

تقدّم لجنة

ملخص لمادة:

منطق رقمي

جزيل الشكر للطالب:

حمراء اسماعيل



* Digital logic and Digital Electronics :-

* Digital logic :-

* Number Systems :-

1- Binary system : نظام الثنائي
base (2, B) , element (0, 1).

2- Decimal system : نظام العد
base (10) , element (0-9).

3- Octal system : نظام الثماني
base (8, O) , element (0-7).

4- Hexadecimal system : نظام الستة عشر
base (16, H) , element (0-9, A-F).

* Least and most significant Bit :-

Least significant Bit (LSB).

Most significant Bit (MSB).

MSB $\leftarrow \begin{array}{c} 10100 \\ \hline 11 \end{array} \rightarrow$ LSB.

* Bit = 0 or 1.

Nibble = 4 bits.

Byte = 8 bits.

Word = 2 Byte = 16 bits.

* Conversion from Binary and Octal and hexadecimal to Decimal :-

1 \Rightarrow من أي نظام للنظام العشري ضربه

1- Conversion from Binary to Decimal :-

$10111_{(2)} \rightarrow$ Decimal.

$$10111_{(2)} = 1 \times 2^4 + 0 \times 2^3 + 1 \times 2^2 + 1 \times 2^1 + 1 \times 2^0 \\ = 16 + 4 + 2 + 1 = 23_{(10)}$$

$1100.101_{(2)} \rightarrow$ Decimal.

$$1100.101_{(2)} = 1 \times 2^3 + 1 \times 2^2 + 1 \times 2^1 + 1 \times 2^{-3} \\ = 8 + 4 + \frac{1}{2} + \frac{1}{8} = 12.625_{(10)}$$

* Conversion from Binary and Octal and hexadecimal to Decimal :-

2- Conversion from Octal to Decimal
 $2371_{(8)} \rightarrow$ Decimal.

$$2371_{(8)} = 2 \times 8^3 + 3 \times 8^2 + 7 \times 8^1 + 1 \times 8^0 \\ = 1024 + 192 + 56 + 1 \\ = 1273_{(10)}$$

3- Conversion from Hexadecimal to Dec :-

$ABED_{(16)} \rightarrow$ Decimal.

$$ABED_{(16)} = A \times 16^3 + B \times 16^2 + E \times 16^1 + D \times 16^0 \\ = 40960 + 2816 + 208 + 13 \\ = 44013_{(10)}$$

* Conversion from Decimal to Binary and Octal and Hexadecimal :-

\Rightarrow من أي نظام العد ضربه

Integer \rightarrow power < fraction \rightarrow power.

1- Conversion from Decimal to Binary :-

$6_{(10)} \rightarrow$ Binary.

$0.125_{(10)} \rightarrow$ Binary.

$\frac{6}{3}$.	$\frac{0.125}{0.25}$
3	$0 \rightarrow$ LSB	$6_{(10)} = 110_{(2)}$
1	1	$0.25 \quad 0 \quad 0.125_{(10)}$
0	$1 \rightarrow$ MSB	$0.5 \quad 0 \quad = 0.001_{(2)}$

2- Conversion from Decimal to Octal

$812_{(10)} \rightarrow$ Octal

$0.0625_{(10)} \rightarrow$ Octal

$\frac{812}{101}$	$\frac{812}{12}$	$\frac{0.0625}{0.25}$
4	5	0
1	4	0
0	1	4

$812_{(10)} = 1654_{(8)}$

$0.0625_{(10)} = 0.04_{(8)}$

3- Conversion from Decimal

$171_{(10)} \rightarrow$ Hexadecimal

$\frac{171}{10}$	$\frac{11}{B}$	$171_{(10)} = AB_{(16)}$
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Digital logic and Digital Electronics

* Digital logic :-

* Number Systems:-

* Conversion from Binary to Octal and Vice Versa :-

$101110_{(2)}$ \Rightarrow Octal.

$$101110_{(2)} = 56_{(8)}$$

$001010 \cdot 1101_{(2)}$ \Rightarrow Octal

$$1010 \cdot 1101_{(2)} = 12 \cdot 64_{(8)}$$

$37_{(8)}$ \Rightarrow Binary.

$$37_{(8)} = 011111_{(2)}$$

Binary	Octal
000	0
001	1
010	2
011	3
100	4
101	5
110	6
111	7

* Binary Coded Decimal (BCD)

$29_{(10)}$ \Rightarrow BCD.

$$29_{(10)} = 00101001_{(BCD)}$$

BCD Digit.

Binary	Decimal
0000	0
0001	1
0010	2

0011 3

0100 4

0101 5

0110 6

0111 7

1000 8

1001 9

$49_{(10)}$ \Rightarrow BCD.

$$49_{(10)} = 01001001_{(BCD)}$$

BCD Digit.

$01110100_{(BCD)}$ \Rightarrow Decimal

$$01110100_{(BCD)} = 74_{(10)}$$

$$01110100_{(BCD)} = 74_{(10)}$$

* Gray Code :-

Gray Code	Decimal
0000	0
0001	1
0011	2
0010	3
0110	4
0111	5
0101	6
0100	7

$42_{(10)}$ \Rightarrow Gray Code.

$$42_{(10)} = 01100011_{(10)}$$

Gray digit.

$00100111_{(Gray)}$ \Rightarrow Decimal

$$00100111_{(Gray)} = 35_{(10)}$$

$$00100111_{(Gray)} = 35_{(10)}$$

* Complements :-

1- One's Complement (1's comp).

$0 \Rightarrow 1$, $1 \Rightarrow 0$.

$$\text{Ex: } 0110_{(2)} \xrightarrow{1\text{'s Comp}} 1001_{(2)}$$

2- Two's complement (2's comp).

$2\text{'s Comp} = 1\text{'s Comp} + 1$.

$$\text{Ex: } 001101_{(2)} \xrightarrow{2\text{'s Comp}} 110011_{(2)}$$

$$0011000_{(2)} \xrightarrow{2\text{'s Comp}} 1101000_{(2)}$$

$$0011000_{(2)} \xrightarrow{2\text{'s Comp}} 1101000_{(2)}$$

Binary	Octal
1000	8
1001	9
0100	A
0111	B
1000	C
1011	D
1100	E
1111	F

Octal	Binary
273 ₍₈₎	$010111011_{(2)}$
BB ₍₁₆₎	$10101011_{(2)}$

Octal	Binary
B.A ₍₁₆₎	$1011 \cdot 1010_{(2)}$

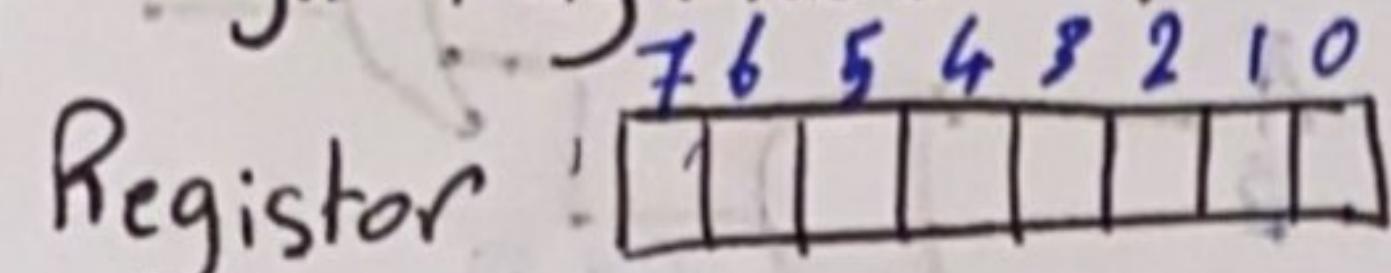
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Digital logic and Digital Electronics:

* Digital logic :-

* Representation of number in binary:-

1. Sign - Magnitude representation:-



Register 4 bit , Register 8 bits .
MSB LSB .

Sign magnitude sign magnitude .
maximum and minimum number of
bits = $\pm (2^{n-1} - 1)$

$$n = 4 \text{ bits} \Rightarrow \text{max/min} = \pm 7.$$

$$n = 8 \text{ bits} \Rightarrow \text{max/min} = \pm 127$$

Sign :-

Positive $\rightarrow 0$. negative $\rightarrow 1$.

+2	<table border="1"><tr><td>0</td><td>0</td><td>1</td><td>0</td></tr></table>	0	0	1	0	<table border="1"><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>0</td></tr></table>	0	0	0	0	0	0	1	0
0	0	1	0											
0	0	0	0	0	0	1	0							
-7	<table border="1"><tr><td>1</td><td>1</td><td>1</td><td>1</td></tr></table>	1	1	1	1	<table border="1"><tr><td>1</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td></tr></table>	1	0	0	0	0	1	1	1
1	1	1	1											
1	0	0	0	0	1	1	1							

* Representation of number in binary:-

2. One's Complement representation:-

- Positive number \Rightarrow stay the same.

- Negative number \Rightarrow you need 1's comp.

3. Two's Complement representation:-

- Positive number \Rightarrow stay the same.

- Negative number \Rightarrow you need 2's comp.

Ex:- represent using 2's comp. represent.

+7	<table border="1"><tr><td>0</td><td>0</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td></tr></table>	0	0	0	0	0	1	1	1	$\Rightarrow 2's$
0	0	0	0	0	1	1	1			
-7	<table border="1"><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td></tr></table>	1	1	1	1	1	0	0	$\Rightarrow 2's$	
1	1	1	1	1	0	0				

Ex:- represent using 1's comp. represent:-

+99	<table border="1"><tr><td>0</td><td>1</td><td>1</td><td>0</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td></tr></table>	0	1	1	0	0	0	1	1	1	$\Rightarrow 1's$
0	1	1	0	0	0	1	1	1			
-99	<table border="1"><tr><td>1</td><td>0</td><td>0</td><td>1</td><td>1</td><td>1</td><td>0</td><td>0</td></tr></table>	1	0	0	1	1	1	0	0	$\Rightarrow 1's$	
1	0	0	1	1	1	0	0				

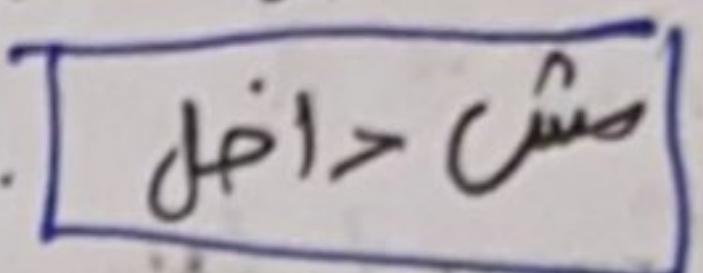
* Representation of number in binary:-

3. Two's Complement representation

- Positive number \rightarrow no complement
- Negative number \rightarrow with complement

4- Floating Point representation :-

ف. دیجیتال، اسکالر، این، جایز و جایز



* Ranges:-

1. Sign- Magnitude representation

Positive number $\Rightarrow \pm (2^{n-1} - 1)$.
negative number

2. One's Complement representation

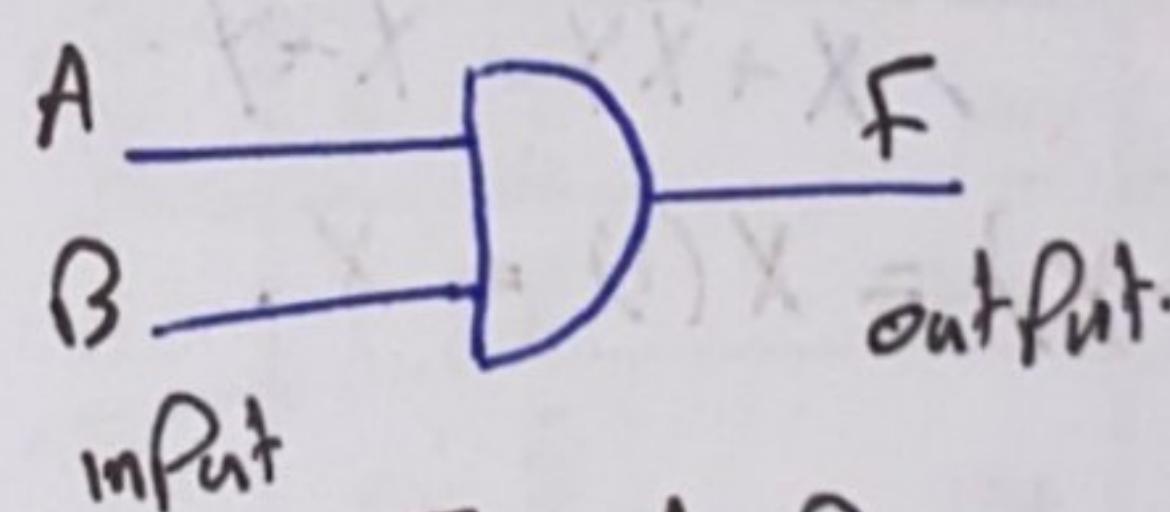
Positive number $\Rightarrow \pm (2^{n-1} - 1)$.
negative number

3. Two's complement representation

Positive number $\Rightarrow \pm (2^{n-1} - 1)$.
negative number $\Rightarrow (-2^{n-1} \rightarrow 2^{n-1})$

