1	1	0	0
11	1	1	0	0
10	0	0	1	1

$G1=\overline{B2}\ B1 + B2\ \overline{B1}$

= B1 XOR B2

K-MAP FOR G0:

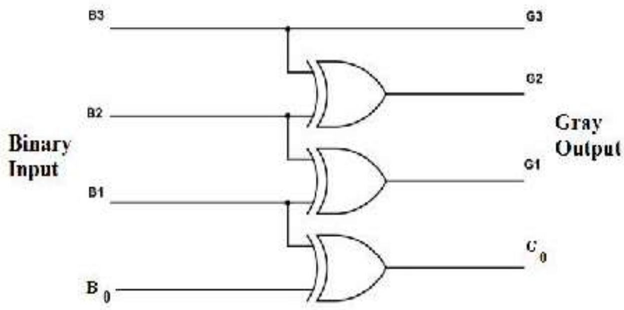


B3B2 \ B1B0	00	01	11	10
00	0	1	0	1
01	0	1	0	1
11	0	1	0	1
10	0	1	0	1

$G0 = \overline{B1}B0+B1\overline{B0}$

= B1 XOR BO

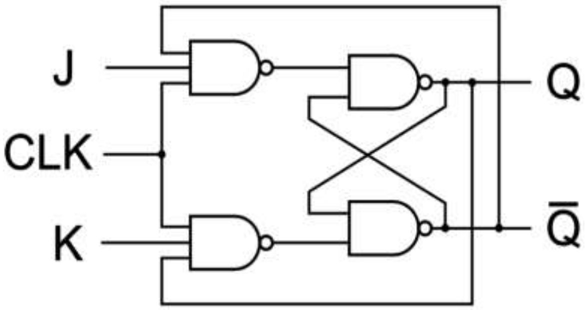
Diagram for 4 bit Binary to Gray code converter:

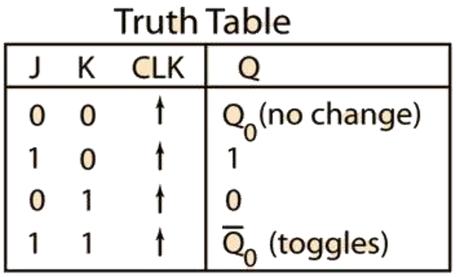


(Note: Realization of output equation can be done Basic or Universal)

c) **Describe the working of JK flip flop with truth table and logic Diagram.** **4M**

Ans: logic Diagram: **1M**





Truth Table

J	K	CLK	Q
0	0	↑	Q_0(no change)
1	0	↑	1
0	1	↑	0
1	1	↑	$\overline{Q}_0$ (toggles)

1M

Working:

2M

The JK flip flop is basically a gated SR flip-flop with the addition of a clock input circuitry that prevents the illegal or invalid output condition that can occur when both inputs S and R are equal to logic level “1”. Due to this additional clocked input, a JK flip-flop has four possible input combinations, “logic 1”, “logic 0”, “no change” and “toggle”.

Both the S and the R inputs of the previous SR bistable have now been replaced by two inputs called the J and K inputs, respectively after its inventor Jack Kilby. Then this equates to: J = S and K = R.

The two 2-input AND gates of the gated SR bistable have now been replaced by two 3-input NAND gates with the third input of each gate connected to the outputs at Q and Q. This cross coupling of the SR flip-flop allows the previously invalid condition of S = “1” and R = “1” state to be used to produce a “toggle action” as the two inputs are now interlocked.

If the circuit is now “SET” the J input is inhibited by the “0” status

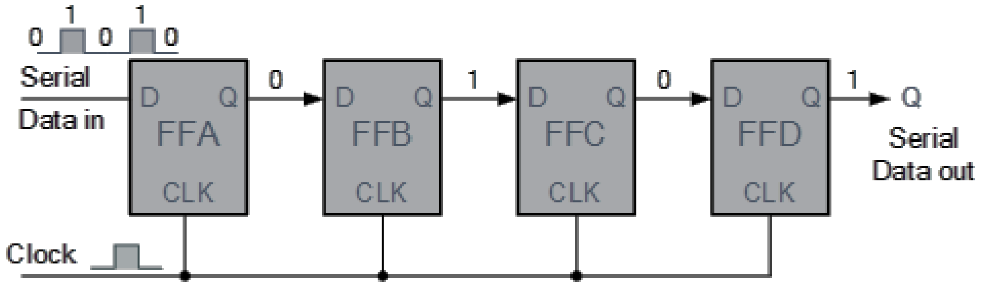
Of Q through the lower NAND gate. If the circuit is “RESET” the K input is inhibited by the “0” status of Q through the upper NAND gate. As Q and Q are always different we can use them to control the input. When both

inputs J and K are equal to logic “1”, the JK flip flop toggles

d) **Describe the working of 4 bit SISO (serial in serial out) shift register with diagram and waveform if input is 01101.** **4M**

Ans: Diagram:(use SR or JK or D type flip flop)

1M



Working:

