

تقدم لجنة

ملخص لمادة:

# منطق رقمي

جزيل الشكر للطالب:

## حمزة اسماعيل



# \* Digital logic and Digital Electronics

## \* Digital logic :-

## \* Number Systems :-

1. Binary system : النظام الثنائي  
base (2, B) , element (0, 1).
2. Decimal system : النظام العشري  
base (10) , element (0-9).
3. Octal system : النظام الثماني  
base (8, O) , element (0-7).
4. Hexadecimal system  
base (16, H) , element (0-9, A-F).

## \* Least and most significant Bit :-

Least significant Bit (LSB).

Most significant Bit (MSB).

MSB ← 1010011 → 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 :-

⇒ من أي نظام للنظام العشري نظرياً  
بأساس النظام.

### 1. Conversion from Binary to Decimal :-

10111<sub>(2)</sub> → 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<sub>(2)</sub> → Decimal

$$1100.101_{(2)} = 1 \times 2^3 + 1 \times 2^2 + 0 \times 2^1 + 0 \times 2^0 + 1 \times 2^{-1} + 0 \times 2^{-2} + 1 \times 2^{-3}$$

$$= 8 + 4 + \frac{1}{2} + \frac{1}{8} = 12.625_{(10)}$$

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

### 2. Conversion from Octal to Decimal

2371<sub>(8)</sub> → 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<sub>(16)</sub> → 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 :-

⇒ من النظام العشري لأي نظام نظرياً أو تقسيم

Integer → قسم , fraction → بقية

### 1. Conversion from Decimal to Binary :-

6<sub>(10)</sub> → Binary

0.125<sub>(10)</sub> → Binary

6 | 0 → LSB  
3 | 1  
1 | 1  
0 | 1 → MSB

6<sub>(10)</sub> = 110<sub>(2)</sub>

0.125 | 0  
0.25 | 0  
0.5 | 0  
0 | 1

0.125<sub>(10)</sub> = 0.001<sub>(2)</sub>

### 2. Conversion from Decimal to Octal

812<sub>(10)</sub> → Octal

0.0625<sub>(10)</sub> → Octal

812 | 4  
101 | 5  
12 | 4  
1 | 1

812<sub>(10)</sub> = 1454<sub>(8)</sub>

0.0625 | 0  
2.5 | 4  
0 | 4

0.0625<sub>(10)</sub> = 0.04<sub>(8)</sub>

### 3. Conversion from Decimal

171<sub>(10)</sub> → Hexadecimal

171 | 11 → B  
10 | 10 → A

171<sub>(10)</sub> = AB<sub>(16)</sub>



# \* Digital logic and Digital Electronic

\* Digital logic :-

\* Number Systems :-

\* Conversion from Binary to Octal and Vice Versa :-

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

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

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

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

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

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

Binary	Octal
000	0
001	1
010	2
011	3
100	4
101	5
110	6
111	7
<u>421</u>	

\* Conversion from Binary to Hexadecimal and Vice Versa :-

$0001.1000_{(2)} \Rightarrow \text{Hexadecimal}$

$1.1_{(2)} = 1.8_{(16)}$

$10111 \cdot 111_{(2)} \Rightarrow \text{Hexadecimal}$

$10111 \cdot 111_{(2)} = 17.E_{(16)}$

$CAB \cdot BEE \Rightarrow \text{Binary}$

$12 \downarrow 10 \downarrow 11 \downarrow 11 \downarrow 14 \downarrow 14$

$= 110010101011 \cdot 101111101110_{(2)}$

$ABED \Rightarrow \text{Binary}$

$10 \downarrow 11 \downarrow 14 \downarrow 19$

$ABED = 1010101111101101_{(2)}$

Binary	Hexa.
0000	0
0001	1
0010	2
0011	3
0100	4
0101	5
0110	6
0111	7
1000	8
1001	9
1010	A
1011	B
1100	C
1101	D
1110	E
1111	F
<u>8421</u>	

\* Conversion from Hexadecimal to Octal and Vice Versa :-

$273_{(8)} = 010111011_{(2)} = BB_{(16)}$

$B \cdot A_{(16)} = 1011 \cdot 1010_{(2)} = 13.5_{(8)}$

\* Binary Coded Decimal (BCD) :-

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

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

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

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

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

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

Binary	Decimal
0000	0
0001	1
0010	2
0011	3
0100	4
0101	5
0110	6
0111	7
1000	8
1001	9

\* Gray Code :-

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

$42_{(10)} = 01100011_{(10)}$   
Gray digit.