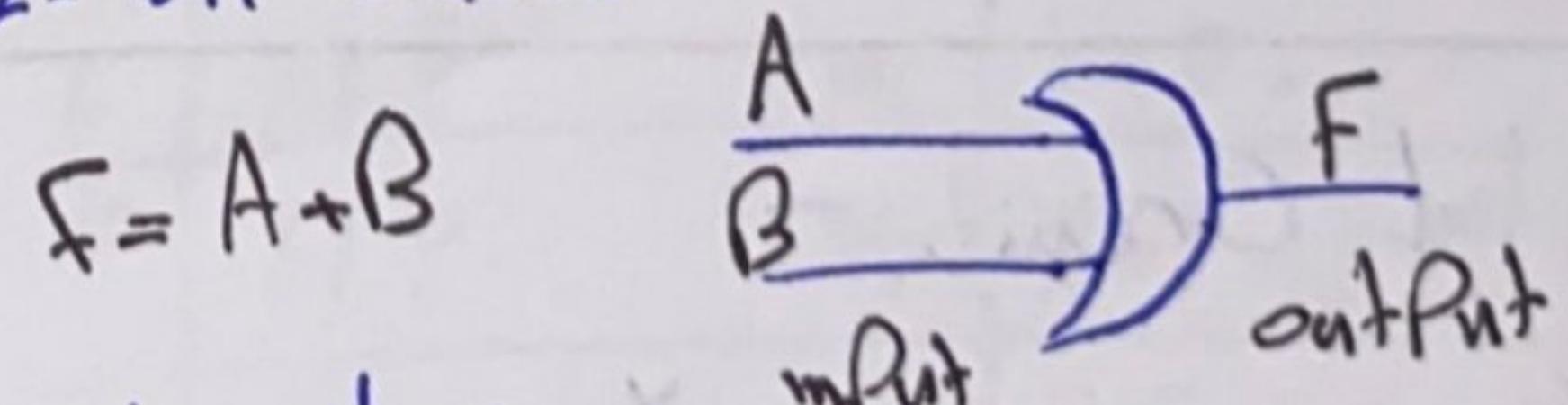
* Logic Gates:-

1. AND Gates :-



$$F = A \cdot B$$

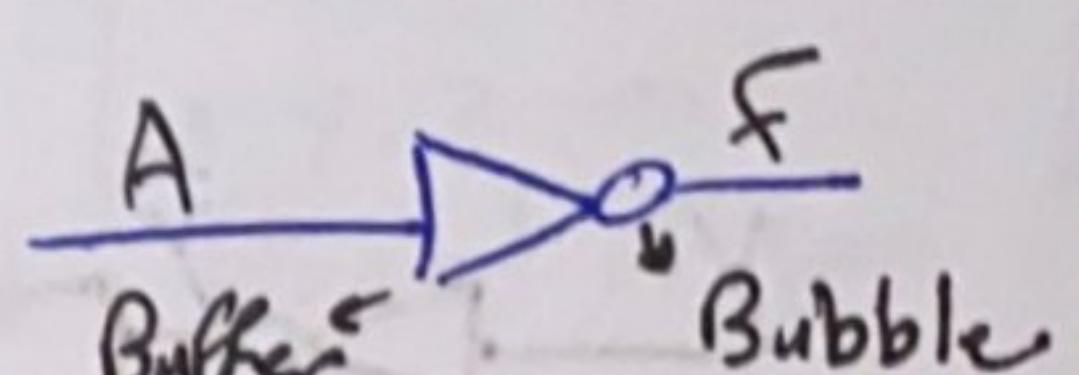
2. OR Gates:-



3. Inverter

(Not) Gates :-

$$F = A' \Rightarrow \text{Compl}$$



4. Buffer Gates :-

$$F = A$$



* Digital logic and Digital Electronics :-

* Logic Gates :-

* Boolean Theorems and Properties:-

1- closure with respect to "+, ., -" operator

$$2 \quad X+0 = X \quad , \quad X+1 = 1$$

$$X \cdot 1 = X \quad , \quad X \cdot 0 = 0$$

3- Commutative Laws

$$X+Y = Y+X \quad , \quad X \cdot Y = Y \cdot X.$$

4- Distributive Laws

$$X \cdot (Y+Z) = X \cdot Y + X \cdot Z.$$

$$X+(Y \cdot Z) = XY + XZ.$$

$$5 \quad X+\bar{X} = 1 \quad , \quad X \cdot \bar{X} = 0$$

$$Y+\bar{Y} = 1 \quad , \quad Y \cdot \bar{Y} = 0$$

* DeMorgan Theorem :-

$$1 \quad (X+Y)' = (\bar{X} \cdot \bar{Y}) = \bar{X} \cdot \bar{Y}$$

$$2 \quad (X \cdot Y)' = (\bar{X} \cdot \bar{Y}) = \bar{X} + \bar{Y}.$$

* Absorber Theorem :-

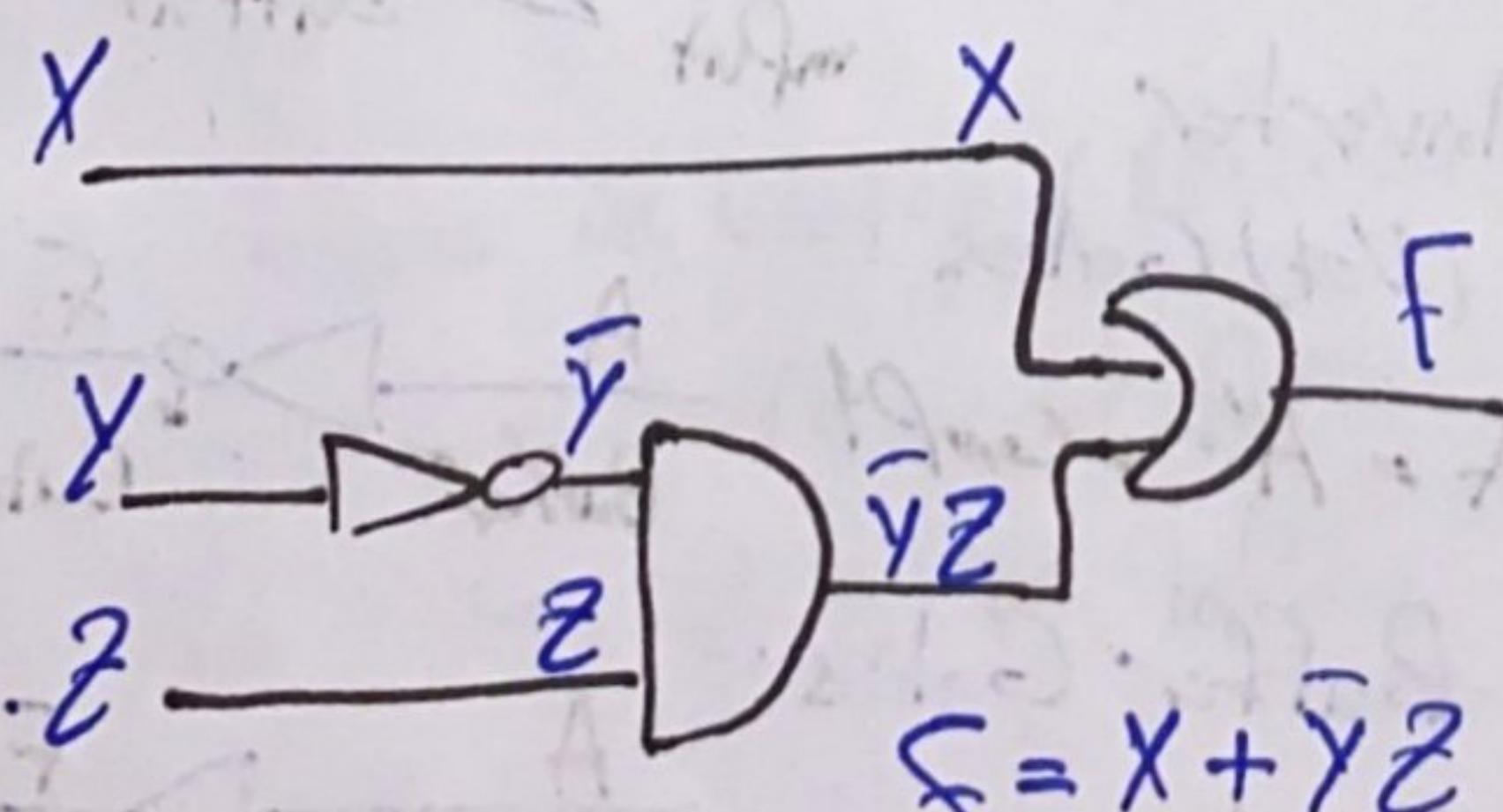
$$1 \quad X+XY = X \quad , \quad X+\bar{X}Y = X+Y.$$