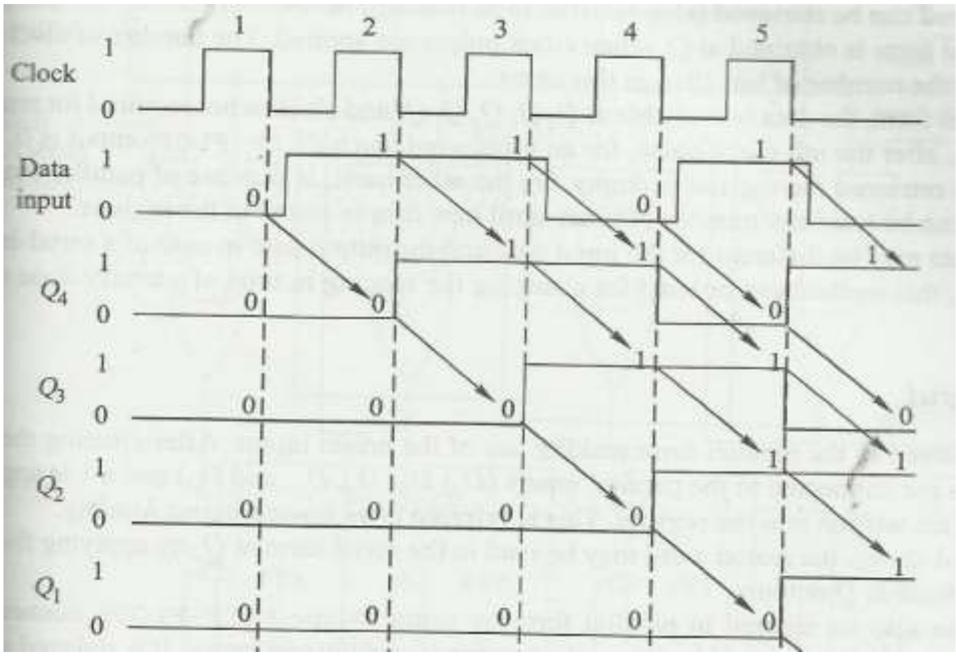
1½ M

The DATA leaves the shift register one bit at a time in a serial pattern, hence the name **Serial-in to Serial-Out Shift Register** or **SISO**.

The SISO shift register is one of the simplest of the four configurations as it has only three connections, the serial input (SI) which determines what enters the left hand flip-flop, the serial output (SO) which is taken from the output of the right hand flip-flop and the sequencing clock signal (Clk). The logic circuit diagram below shows a generalized serial-in serial-out shift register, Output of FFA is Q_4,FFB Q_3,FFC Q_2 and FFD is Q_1

Waveform:(Input is 01101)

1½ M



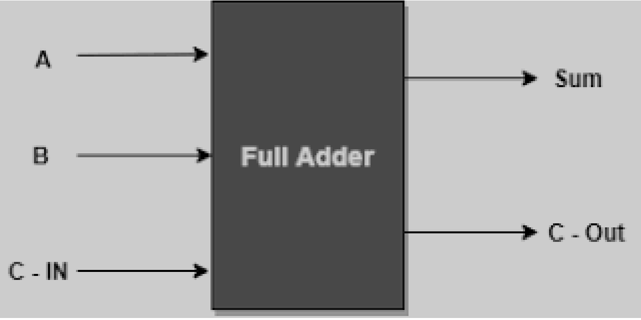
Q.4 **Attempt any <u>THREE</u> of the following :**

12-Total Marks

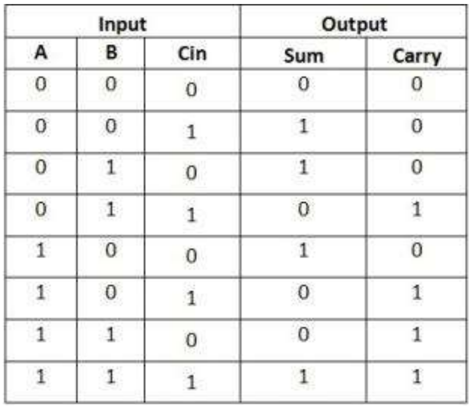
a) **Design a full Adder using Truth Table and K-map.**

4M

Ans: A full adder is a combinational logic circuit that performs addition between three bits, the two input bits A and B, and carry C from the previous bit.



Truth Table:



Input			Output	
A	B	Cin	Sum	Carry
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

Truth table 1½ M

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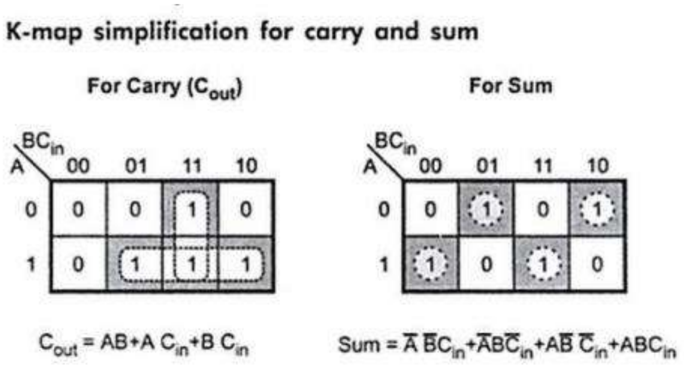


$C_{out} = AB + A\,C_{in} + B\,C_{in}$

$Sum = \overline{A}\,\overline{B}C_{in} + \overline{A}B\overline{C}_{in} + A\overline{B}\,\overline{C}_{in} + ABC_{in}$

Logical diagram:

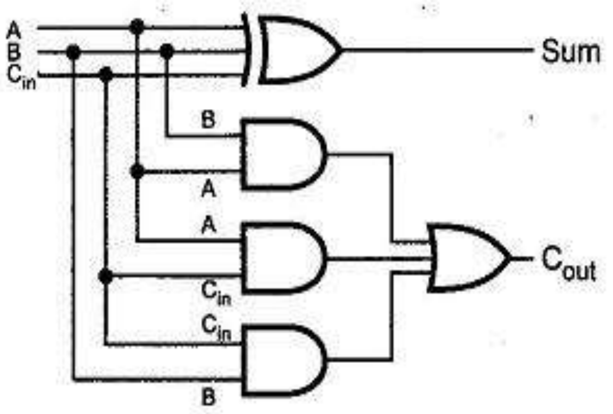
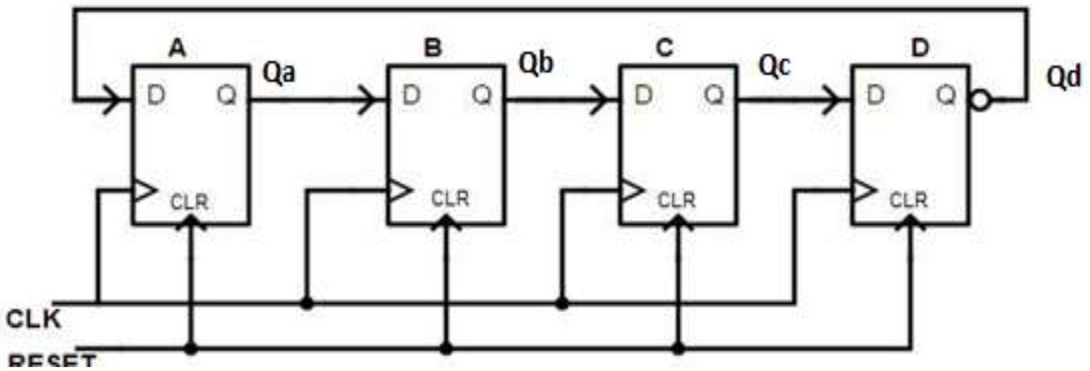
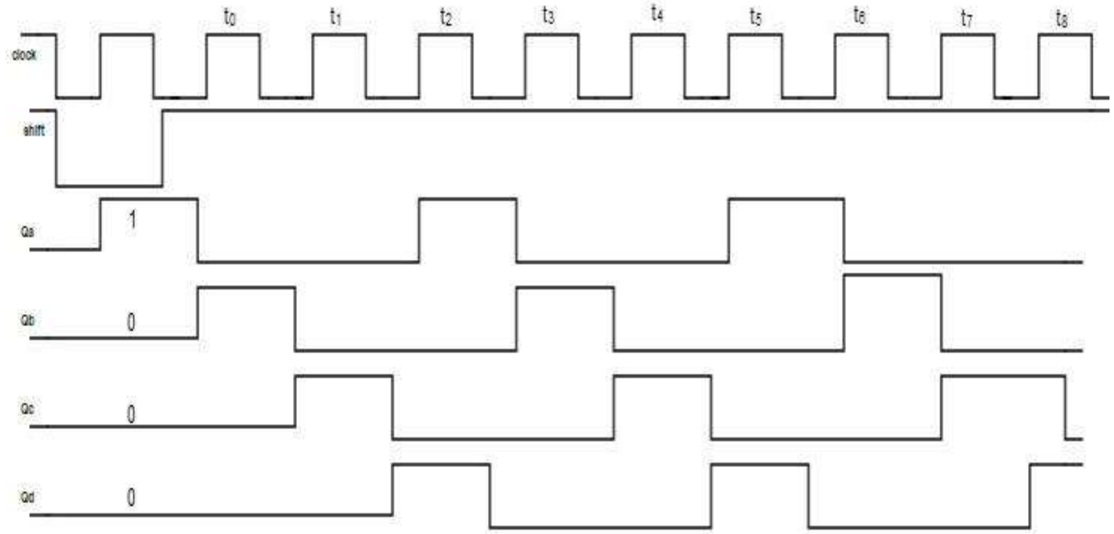


Fig. 3.17 Implementation of full-adder
</td>
<td>**1M**
1½ M</td>
</tr>
<tr>
<td></td>
<td>**b)**</td>
<td>**Describe the working of ring counter using D flip flop with diagram and waveforms.**</td>
<td>**4M**</td>
</tr>
<tr>
<td></td>
<td>**Ans:**</td>
<td>
Diagram:



Waveforms:
</td>
<td>**Diagram:1 ½ M**</td>
</tr>
</table>



Waveform :1½ M

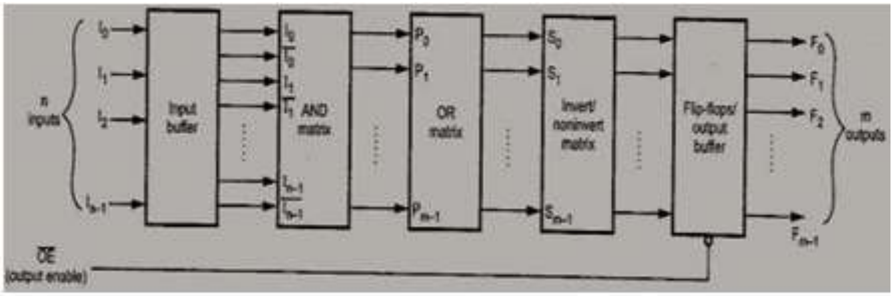
Working:

The ring counter is a cascaded connection of flip flops, in which the output of last flip flop is connected to input of first flip flop. In ring counter if the output of any stage is 1, then its reminder is 0. The Ring counters transfers the same output throughout the circuit.
That means if the output of the first flip flop is 1, then this is transferred to its next stage i.e. 2nd flip flop. By transferring the output to its next stage, the output of first flip flop becomes 0. And this process continues for all the stages of a ring counter. If we use n flip flops in the ring counter, the '1' is circulated for every n clock cycles.