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

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

Gray Code	Decimal
0000	0
0001	1
0011	2
0010	3
0110	4
0111	5
1111	15

\* Complement :-

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

$0 \rightarrow 1, 1 \rightarrow 0$

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

2. Two's Complement (2's comp).

$2's \text{ comp} = 1's \text{ comp} + 1$

Ex -  $001101_{(2)} \xrightarrow{2's \text{ comp}} 110011_{(2)}$

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

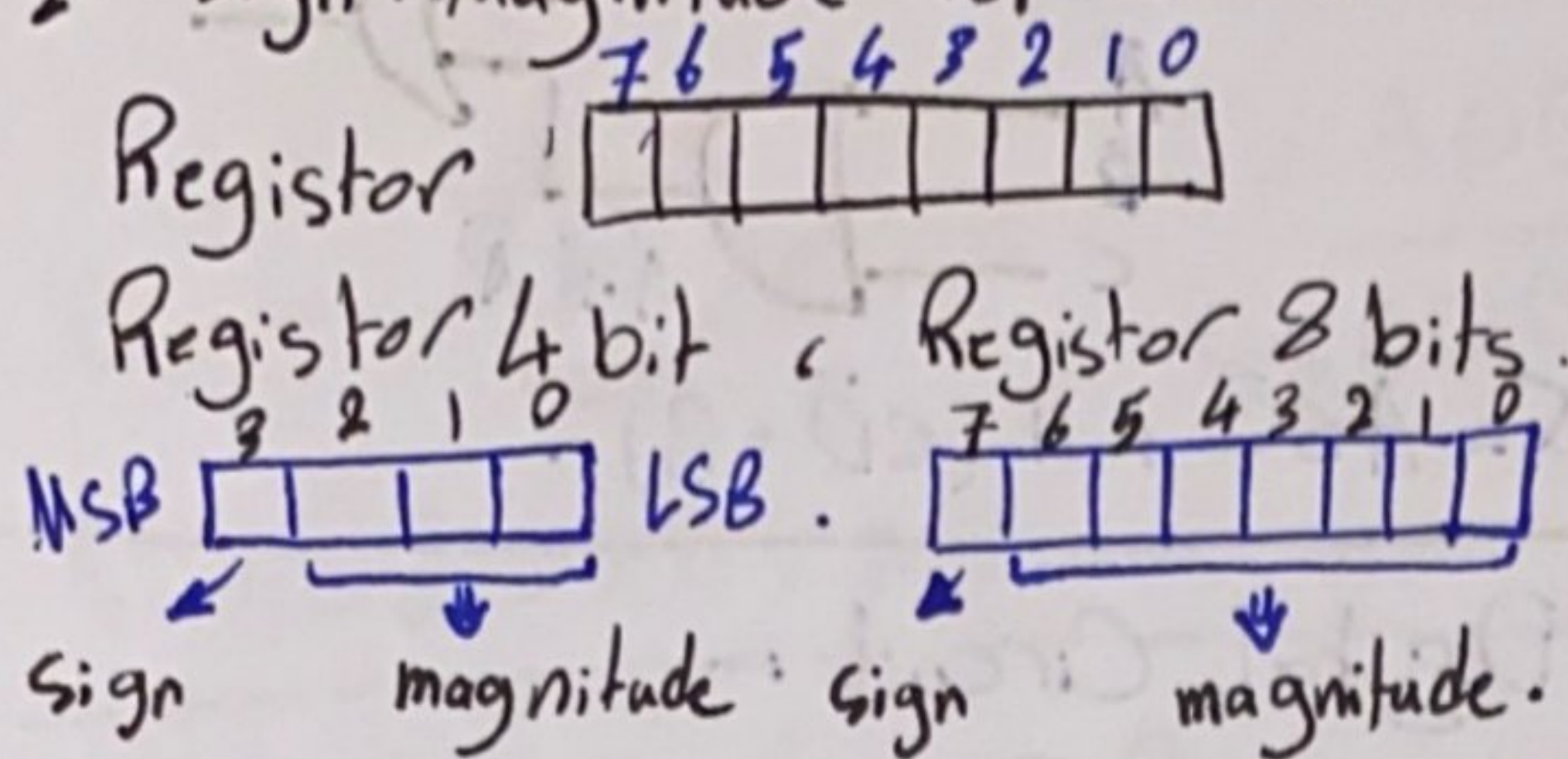


# \* Digital logic and Digital Electronics:-

## \* Digital logic :-

### \* Representation of number in binary:-

#### 1. Sign-Magnitude representation:-



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

n = 4 bits  $\Rightarrow$  max/min =  $\pm 7$

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

Sign:

Positive  $\rightarrow 0$ , Negative  $\rightarrow 1$

+2: 0010 (4-bit), 00000010 (8-bit)

-7: 1111 (4-bit), 11000011 (8-bit)

### \* 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: 00000111 (8-bit)  $\rightarrow$  2's

-7: 11111001 (8-bit)

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

+99: 01100011 (8-bit)  $\rightarrow$  1's

-99: 10011100 (8-bit)

[3]

## \* Representation of number in binary:-

### 3. Two's Complement representation

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

### 4. Floating Point representation:-

نقطة العائمة (الرقم الثابت والمنزلة العشرية)