$$\text{Proof: } X(1+Y) = X(1) = X.$$

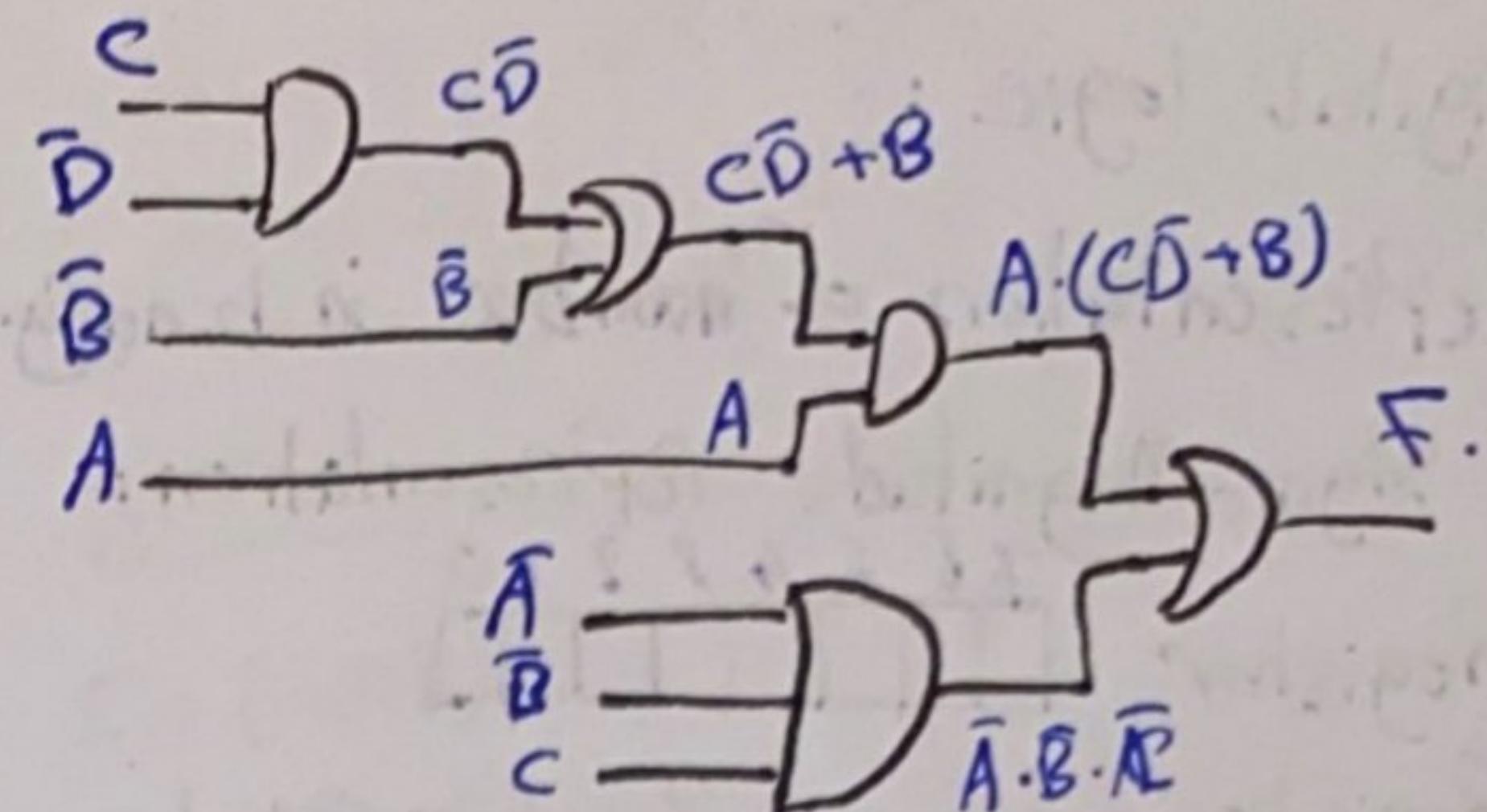
$$2 \quad X(X+Y) = X$$

$$\text{Proof: } X+XY = X(1+Y) = X$$

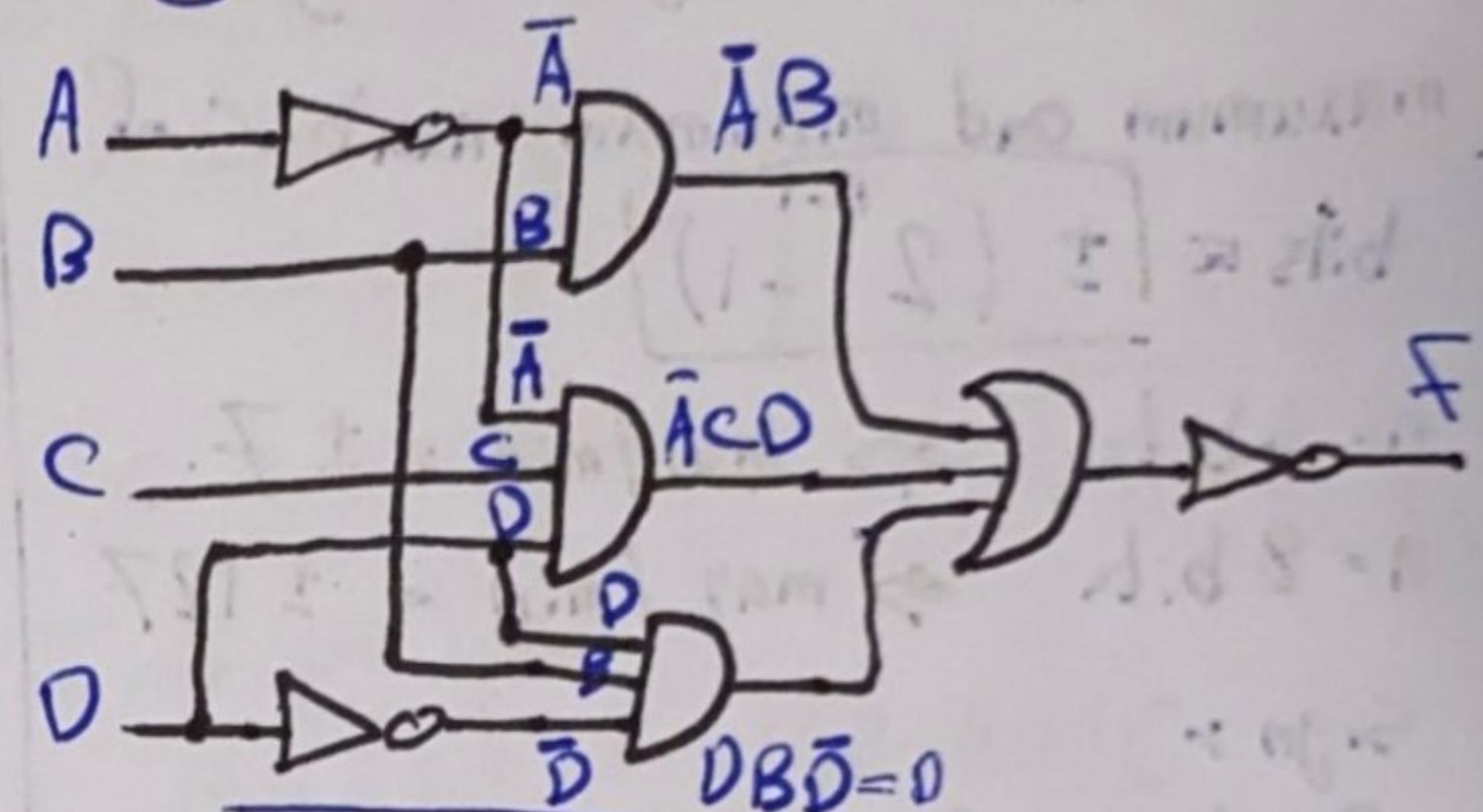
* Digital Circuit :-



* Digital Circuit :-



* Digital Circuit :-



$$F = \bar{A}B \cdot \bar{A}CD$$

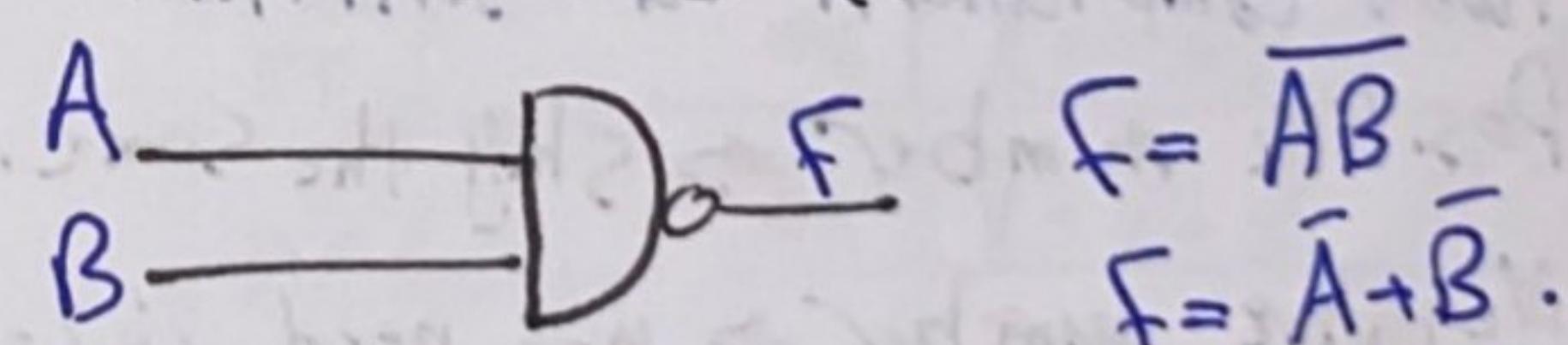
$$= (\bar{A} + \bar{B}) \cdot (\bar{A} + \bar{C} + \bar{D})$$

$$= (A + B) \cdot (A + C + D)$$

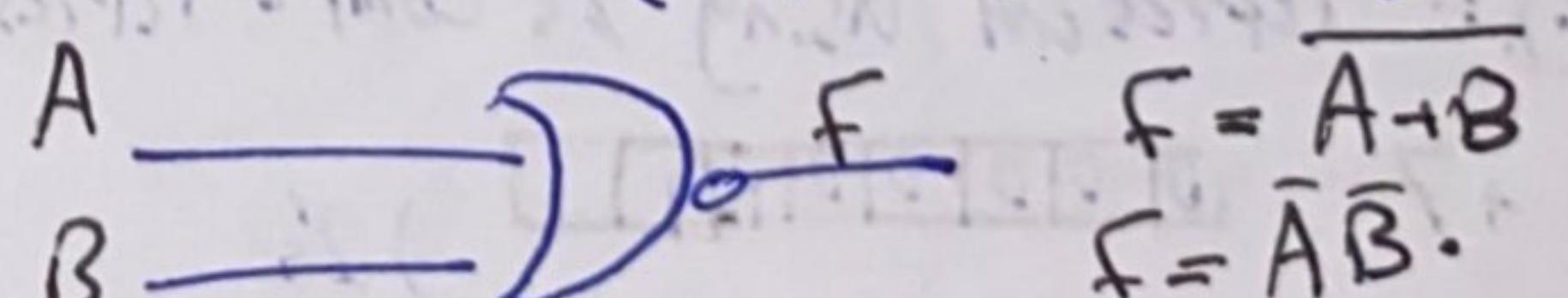
$$F = AA + AC + AD + AB + CB + BD$$

* logic Gates :-

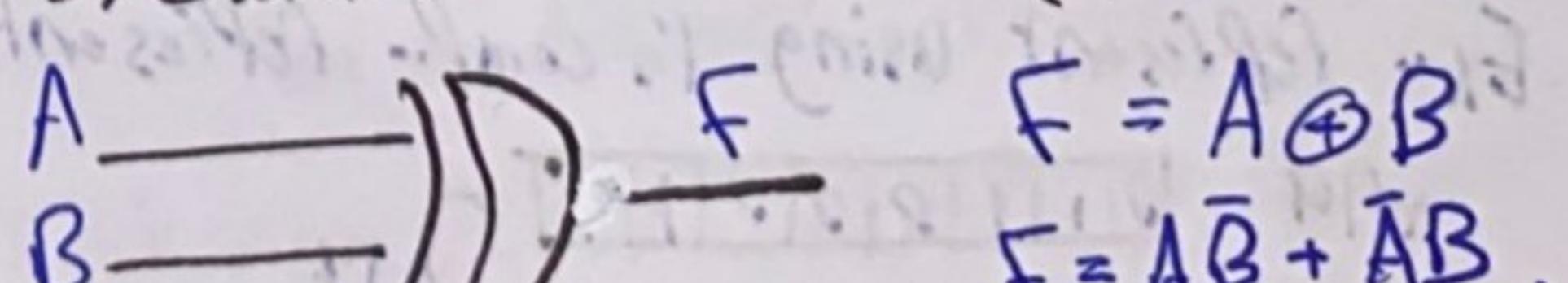
5- NAND Gates (AND Not Gates) :-



6- NOR Gates (OR Not Gates) :-



7- Exclusive OR Gates (XOR Gates) :-



$$F = A\bar{B} + \bar{A}B$$

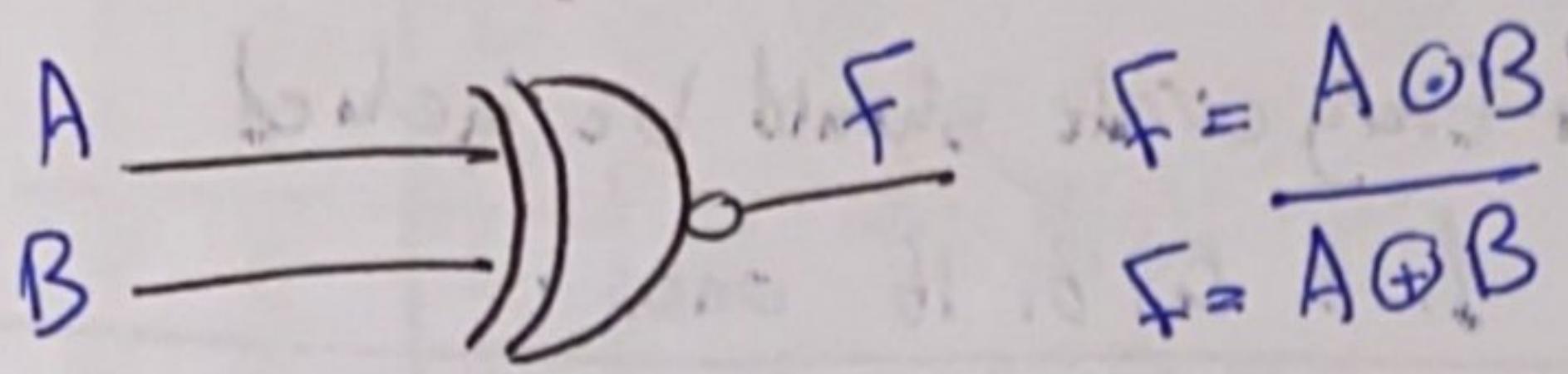
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Digital logic and Digital Electronics:-