Explaination:1 M

c) **Draw block diagram of programmable logic Array.** **4M**

Ans: Diagram: **4M**



d) **Compare the following:**
(i) Volatile with Non Volatile.
(ii) EPROM with EEPROM.
4M

Ans:

(i)Volatile with Non Volatile.

Parameter	Volatile memory	Non-Volatile memory
definition	Memory required electrical power to keep information stored is called volatile memory	Memory that will keep storing its information without the need of electrical power is called nonvolatile memory.
classification	All RAMs	ROMs, EPROM, magnetic memories

2M (Any two point 1 M each)

Effect of power	Stored information is retained only as long as power is on.	No effect of power on stored information
applications	For temporary storage	For permanent storage of information

ii)EPROM with EEPROM.

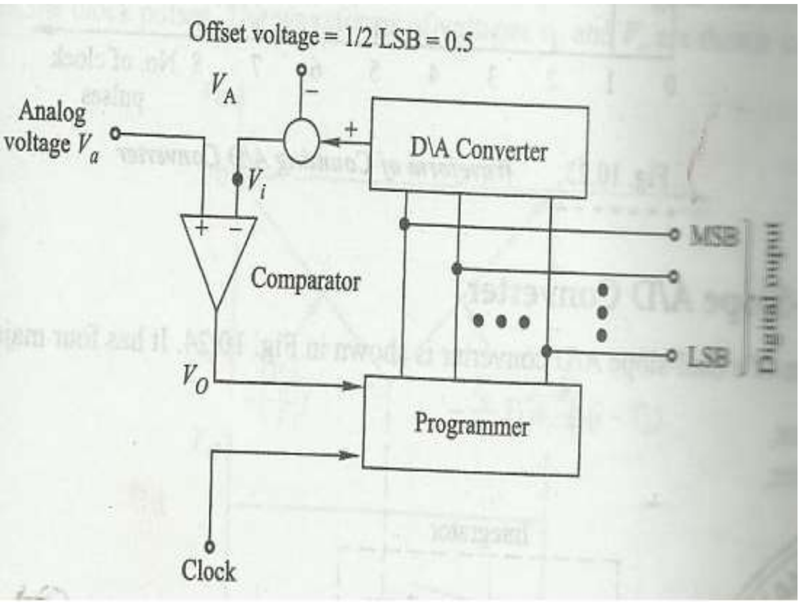
Parameter	EPROM	EEPROM.
Stands for	Erasable Programable Read-Only Memory.	Electrically Erasable Programmable Read-Only Memory.
Basic	Ultraviolet Light is used to erase the content of EPROM.	EEPROM contents are erased using electrical signal.
Appearance	EPROM has a transparent quartz crystal window at the top.	EEPROM are totally encased in an opaque plastic case.
Technology	EPROM is modern version of PROM.	EEPROM is the modern version of EPROM.

1M(Any two point each)

e) Describe the working principal of successive approximation ADC. **4M**

Ans: **Note:** Other relevant diagram and explanation also can be considered.

Diagram:



2M

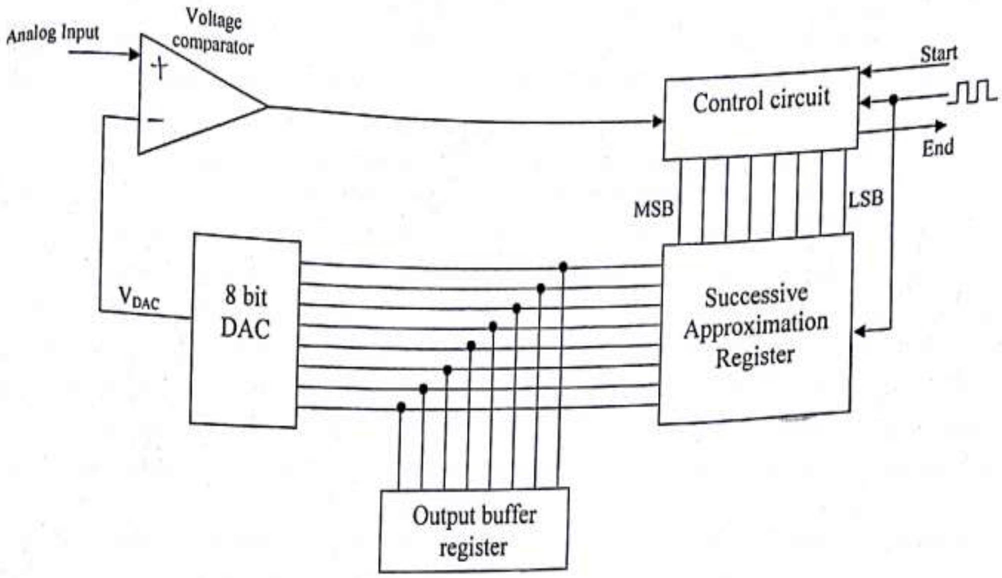
Working:

The successive approximation A/D converter is as shown in fig. An analog voltage (Va) is constantly compared with voltage Vi, using a comparator. The output produced by comparator (Vo) is applied to an electronic Programmer. If Va=Vi, then Vo=0 & then no conversion is required. The programmer displays the value of Vi in the form of digital O/P. But if Va Vi, then the O/P is changed by the programmer. If Va> Vi, then value of Vi is increased by 50% of earlier value. But if Va< Vi, then value of Vi is decreased by 50% of earlier value.