مثال: 1.23

## \* Ranges:-

### 1. Sign-Magnitude representation

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

### 2. One's Complement representation

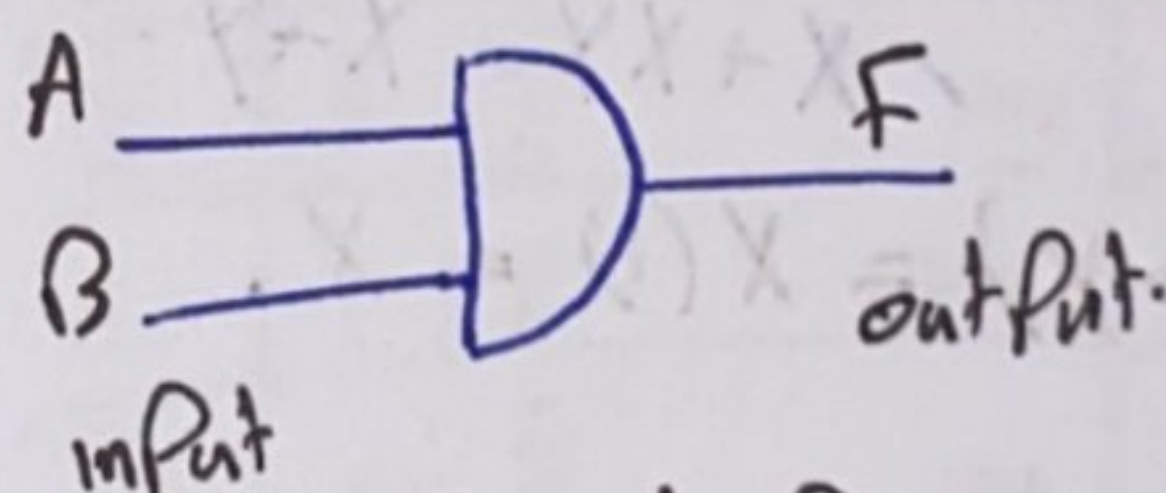
Positive number  $\Rightarrow \pm (2^{n-1})$   
negative number