* Digital logic :-

* logic Gates :-

8- Exclusive NOR Gates ($XNOR$) :-

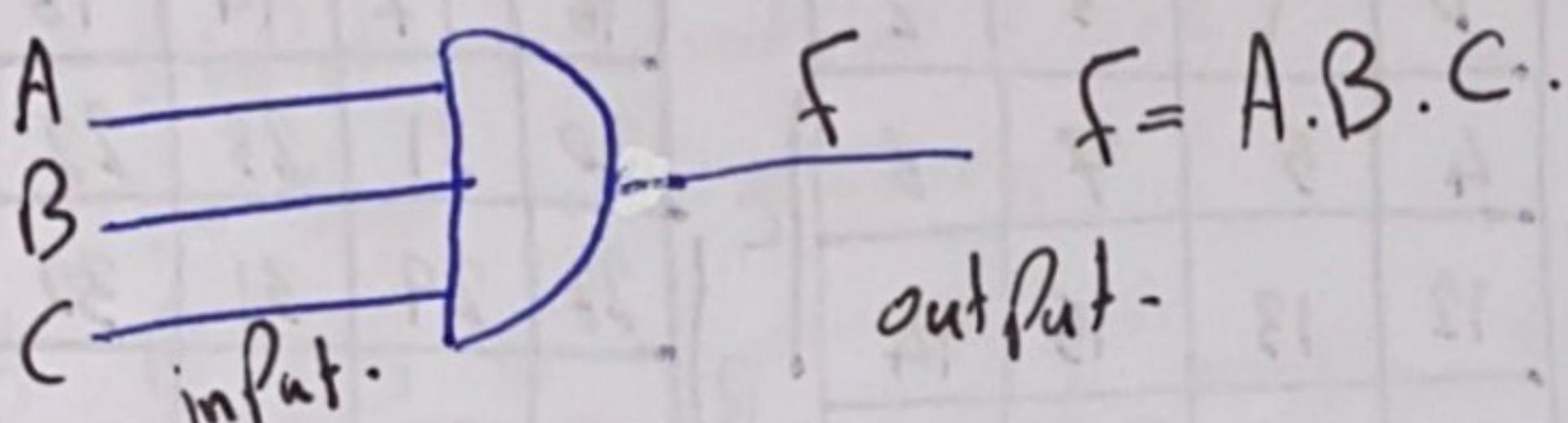


$$F = A \oplus B$$

$$F = A \oplus B = \bar{A}\bar{B} + AB.$$

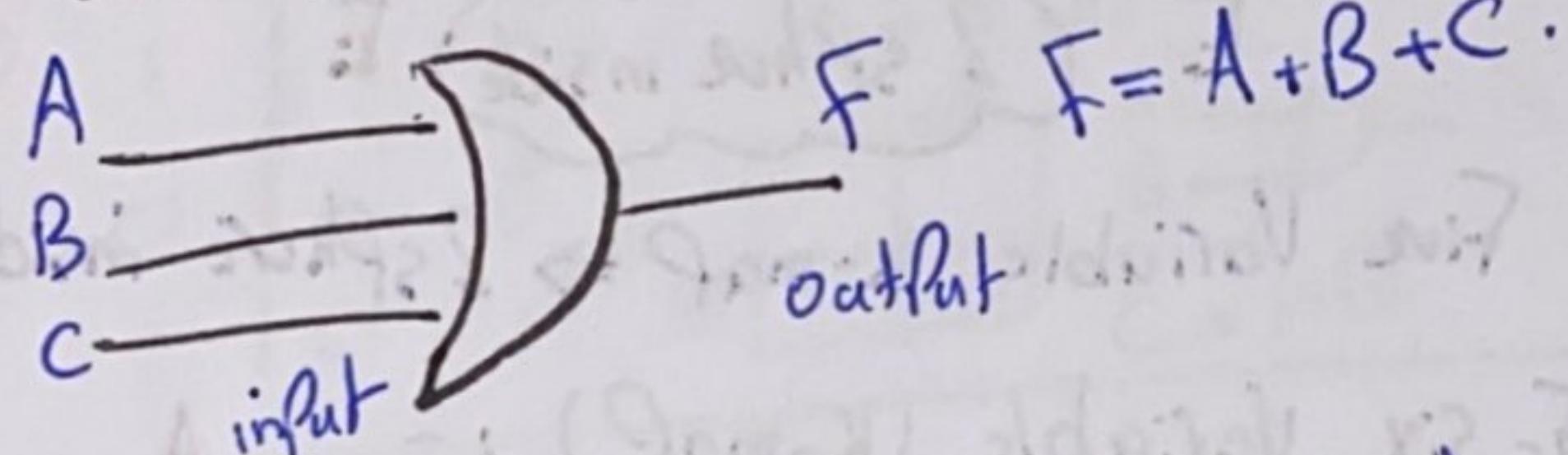
* logic Gates Three Input Gates :-

LAND Gates :-



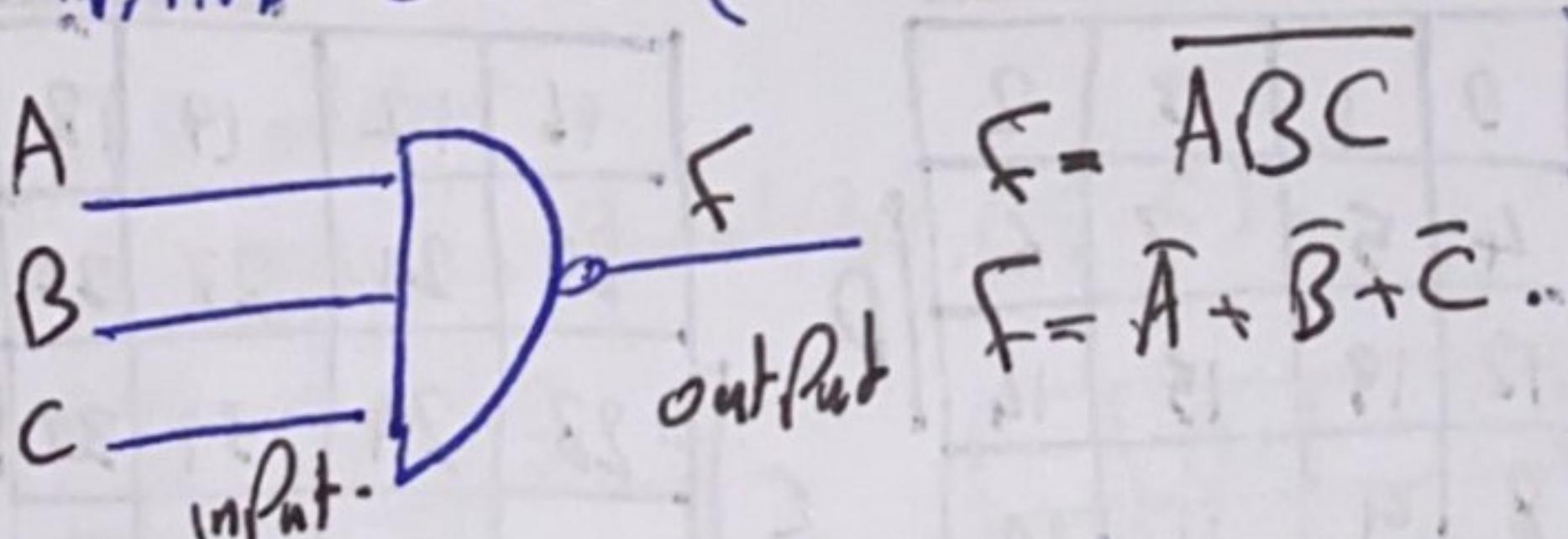
$$F = A \cdot B \cdot C.$$

2- OR Gates :-



$$F = A + B + C.$$

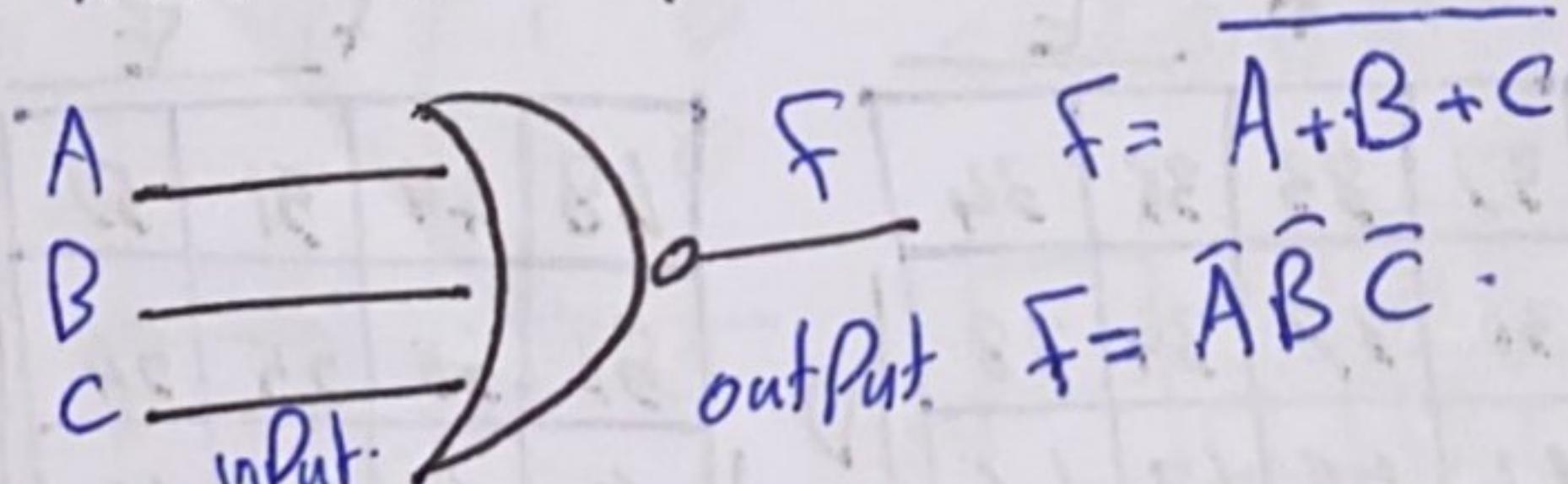
3. NAND Gates (AND Not Gates) :-



$$F = \overline{ABC}$$

$$F = \bar{A} + \bar{B} + \bar{C}.$$

4- NOR Gates (OR Not Gates) :-



$$F = \overline{A+B+C}$$

$$F = \bar{A}\bar{B}\bar{C}.$$

5- Exclusive OR Gates (XOR Gates) :-

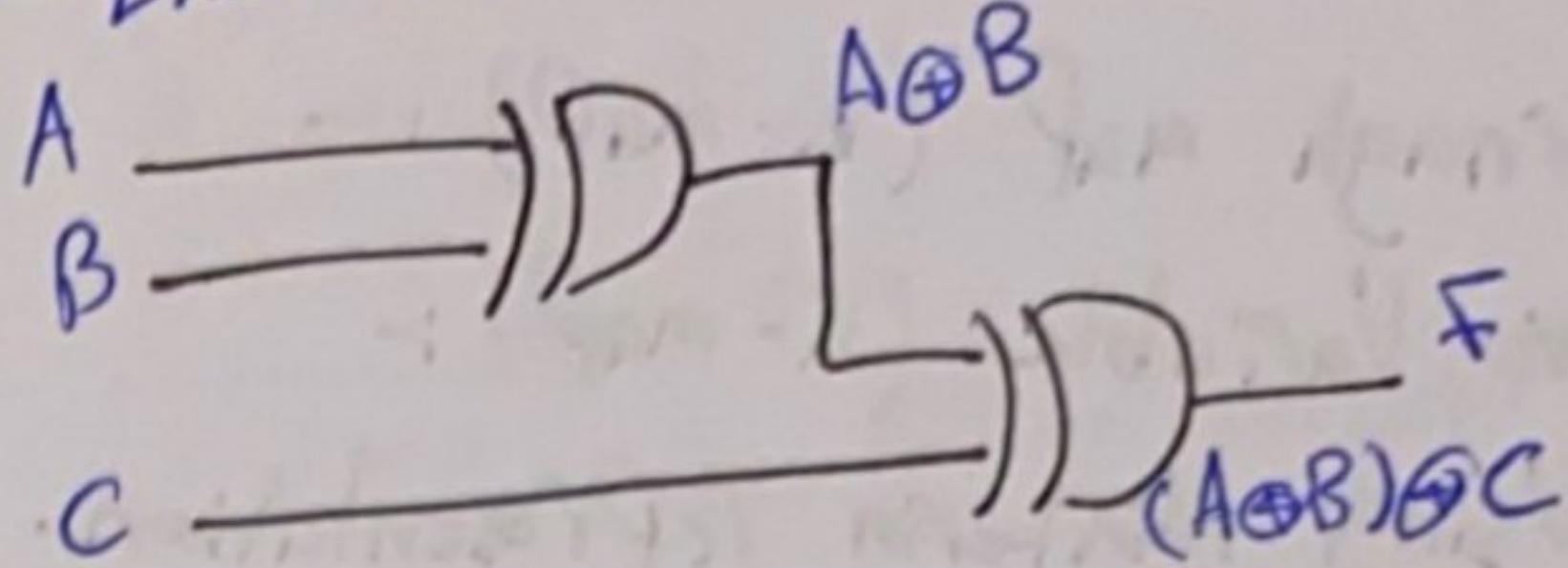
NO Three or more input for

(XOR) Gates Only Two input :-

5

* logic Gates Three Input Gates :-

5- Exclusive OR Gates :-

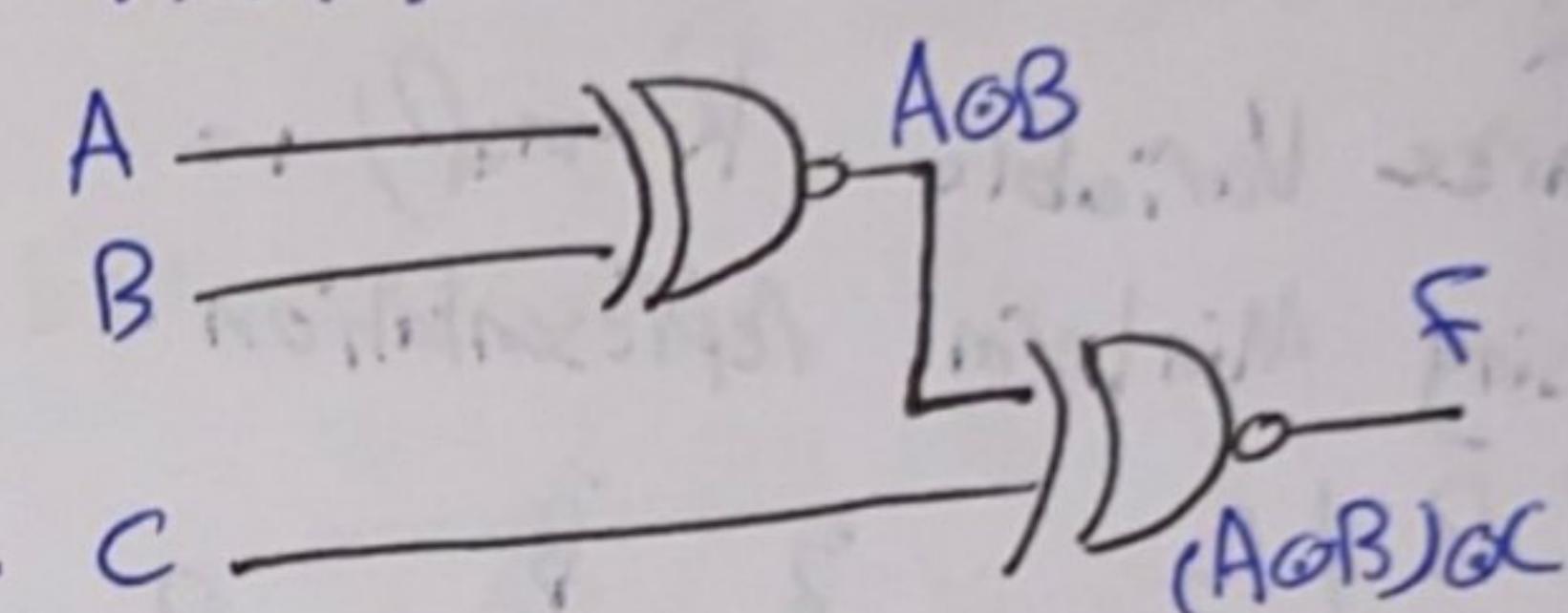


$$F = (A \oplus B) \oplus C.$$

$$F = (A\bar{B} + \bar{A}B)\bar{C} + (\bar{A}\bar{B} + A\bar{B})C$$

$$F = A\bar{B}\bar{C} + \bar{A}B\bar{C} + \bar{A}\bar{B}C + ABC.$$

6- Exclusive NOR Gates ($XNOR$) :-



$$F = (A \oplus B) \oplus C$$

$$F = (\bar{A}\bar{B} + A\bar{B})\bar{C} + (\bar{A}\bar{B} + A\bar{B})C$$

$$F = A\bar{B}\bar{C} + \bar{A}B\bar{C} + \bar{A}\bar{B}C + ABC.$$

* Min terms and maxterms :-

Num	Minterms	Maxterms
0	$\bar{x}\bar{y}\bar{z}$	$x+y+z$
1	$\bar{x}\bar{y}z$	$x+y+\bar{z}$
2	$\bar{x}y\bar{z}$	$x+\bar{y}+z$
3	$\bar{x}yz$	$x+\bar{y}+\bar{z}$
4	$x\bar{y}\bar{z}$	$\bar{x}+y+z$
5	$x\bar{y}z$	$\bar{x}+y+\bar{z}$
6	$xy\bar{z}$	$\bar{x}+\bar{y}+z$
7	xyz	$\bar{x}+\bar{y}+\bar{z}$
	$x, y, z \rightarrow 1$	$\bar{x}, \bar{y}, \bar{z} \rightarrow 1$
	$\bar{x}, \bar{y}, \bar{z} \rightarrow 0$	$x, y, z \rightarrow 0$
	Sum of Product	Product of sum

$$F(x,y) = (\bar{x}+y) \cdot (\bar{x} \cdot \bar{y}) = \Pi(2,3)$$

$$F(A,B) = AB + \bar{A}\bar{B} = \Sigma(0,3)$$

*Digital logic and Digital Electronics:-

* logic Gates :-

*Karnaugh map (K-map) :-

1-Two Variable (K-map) :-

Using Minterm representation.