This new value is converted into analog form, by D/A converter so as to compare it with Va again. This procedure is repeated till we get Va=Vi. As the value of Vi is changed successively, this method is called as successive-approximation A/D converter.

2M

OR



When the starts signal goes low the successive approximation register SAR is cleared and output voltage of DAC will be 0v. When start goes high the conversion starts.

After starts, during first clock pulse the control circuit set MSB bit so SAR output wiil be 1000 0000. This is connected as input to DAC so output of DAC is compared with Vin input voltage. If V_{DAC} is more than Vin the comparator output –Vsat, if V_{DAC} is less than Vin, the comparator output is +Vsat.

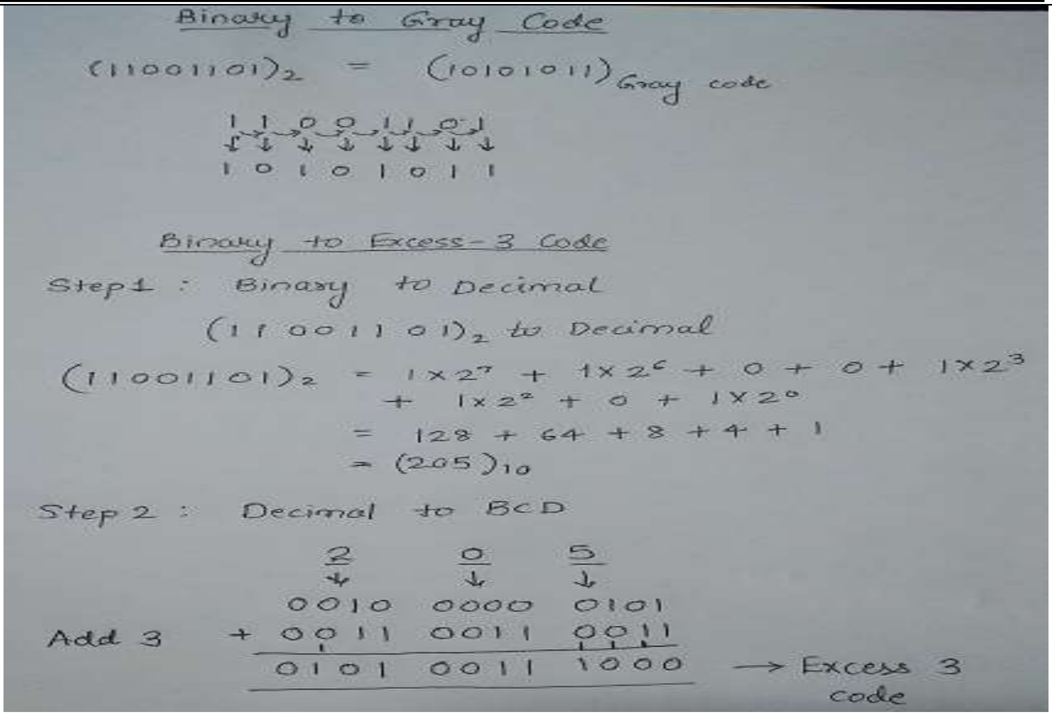
If output of DAC i.e. V_{DAC} is +Vsat (i.e. unknown analog input voltage Vin> V_{DAC}) then MSB bit is kept set, otherwise it is reset.

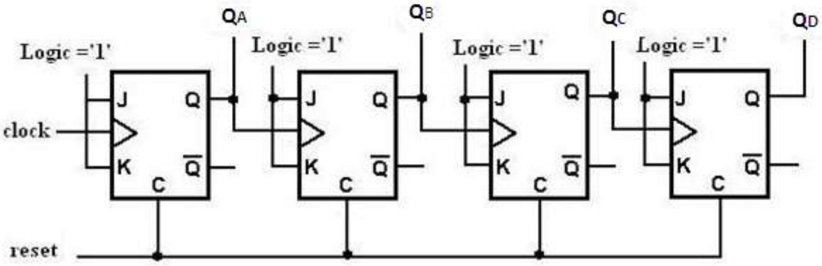
Consider MSB is set so SAR will contain 1000 0000.

The next clock pulse will set next bit i.e. D6 bit is kept as it is, but if it –Vsat the D6 bit reset. The process of checking and taking decision to keep bit set or to reset is continued upto D0. Then the DAC input will be digital data equal to analog input.

When the conversion is finished the control circuits sends out an end of conversion signal and data is locked in buffer register.