### 3. Two's complement representation

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

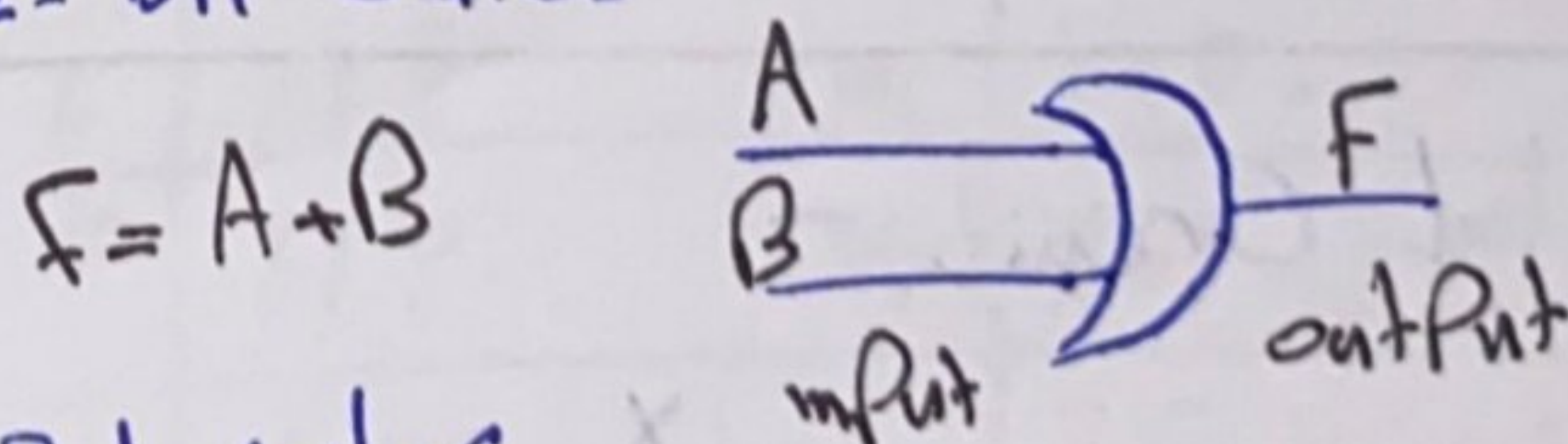
## \* Logic Gates:-

### 1. AND Gates:-



$$F = A \cdot B$$

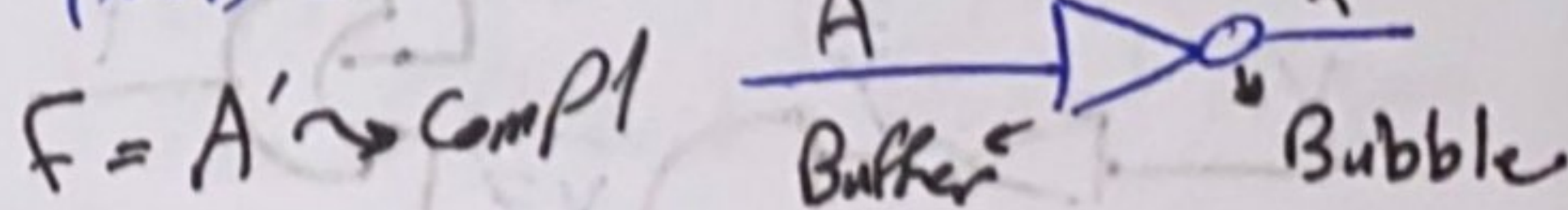
### 2. OR Gates:-



$$F = A + B$$

### 3. Inverter (Not) Gates:-

$F = A' \rightarrow$  Compl



### 4. Buffer Gates:-

$$F = A$$





# \* Digital Logic and Digital Electronics :-

## \* Logic Gates :-

### \* Boolean Theorems and Properties :-

1- Closure with respect to "+" and "•" operator

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

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

### 3- Commutative

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

### 4- Distributive

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

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

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

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

### \* Demorgan Theorem :-

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

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

### \* Absorption Theorem :-

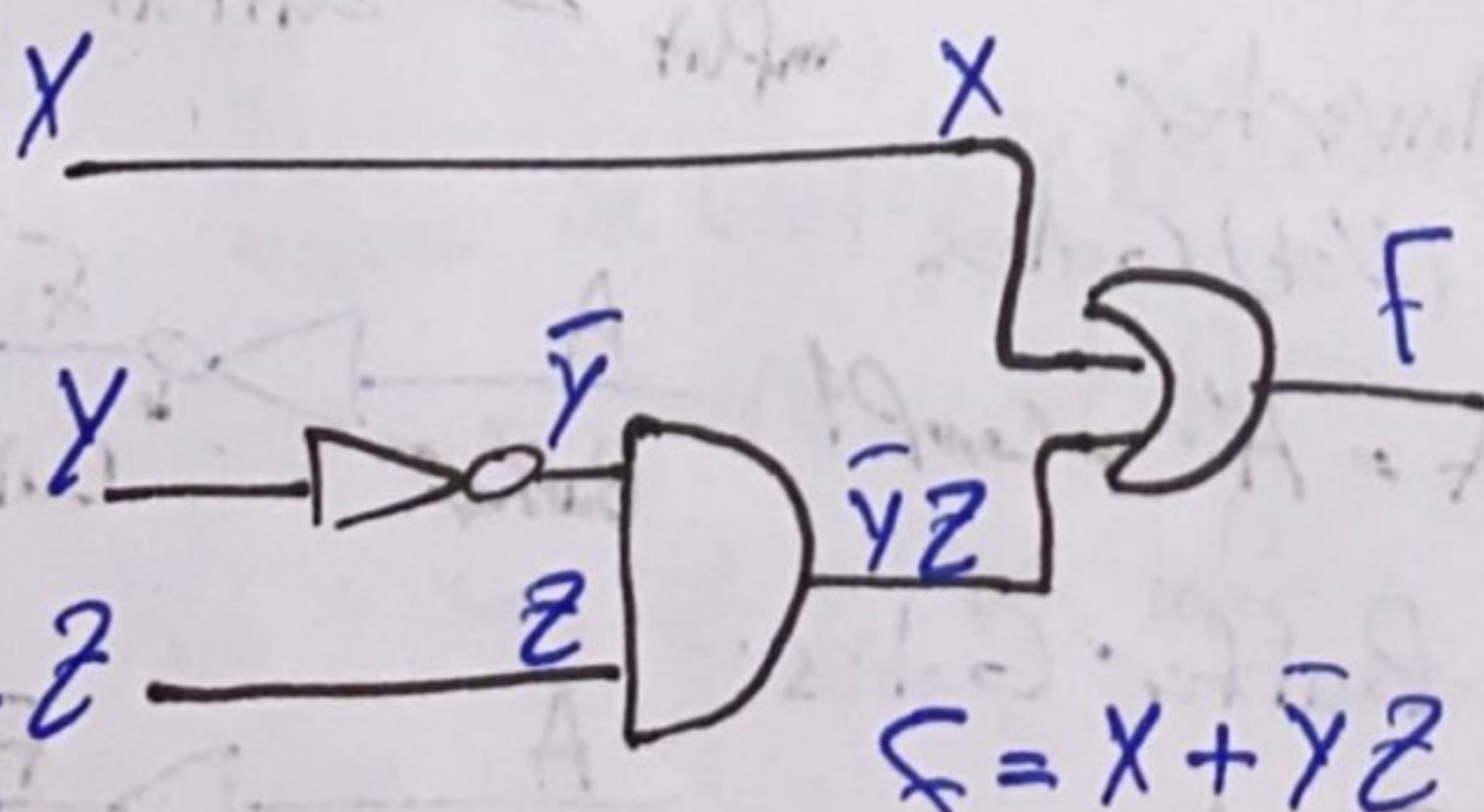
$$1. X + XY = X \quad , \quad X + \bar{X}Y = X + Y$$