	B	
A	m ₀	m ₁
	00	01
	m ₂	m ₃
10	11	1

A	B
0	0
0	1
1	0
1	1

2-Three Variable (K-map) :-

Using Minterm representation.

A	B	C	
0	0	0	\bar{B}
0	0	1	\bar{B}
0	1	0	\bar{A}
0	1	1	\bar{A}
1	0	0	B
1	0	1	B
1	1	0	A
1	1	1	A

Three Variable K-map
⇒ Cylinder
Four Variable K-map
⇒ Sphere.

3-Four Variable (K-map) :-

Using Minterm representation.

	D	C	
A	m ₀	m ₁	m ₂
	m ₄	m ₅	m ₆
	m ₁₂	m ₁₃	m ₁₄
100	1101	1111	1110
	m ₈	m ₉	m ₁₀
1000	1001	1011	1010

$$F(A, B, C, D) \Leftrightarrow F(W, X, Y, Z)$$

*Rules for K-map simplification
Using minterms :-

- 1-Cover all ones and none of zeros.
 - 2-Minimize the number of circles
 - 3-Maximize size for every circles
 - 4-Every circle should be included
- 1- 2, 4, 8, 16 ones.

*Karnaugh map (K-map) :-

4-Five Variable (K-map) :-

Using minterm representation :- A

D	0	1	3	2		16	17	19	18
B	4	5	7	6		20	21	23	22
	12	13	15	14		28	29	31	30
	8	9	11	10		24	25	27	26

E (2 spheres inside) E

Five Variable K-map \Rightarrow 2 spheres inside

5-Six Variable (K-map) :-

A

E	0	1	3	2		16	17	19	18
C	4	5	7	6		20	21	23	22
	12	13	15	14		28	29	31	30
	8	9	11	10		24	25	27	26

F E

F	32	33	35	34		48	49	51	50
D	36	37	39	38		52	53	55	54
	44	45	47	46		60	61	63	62
	40	41	43	42		56	57	59	58

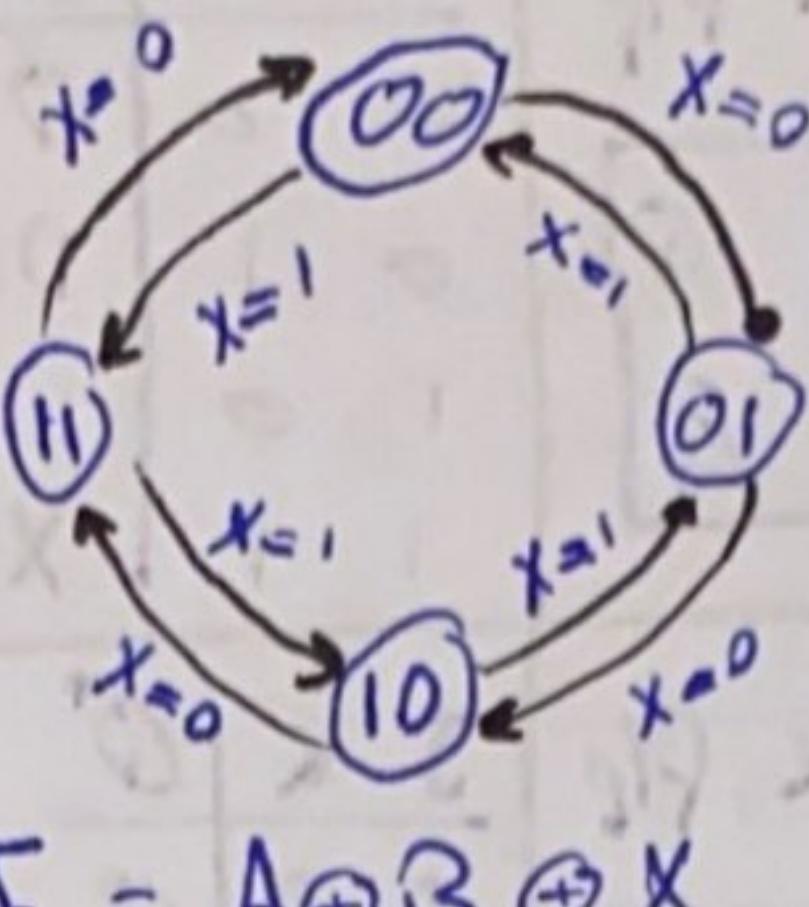
F

$$F(A, B, C, D, E, F)$$

Digital logic and Digital Electronics :-

* Design 2 bit up/down counter :-

A	B	X	F_1	F_2
0	0	0	0	1
0	0	1	1	1
0	1	0	1	0
0	1	1	0	0
1	0	0	1	1
1	0	1	0	1
1	1	0	0	0
1	1	1	1	0



$$F_1 = A \oplus B \oplus X$$

$$F_2 = \bar{B}$$

* Adder :-

1. Half adder :- (addition Two bits)

2 input \rightarrow 2 output (S, C).

S \rightarrow Sum . C \rightarrow Carry .

A	B	S	C
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

AI:

$S = A \oplus B = A\bar{B} + \bar{A}B$

$C = AB$

* Adder :-

2. Full adder :-

3 input \rightarrow 2 output (S, C).

A	B	C_i	S	C.
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	1	1
1	1	1	1	1

AI:

$S = A \oplus B \oplus C_i$

$C_o = A_{C_i} + AB + BC_i$

$A \rightarrow D$ $B \rightarrow D$ $C_i \rightarrow D$ $S \rightarrow D$

$A \rightarrow D$ $B \rightarrow D$ $C_i \rightarrow D$ $C \rightarrow D$

* BCD addition :-

1. Sum $\leq 9 \Rightarrow$ Answer is correct.

$$\text{Ex: } \begin{array}{r} 0010 \\ 0110 \\ \hline 1000 \end{array} \quad \begin{array}{r} 121_{10} \\ 161_{10} \\ \hline 8_{(10)} \end{array}$$

$BCD \leq 9 \rightarrow \text{correct.}$

$$\text{Ex: } \begin{array}{r} 0011 \\ 0100 \\ \hline 111_{10} \end{array} \quad \begin{array}{r} (3)_{10} \\ (4)_{10} \\ \hline (7)_{10} \end{array}$$

$BCD > 9 \rightarrow \text{incorrect.}$

2. Sum $> 9 \Rightarrow$ Answer is incorrect.
we add (6 = 0110).

$$\text{Ex: } \begin{array}{r} 0011 \\ 0111 \\ \hline 1010 \end{array} \quad \begin{array}{r} (3)_{10} \\ (7)_{10} \\ \hline 10_{10} \end{array}$$

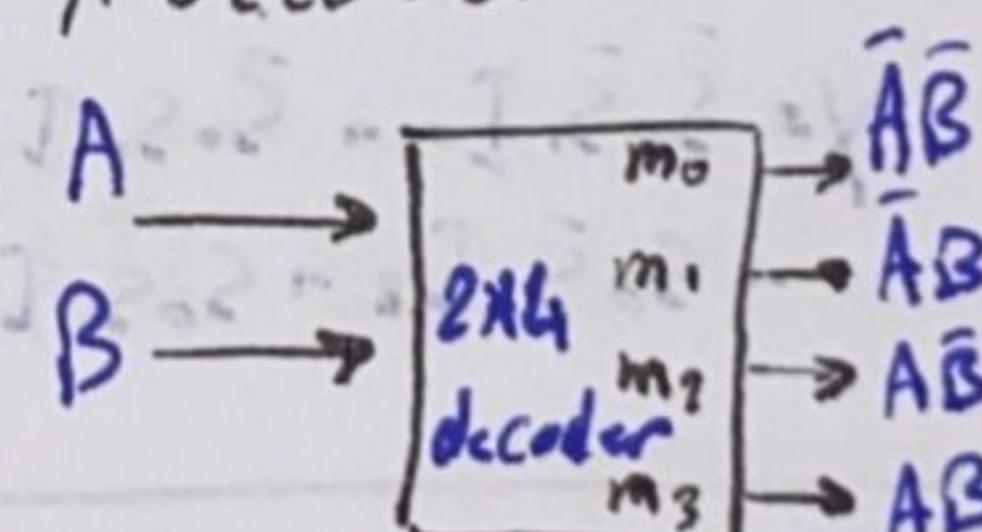
$BCD > 9$

$$\begin{array}{r} 0110 \\ \hline 10000 \end{array} \quad BCD.$$

$$\text{Ex: } \begin{array}{r} 1000 \\ 1001 \\ \hline 10001 \end{array} \quad \begin{array}{r} (8)_{10} \\ (9)_{10} \\ \hline (17)_{10} \end{array}$$

$BCD > 9$

* Decoder :-

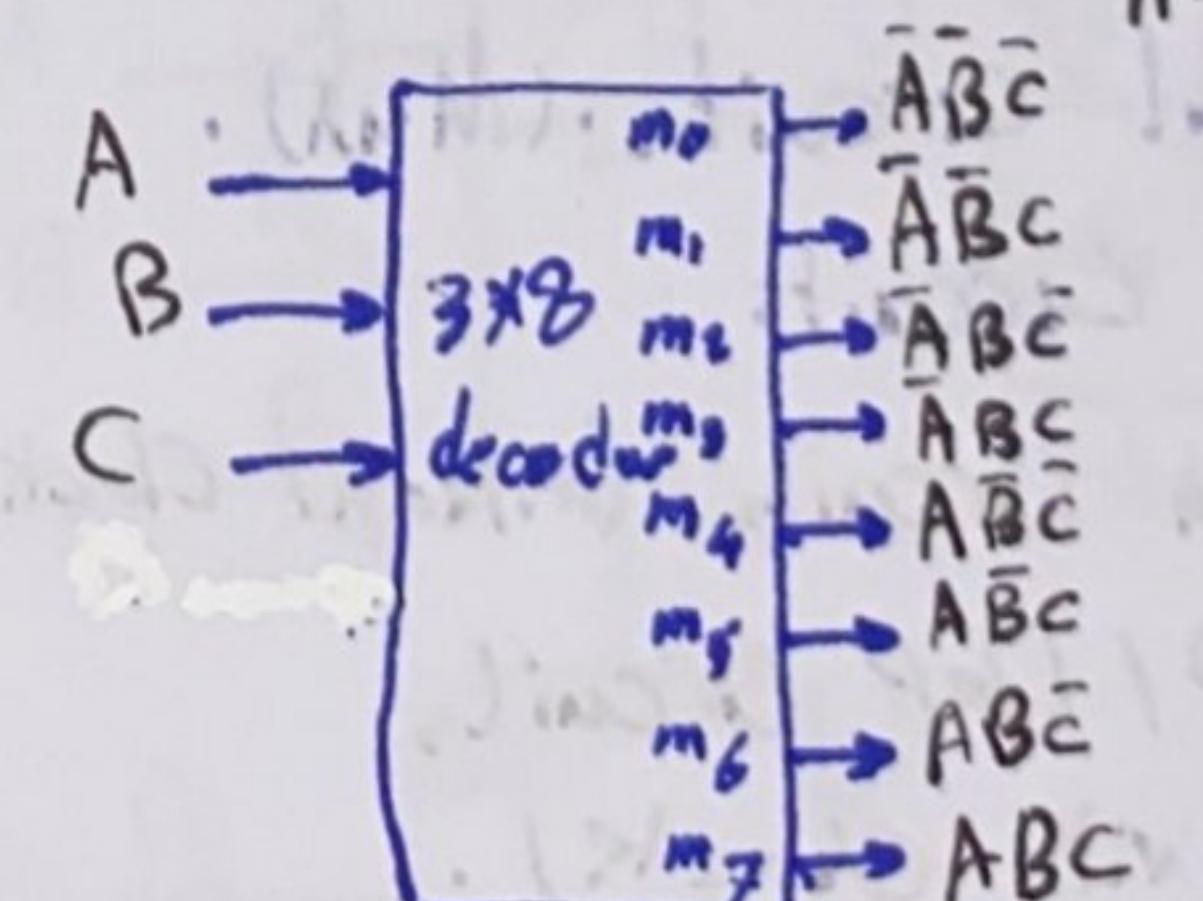


$n=2 \rightarrow \text{output} = 4$

$n=3 \rightarrow \text{output} = 8$

$n=4 \rightarrow \text{output} = 16$

$n=5 \rightarrow \text{output} = 32$



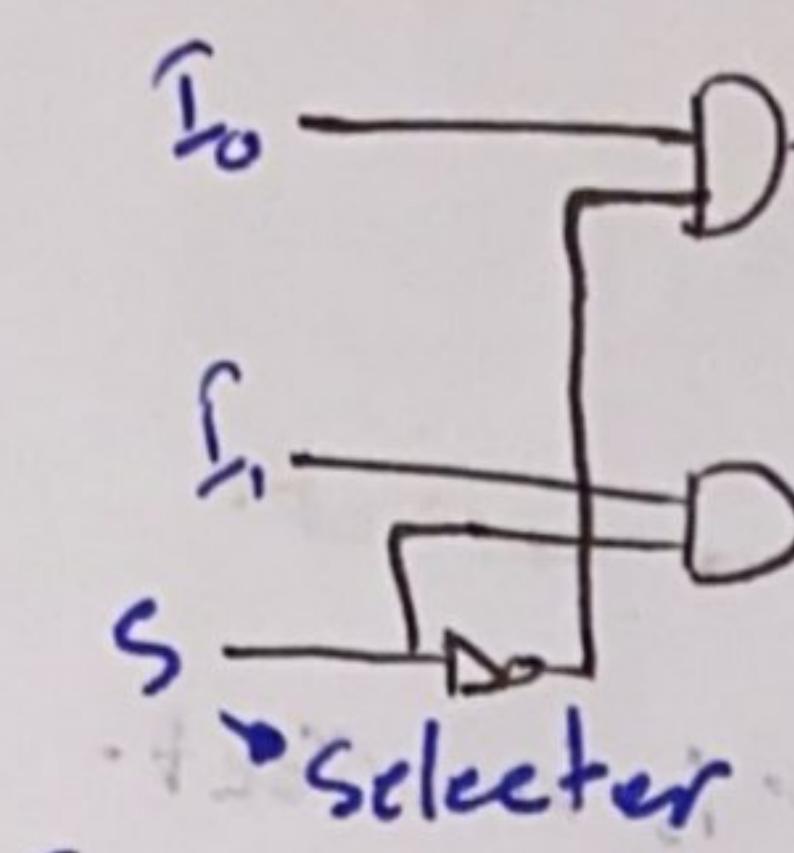
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*Digital logic and Digital Electronics:-