Q.5		**Attempt any <u>TWO</u> of the following :**	**12- M**
	(a)	**(i)Convert the following binary number $(11001101)_2$ into Gray Code and Excess-3 Code.**	**2M**

	Ans:	 Binary to Gray Code $(11001101)_2 = (10101011)_{\text{Gray code}}$ 1 1 0 0 1 1 0 1 1 0 1 0 1 0 1 1 Binary to Excess-3 Code Step1 : Binary to Decimal $(11001101)_2$ to Decimal $(11001101)_2 = 1\times2^7 + 1\times2^6 + 0 + 0 + 1\times2^3$ $+ 1\times2^2 + 0 + 1\times2^0$ $= 128 + 64 + 8 + 4 + 1$ $= (205)_{10}$ Step 2 : Decimal to BCD 2 0 5 0010 0000 0101 Add 3 + 0011 0011 0011 0101 0011 1000 → Excess 3 code	**1M each conversion**
		(ii)Perform the BCD Addition. **$(17)_{10} + (57)_{10}$**	**2M**
	Ans:	$(17)_{10}$ 0001 0111 $(57)_{10}$ + 0101 0111 -------(1/2 M) 0110 1110 Valid Invalid BCD BCD ----------(1/2 M) ADD 0110 TO Invalid BCD 1 11 0110 1110 + 0000 0110 01110100 -----------(1/2 M) 7 4 $= (74)_{10}$ -----------(1/2 M)	**½ Each step**
		(iii)Perform the binary addition. **$(10110 \bullet 110)_2 + (1001 \bullet 10)_2$**	**2M**
	Ans:	$10110.110)_2 – (1001.10)_2 = (100000.010)_2$ 11111 10110.110 + 1001.10 100000.010	**2M**
	(b)	**Design a 4bit ripple counter using JK flip flop, with truth table and waveforms.**	**6M**
	Ans:	Circuit Diagram:	**2M**



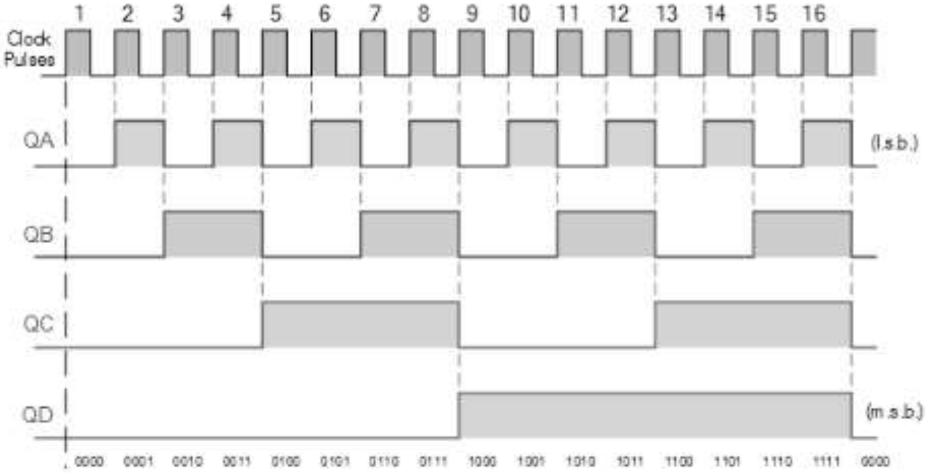
Truth Table:

2M

State	Q_D	Q_C	Q_B	Q_A
0	0	0	0	0
1	0	0	0	1
2	0	0	1	0
3	0	0	1	1
4	0	1	0	0
5	0	1	0	1
6	0	1	1	0
7	0	1	1	1
8	1	0	0	0
9	1	0	0	1
10	1	0	1	0
11	1	0	1	1
12	1	1	0	0
13	1	1	0	1
14	1	1	1	0
15	1	1	1	1
0	0	0	0	0

Timing Diagram / Waveforms:

2M



(c) **Calculate the analog output for 4 bit weighted register type DAC for inputs**
(i) 1011
(ii) 1001
Assume (V_{fs}) full scale range of voltage is 5V **6M**

Ans: Given: **3M each**

VR = Vfs = 5V

Formula Used:

Vo = - VR (B1.2^{-1} + B2.2^{-2} + B3.2^{-3} + B4.2^{-4})

1. 1011

Vo = - VR (B1.2^{-1} + B2.2^{-2} + B3.2^{-3} + B4.2^{-4})

$= - 5 (1*1/2 + 0 + 1*1/2^3 + 1 *1/2^4)$

$= - 5 (1*1/2 + 1*1/8 + 1 *1/16)$

$= - 5 (0.5 + 0.125 + 0.0625) = 3.4375V$

Vo = <u>3.4375 V</u>

2. 1001

$Vo = - VR (B1.2^{-1} + B2.2^{-2} + B3.2^{-3} + B4.2^{-4})$

$= - 10 (1*1/2 + 0 + 0 + 1 *1/2^4)$

$= - 10 (1*1/2 + 0 + 0 + 1 *1/16)$

$= - 10 (0.5 + 0.0625) = 2.8125V$

Vo = <u>2.8125 V</u>

Q.6 **Attempt any <u>TWO</u> of the following:** **12-Total Marks**

(a) **Compare TTL, CMOS and ECL logic family on the following points.** **6M**

(i) Basic Gates
(ii) Propogation dealy
(iii)Fan out
(iv)Power Dissipation
(v) Noise immunity
(vi)Speed power product