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

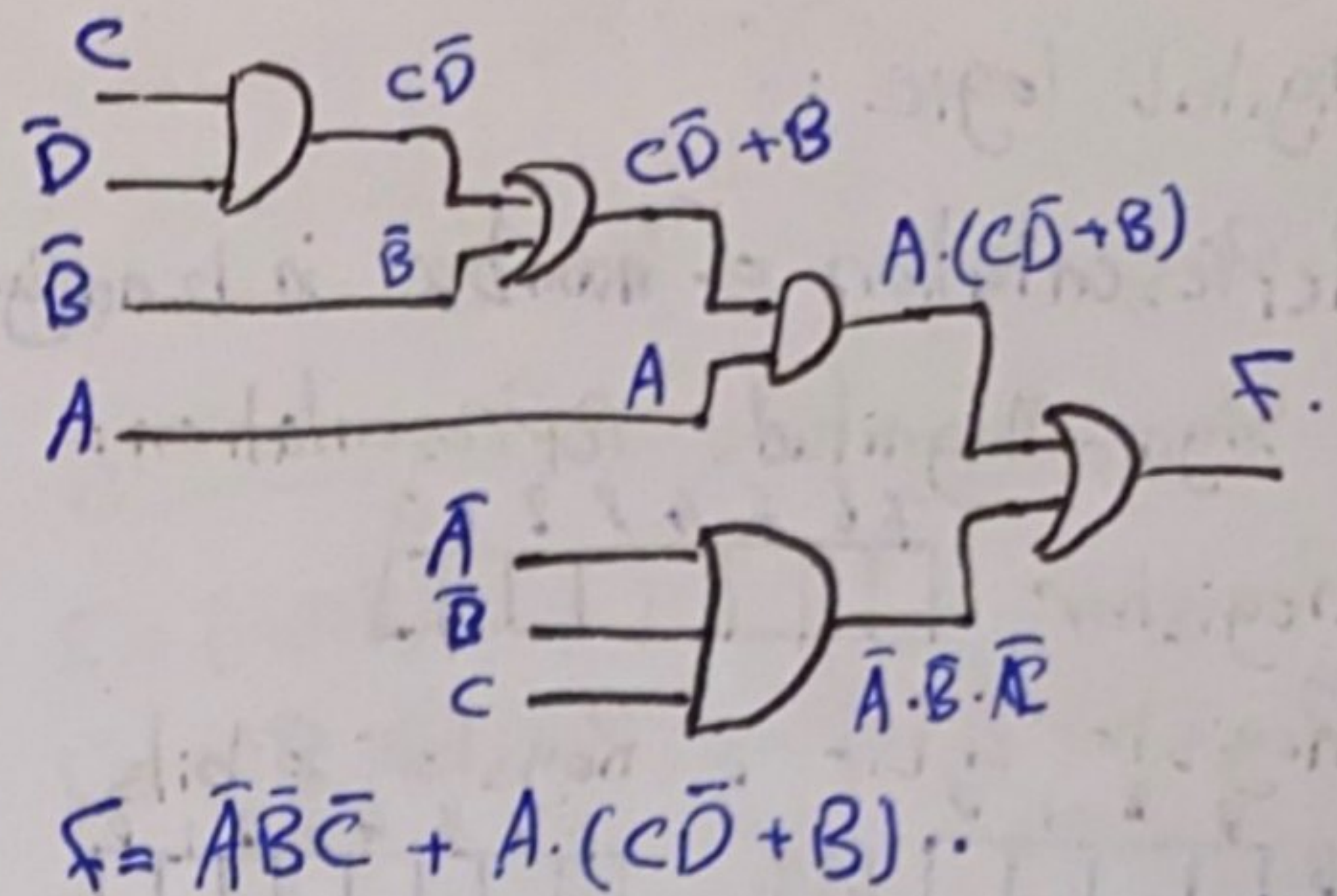
$$2. X(X+Y) = X$$

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

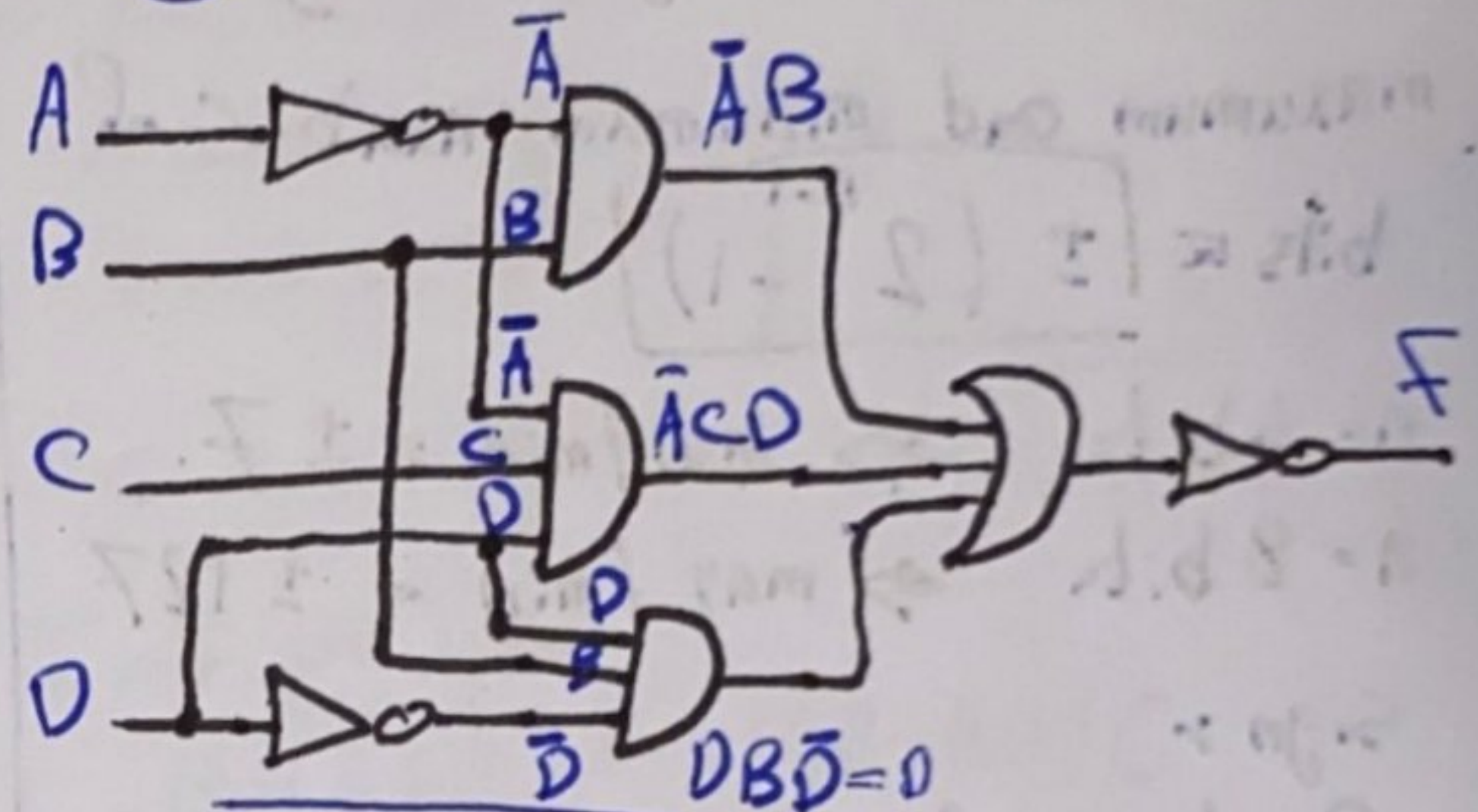
### \* Digital Circuit :-



### \* Digital Circuit :-



### \* Digital Circuit :-



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

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

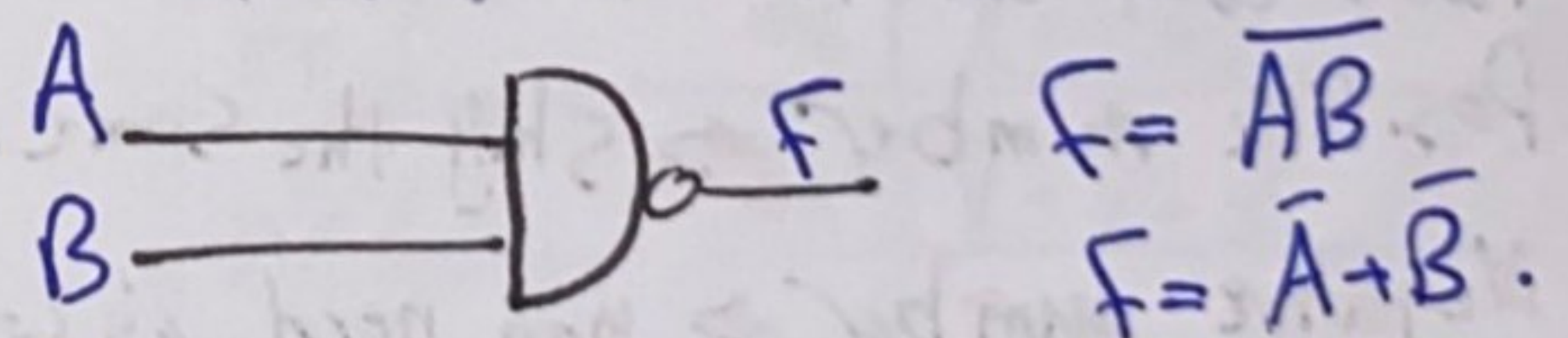
$$= (\bar{\bar{A}} + \bar{B}) \cdot (\bar{\bar{A}} + \bar{C} + \bar{D})$$