*Design with Multiplexer (MUX) :-

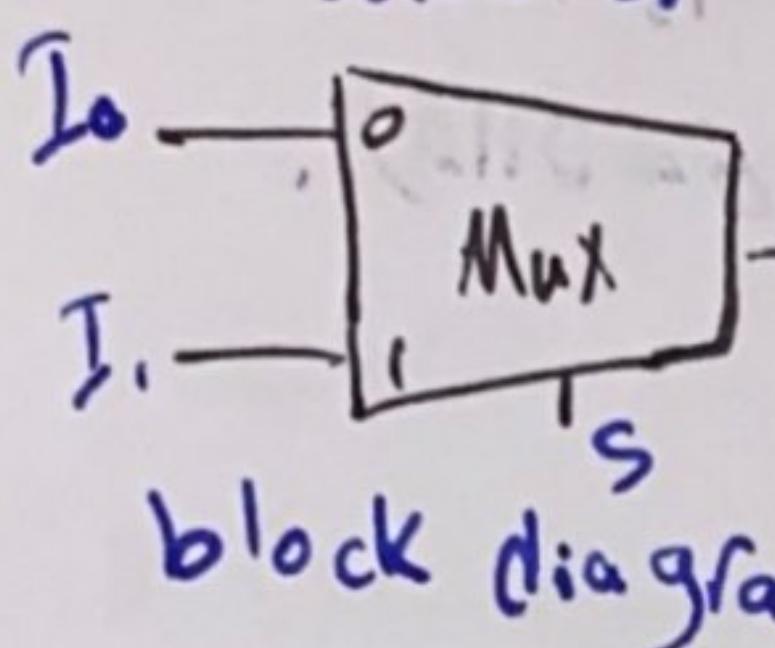
Multiplex input → one output.

1. 2 input multiplexer :-



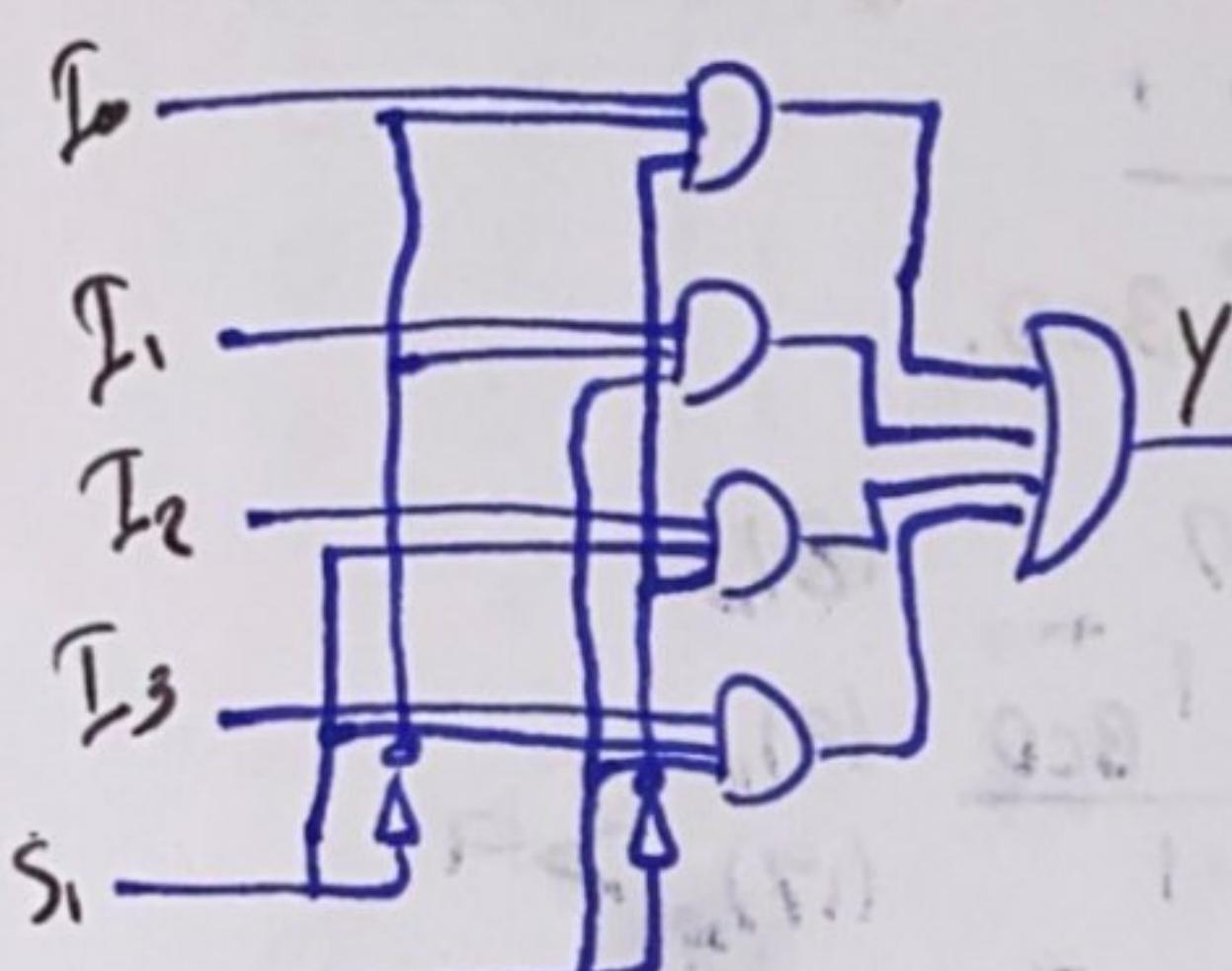
logic diagram
(2x1) Mux

S	Y
0	I ₀
1	I ₁



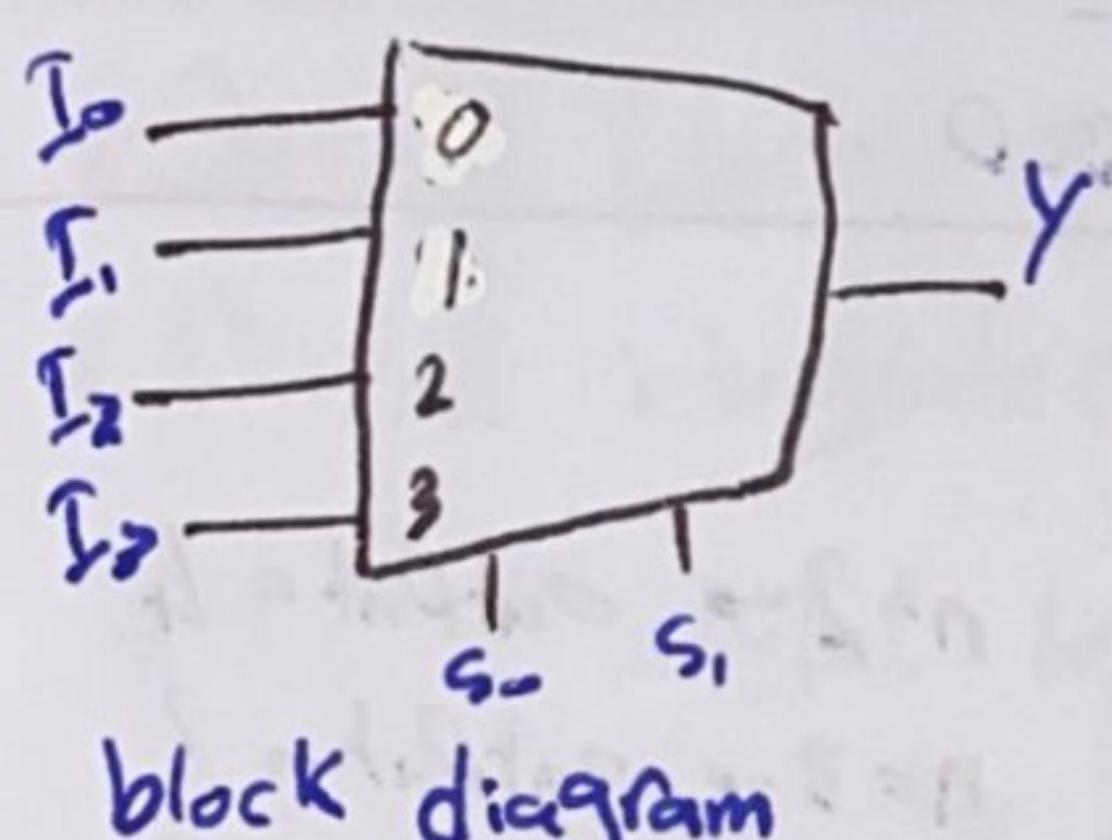
Characteristic eqn
$$Y = I_0 \bar{S} + I_1 \cdot S$$

2. 4 input multiplexer :-



logic diagram
(4x1) mux

S ₀	S ₁	Y
0	0	I ₀
0	1	I ₁
1	0	I ₂
1	1	I ₃



Characteristic eqn
$$Y = \bar{S}_0 \bar{S}_1 I_0 + \bar{S}_0 S_1 I_1 + S_0 \bar{S}_1 I_2 + S_0 S_1 I_3$$

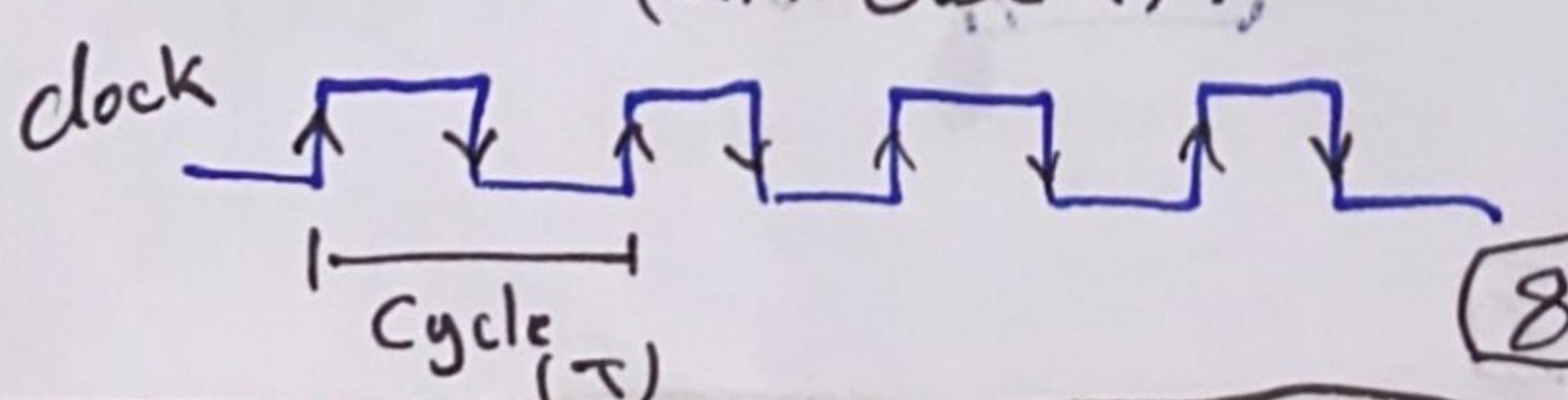
*Digital Circuits :-

1. Combinational Circuits (MUX).

2. Sequential Circuits

like :- 1- latch Circuits (without clock)

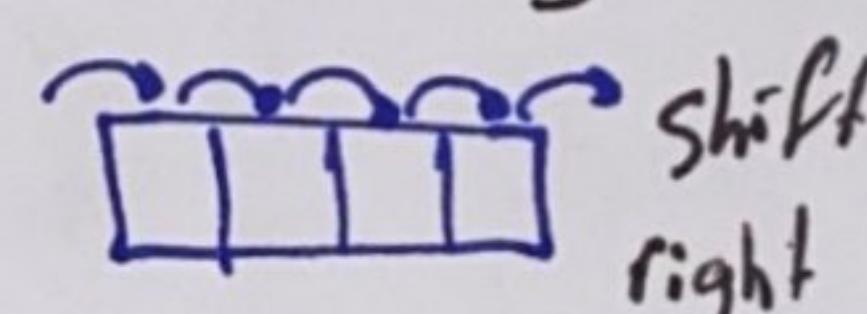
2- flip/flop Circuits (with clock).