Ans: **1M Each parameter**

Parameter	TTL	CMOS	ECL
Basic gates	NAND	NOR/NAND	OR/NOR
Propagation delay	10	70-105	2
Fan out	10	50	25
Power Dissipation	10mW	1.01mW	40-55mW
Noise Immunity	0.2V	5V	0.25V
Speed Power Product	100	0.7	100

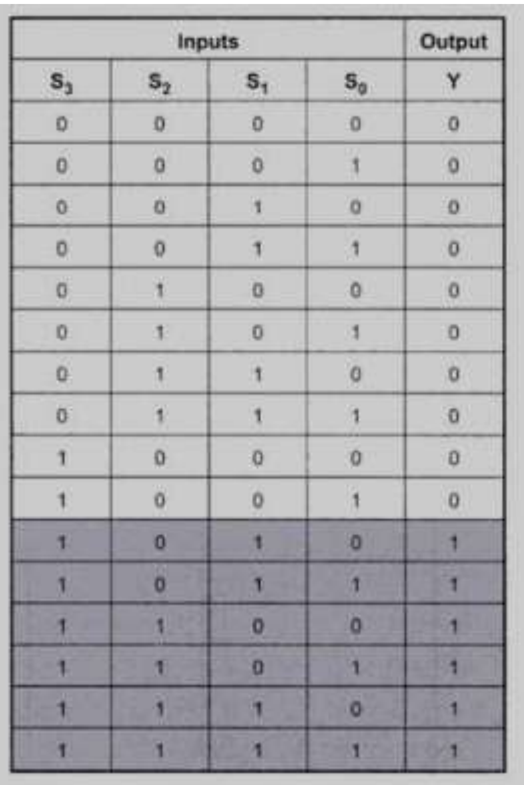
(b) **Design a BCD adder using IC 7483.** **6M**

Ans: **(Note: Labeled combinational circuit can be drawn using universal gate also)**

1) To implement BCD adder we require:
- 4-bit binary adder for initial addition
- Logic circuit to detect sum greater than 9
- One more 4-bit adder to add 0110201102 in the sum if sum is greater than 9 or carry is 1

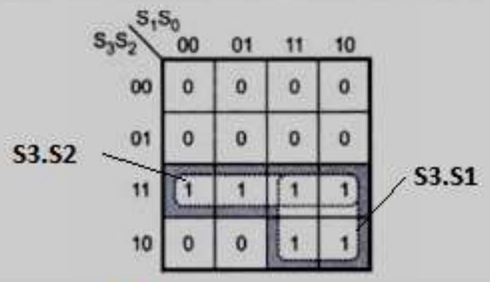
2) The logic circuit to detect sum greater than 9 can be determined by simplifying the

Boolean expression of given truth Table.



Inputs				Output
S_3	S_2	S_1	S_0	Y
0	0	0	0	0
0	0	0	1	0
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0
1	0	1	0	1
1	0	1	1	1
1	1	0	0	1
1	1	0	1	1
1	1	1	0	1
1	1	1	1	1

Truth Table: 2M

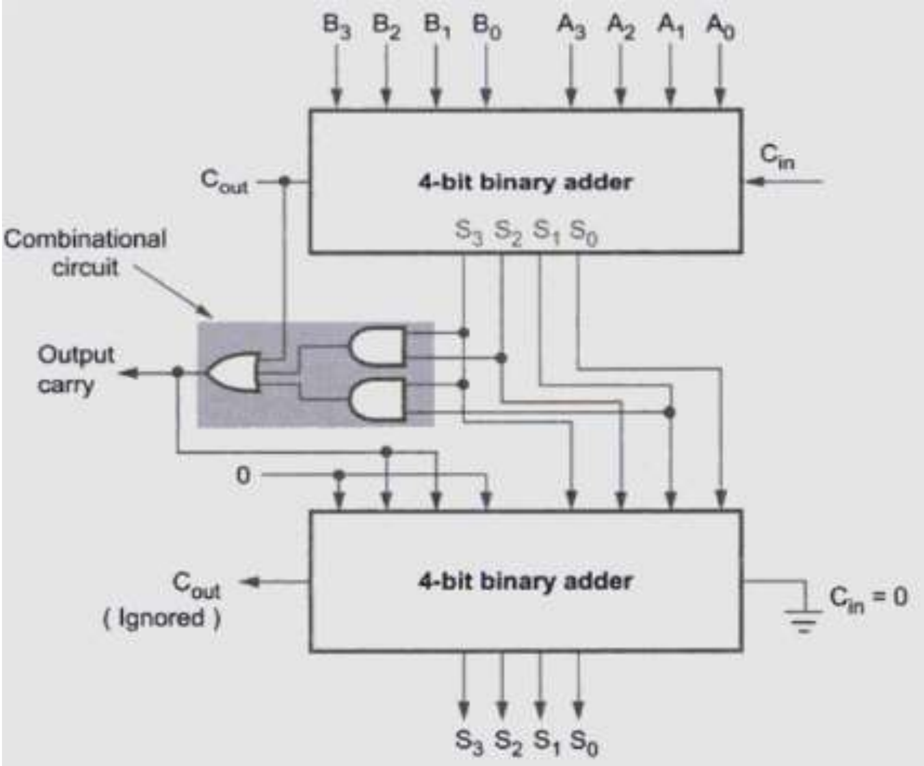


= S3.S2+S3.S1

K-Map: 1M

3) Y=1 indicates sum is greater than 9. We can put one more term, C_out in the above expression to check whether carry is one.
4) If any one condition is satisfied we add 6(0110) in the sum.
5) With this design information we can draw the block diagram of BCD adder, as shown in figure below.