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

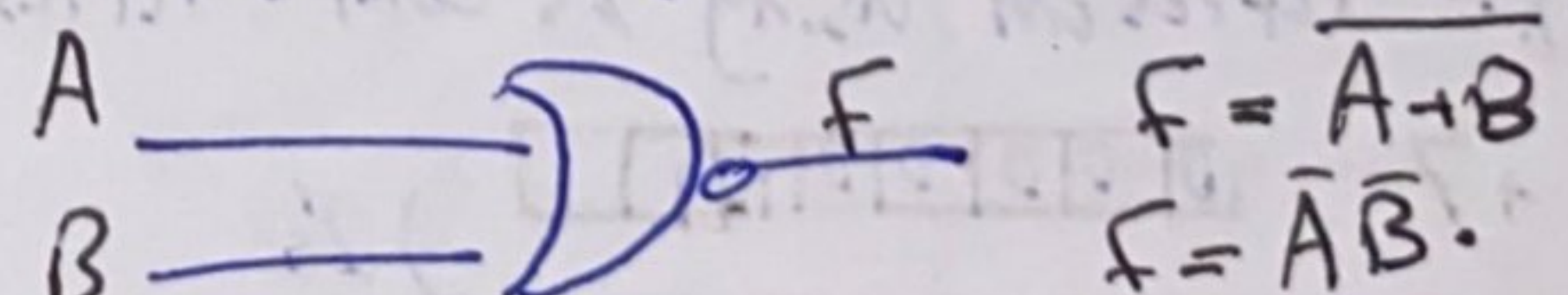
$$F = AA + A\bar{C} + A\bar{D} + A\bar{B} + \bar{C}\bar{B} + \bar{B}\bar{D}$$