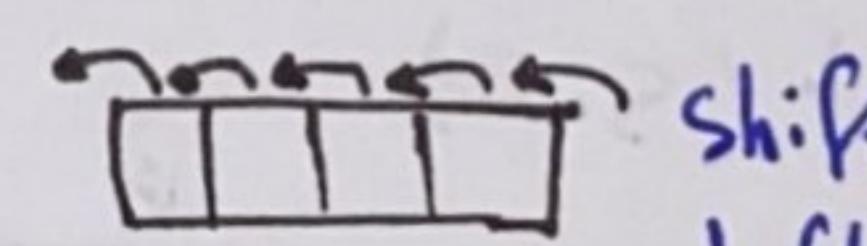
* flip/flop Circuits:-

Name	State Table	Characteristic eqn															
① SR flip-flop	<table border="1"> <thead> <tr> <th>S</th> <th>R</th> <th>Q⁺</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Q No change</td> </tr> <tr> <td>0</td> <td>1</td> <td>0 Reset</td> </tr> <tr> <td>1</td> <td>0</td> <td>1 Set</td> </tr> <tr> <td>1</td> <td>1</td> <td>X Invalid</td> </tr> </tbody> </table>	S	R	Q ⁺	0	0	Q No change	0	1	0 Reset	1	0	1 Set	1	1	X Invalid	X
S	R	Q ⁺															
0	0	Q No change															
0	1	0 Reset															
1	0	1 Set															
1	1	X Invalid															
② JK flip-flop	<table border="1"> <thead> <tr> <th>J</th> <th>K</th> <th>Q⁺</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>Q No change</td> </tr> <tr> <td>0</td> <td>1</td> <td>0 Reset</td> </tr> <tr> <td>1</td> <td>0</td> <td>1 Set</td> </tr> <tr> <td>1</td> <td>1</td> <td>Q Toggle</td> </tr> </tbody> </table>	J	K	Q ⁺	0	0	Q No change	0	1	0 Reset	1	0	1 Set	1	1	Q Toggle	$Q^+ = J\bar{Q} + \bar{K}Q$
J	K	Q ⁺															
0	0	Q No change															
0	1	0 Reset															
1	0	1 Set															
1	1	Q Toggle															
③ T flip-flop	<table border="1"> <thead> <tr> <th>T</th> <th>Q⁺</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Q No change</td> </tr> <tr> <td>1</td> <td>Q Toggle</td> </tr> </tbody> </table>	T	Q ⁺	0	Q No change	1	Q Toggle	$Q^+ = T \oplus Q = T\bar{Q} + \bar{T}Q$									
T	Q ⁺																
0	Q No change																
1	Q Toggle																
④ D flip-flop	<table border="1"> <thead> <tr> <th>D</th> <th>Q⁺</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0 Reset</td> </tr> <tr> <td>1</td> <td>1 Set</td> </tr> </tbody> </table>	D	Q ⁺	0	0 Reset	1	1 Set	$Q^+ = D$									
D	Q ⁺																
0	0 Reset																
1	1 Set																

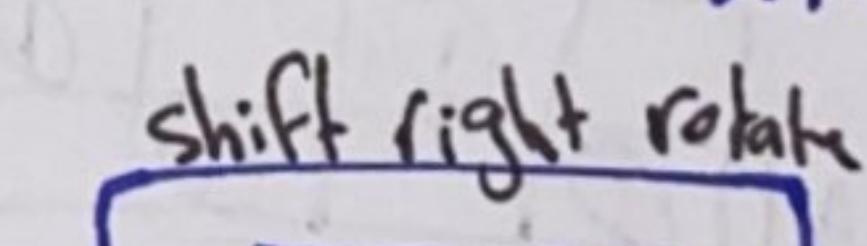
* Shift register :-



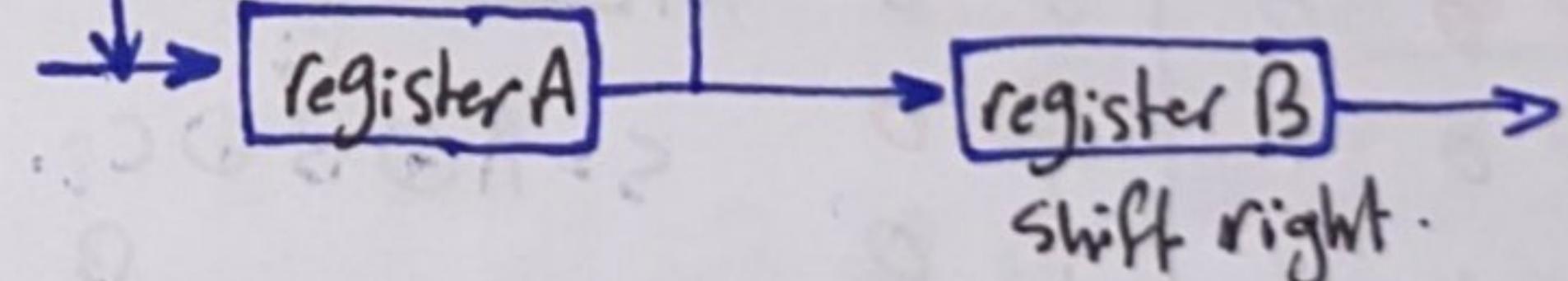
shift right



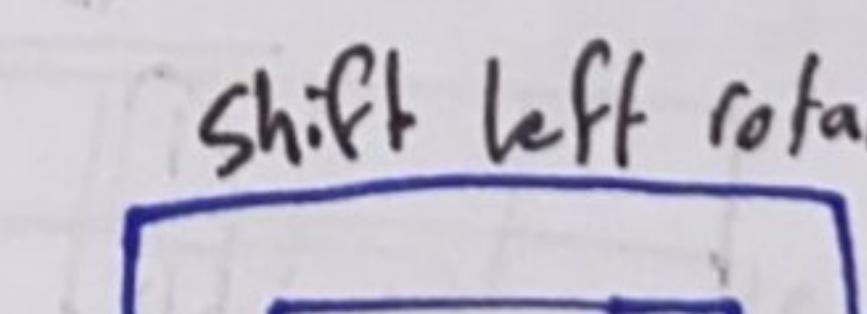
shift left



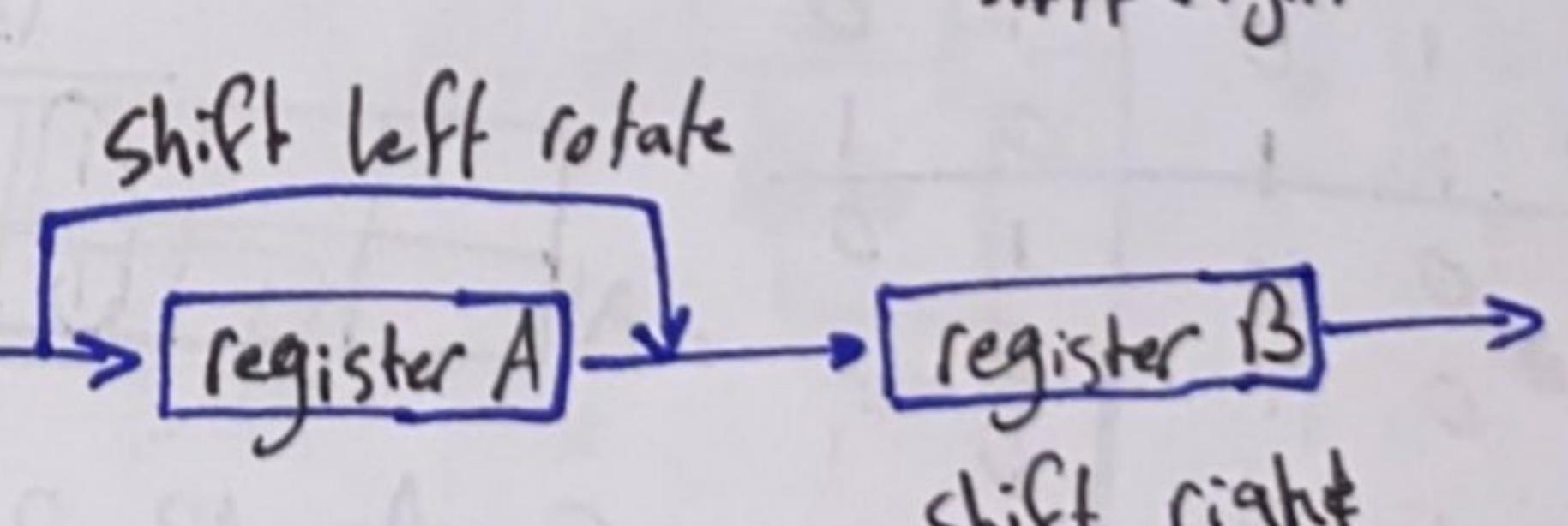
shift right rotate



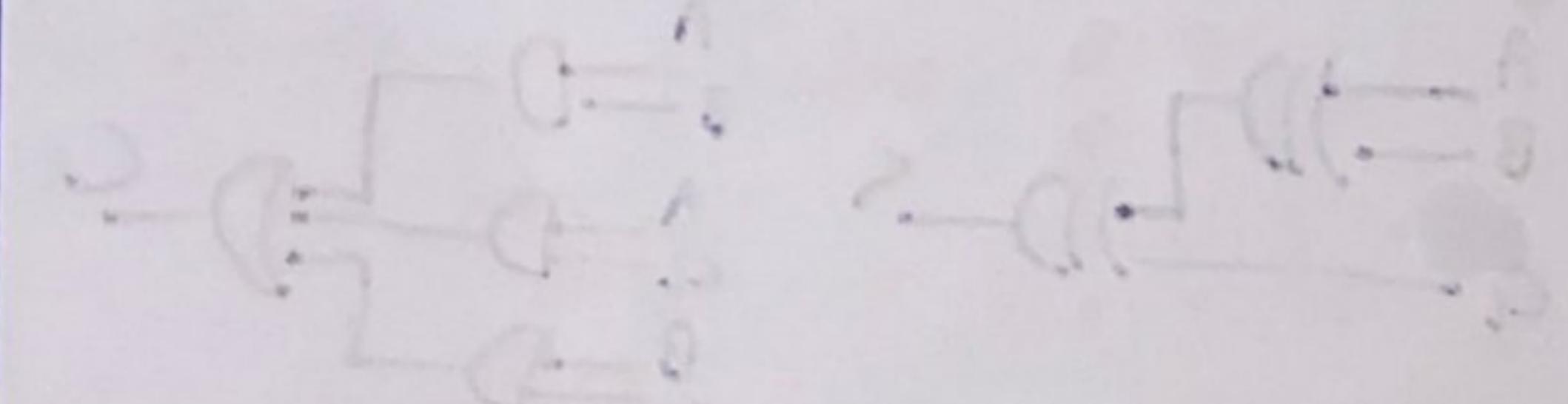
shift right



shift right



shift left



*Digital Logic and Digital Electronics:-

*Digital logic:-

*Excitation Tables :-

1. Excitation tables of D flip-flop
2. Excitation table of JK flip-flop.

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

$$D = Q^+$$

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

$$Q^+ = J\bar{Q} + \bar{K}Q.$$

3. Excitation table of T flip-flop.

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

$$T = Q \oplus Q^+$$

$$Q^+ = T \oplus Q$$

*Digital Electronics:-

*Digital Integrated Circuits:-

*The IC digital logic families:-

1. RTL → Resistor Transistor logic

2. DTL → Diode Transistor logic.

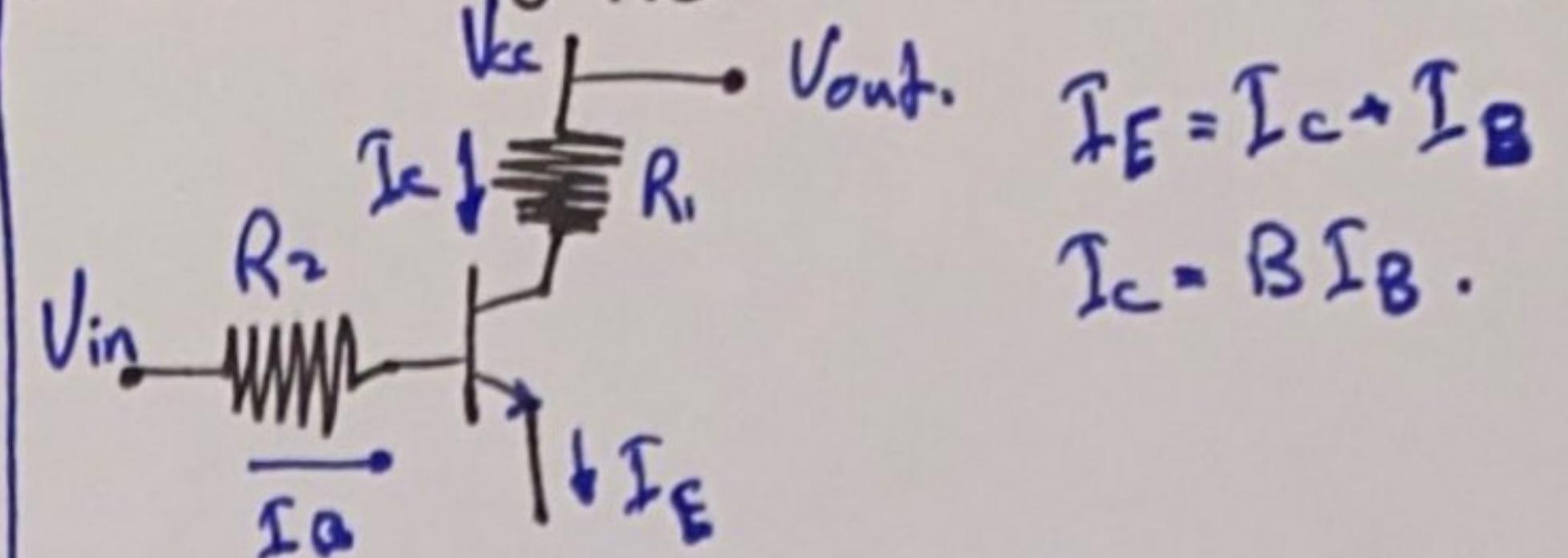
3. TTL → Transistor Transistor logic.