Circuit Diagram: 3M



(c) **Design a 3 bit synchronous counter using JK Flip Flop.** **6M**

Ans: 1) Step1: **2M**

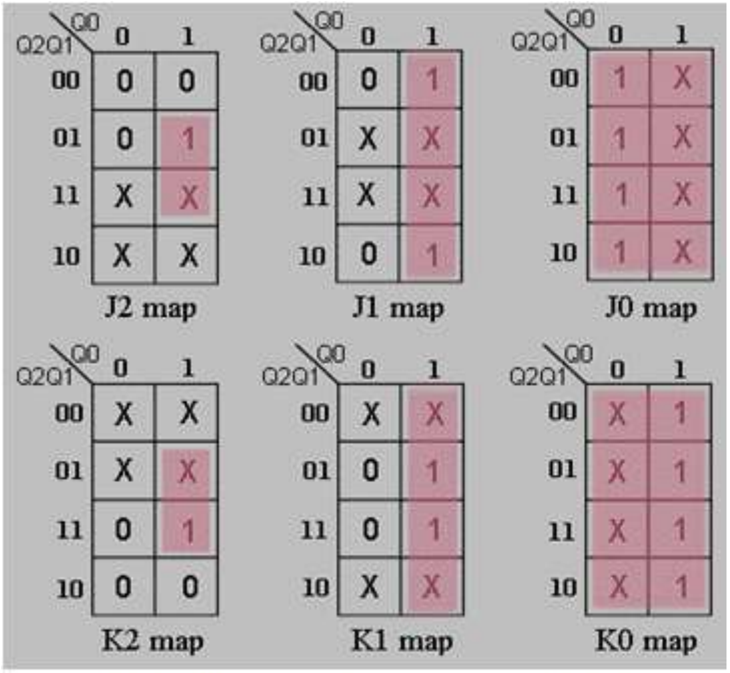
Construct JK state table with corresponding excitation table:

Output State Transitions		Flip-flop inputs		
Present State Q2 Q1 Q0	Next state Q2 Q1 Q0	J2 K2	J1 K1	J0 K0
0 0 0	0 0 1	0 X	0 X	1 X
0 0 1	0 1 0	0 X	1 X	X 1
0 1 0	0 1 1	0 X	X 0	1 X
0 1 1	1 0 0	1 X	X 1	X 1
1 0 0	1 0 1	X 0	0 X	1 X
1 0 1	1 1 0	X 0	1 X	X 1
1 1 0	1 1 1	X 0	X 0	1 X
1 1 1	0 0 0	X 1	X 1	X 1

State Table and Corresponding Excitation Table (d=don't care)

Step 2:
Build Karnaugh Map or Kmap for each JK inputs:

2M



Q2Q1 \ Q0	0	1
00	0	0
01	0	1
11	X	X
10	X	X

J2 map

Q2Q1 \ Q0	0	1
00	0	1
01	X	X
11	X	X
10	0	1

J1 map

Q2Q1 \ Q0	0	1
00	1	X
01	1	X
11	1	X
10	1	X

J0 map

Q2Q1 \ Q0	0	1
00	X	X
01	X	X
11	0	1
10	0	0

K2 map

Q2Q1 \ Q0	0	1
00	X	X
01	0	1
11	0	1
10	X	X

K1 map

Q2Q1 \ Q0	0	1
00	X	1
01	X	1
11	X	1
10	X	1

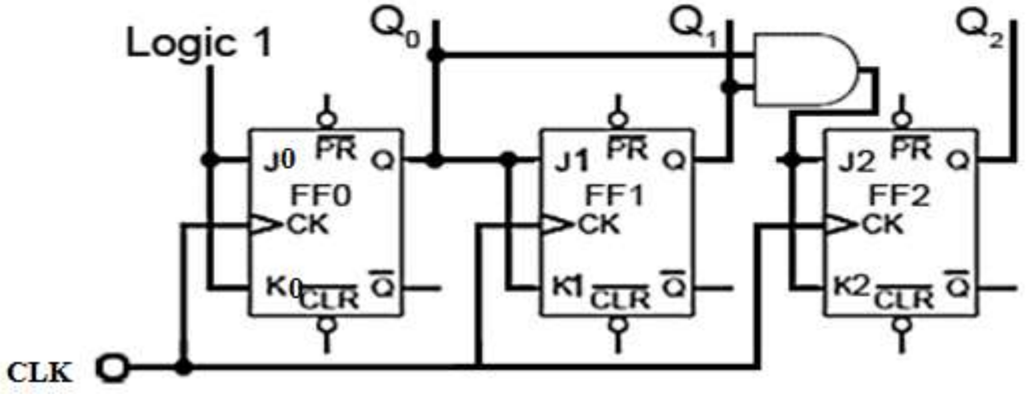
K0 map

J2=Q1.Q0 **J1=Q0** **J0=1**

K2=Q1.Q0 **K1=Q0** **K=1**

Step3:
Draw the complete design as below:

2M



Note: It can also be designed using any other Flip Flop.