4. ECL → Emitter-Coupled logic.

5. MOS → Metal Oxide Semiconductors

6. CMOS → Complementary metal Oxide Semiconductors

* Bi-Polar Junction Transistor (BJT) -



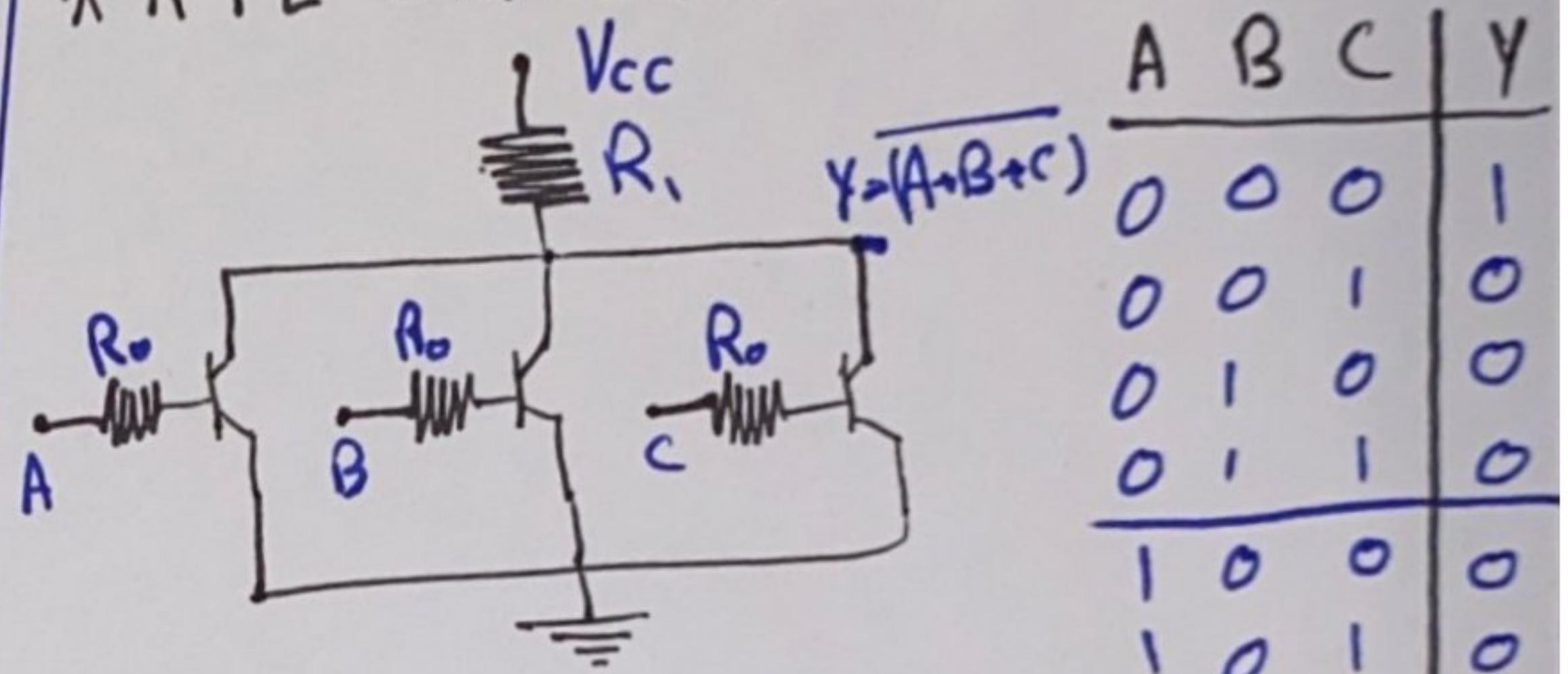
$$I_E = I_C + I_B$$

$$I_C = B I_B$$

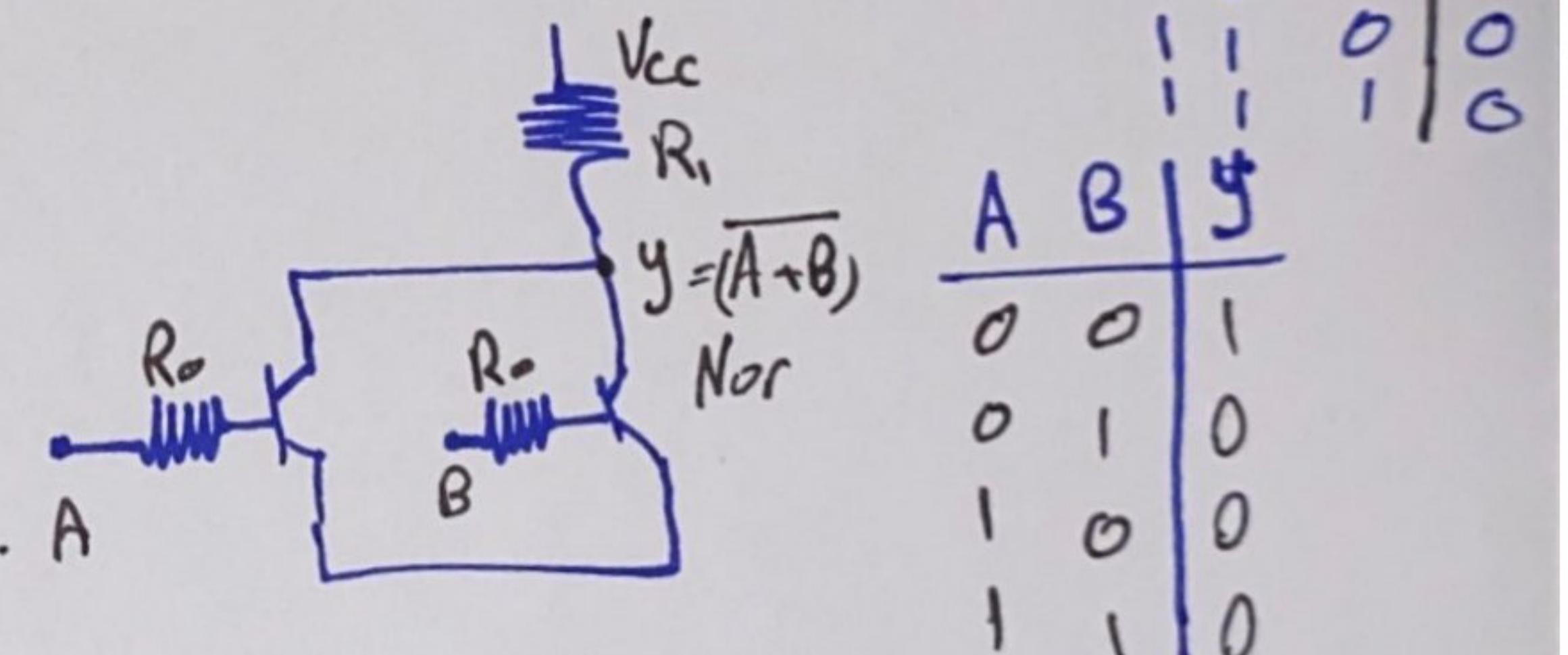
* Typical NPN silicon Transistor Parameter

Region	V_{BE}	V_{CE}	Current Relation
Cut-off	< 0.6	open circ	$I_B = I_C = 0$.
Active	0.6 - 0.7	> 0.8	$I_C = B I_B$
Saturation	0.7 - 0.8	0.2	$I_B \geq \frac{I_C}{B}$

* RTL Basic Gates :-

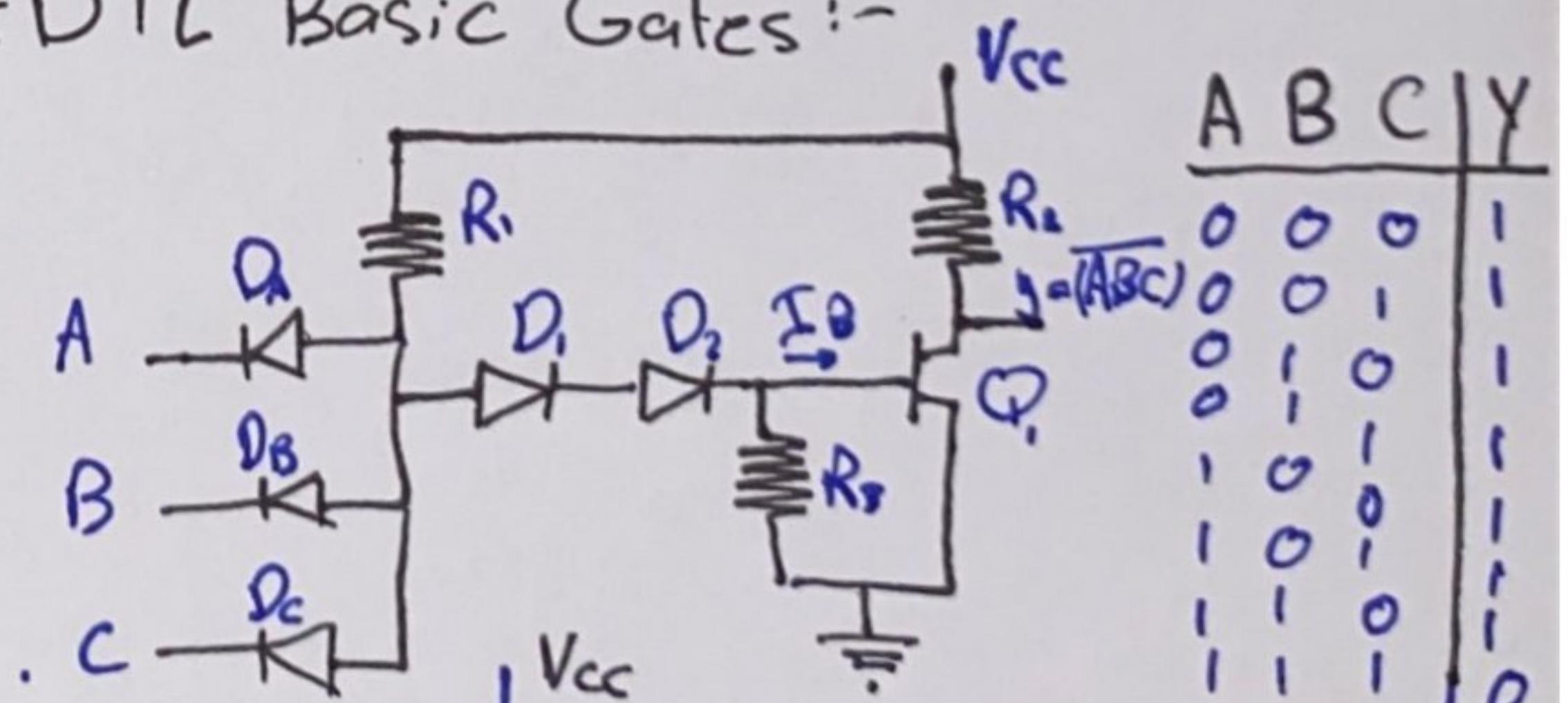


A	B	C	Y
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

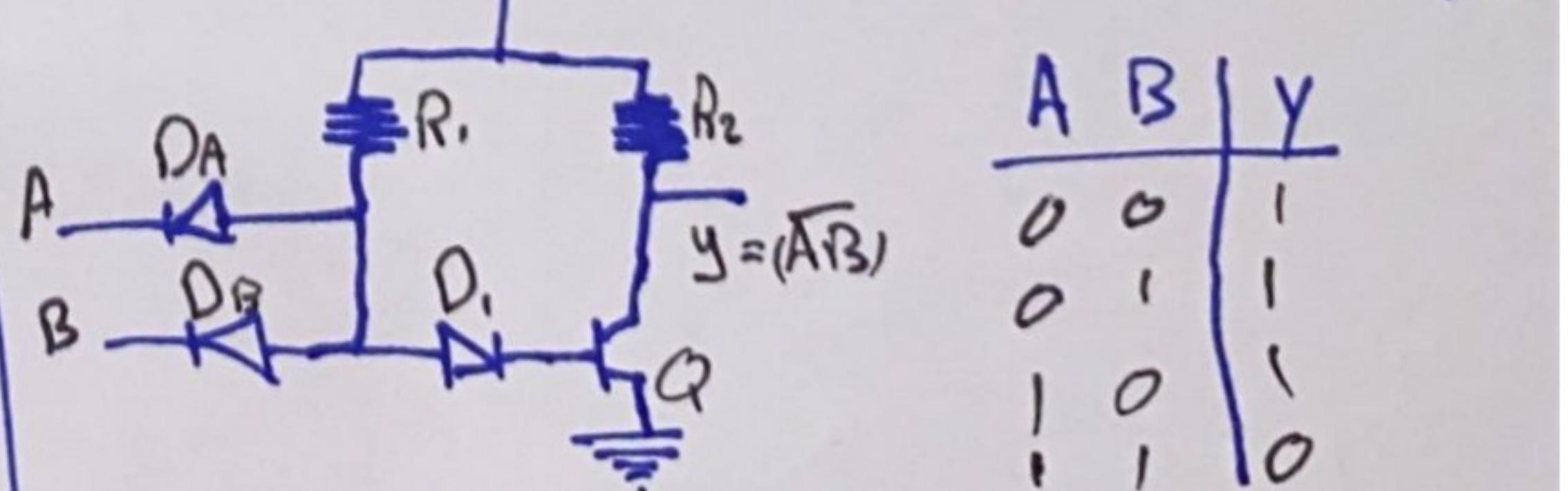


A	B	Y
0	0	1
0	1	0
1	0	0
1	1	0

* DTL Basic Gates :-



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



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