### \* Logic Gates :-

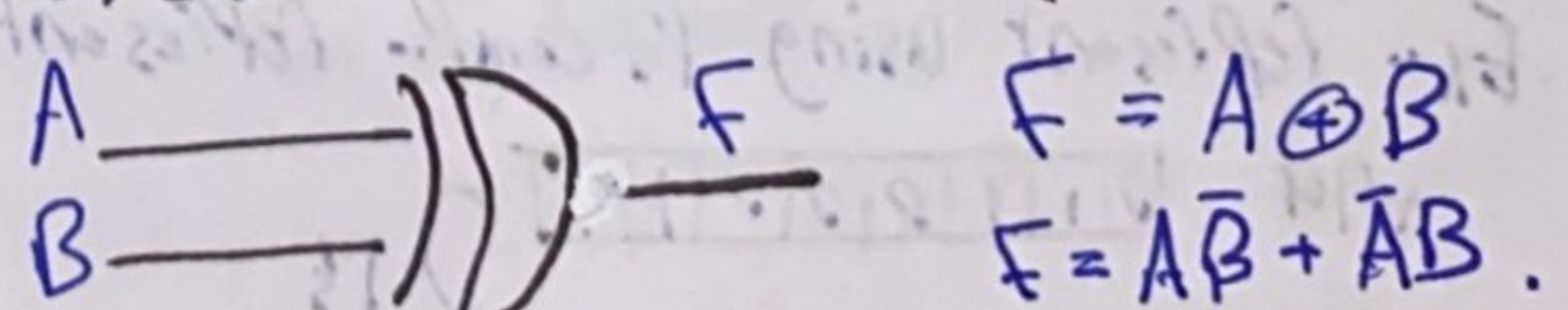
#### 5. NAND Gates (AND Not Gates) :-



#### 6. NOR Gates (OR Not Gates) :-



#### 7. Exclusive OR Gates (XOR Gates)



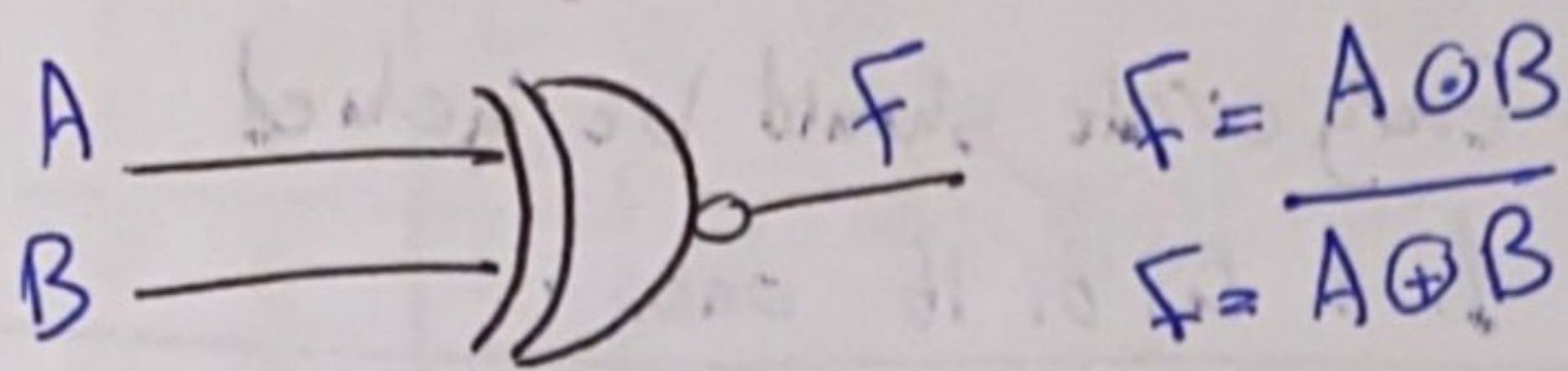


# \* Digital logic and Digital Electronics :-

\* Digital logic :-

\* Logic Gates :-

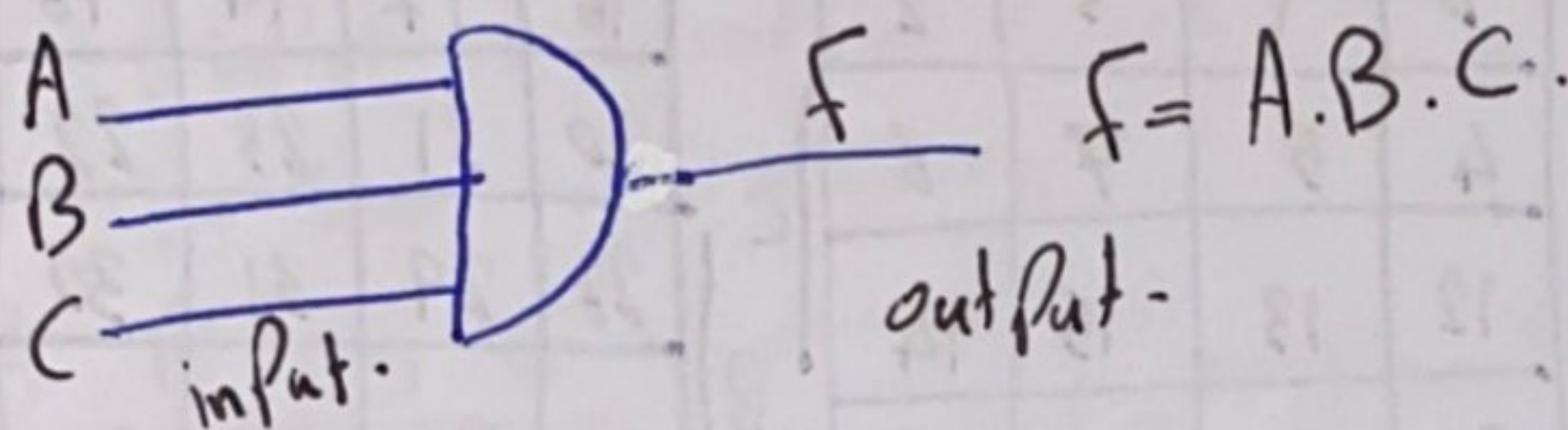
8- Exclusive NOR Gates (XNOR) :-



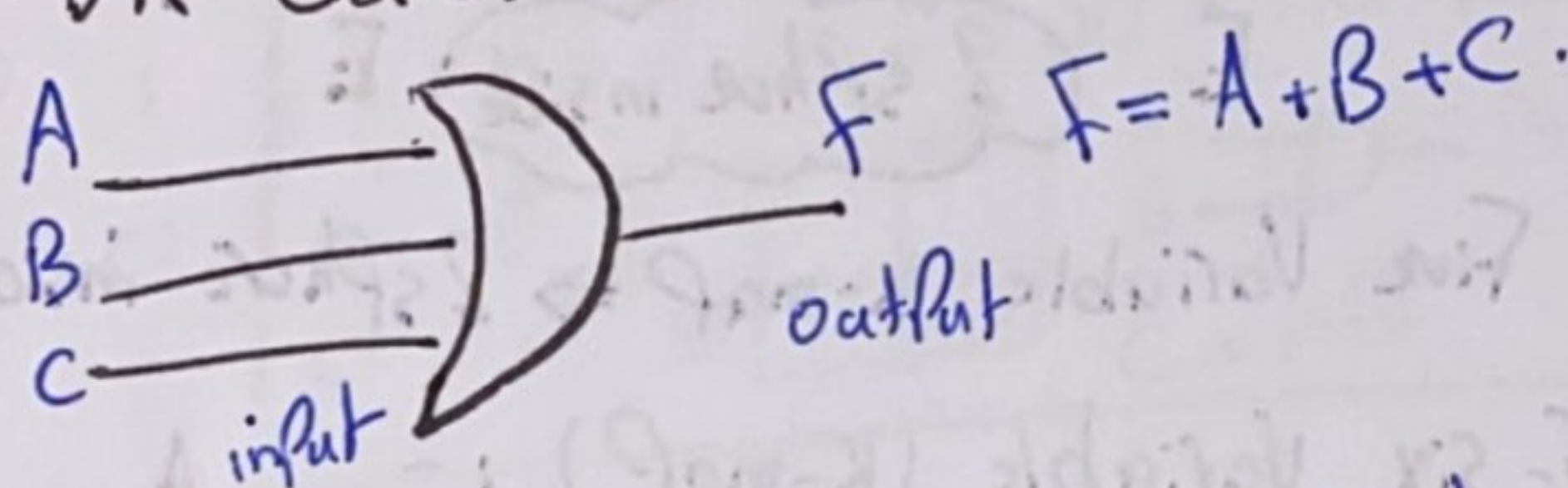
$$F = A \odot B = \bar{A}B + AB.$$

\* Logic Gates Three Input Gates :-

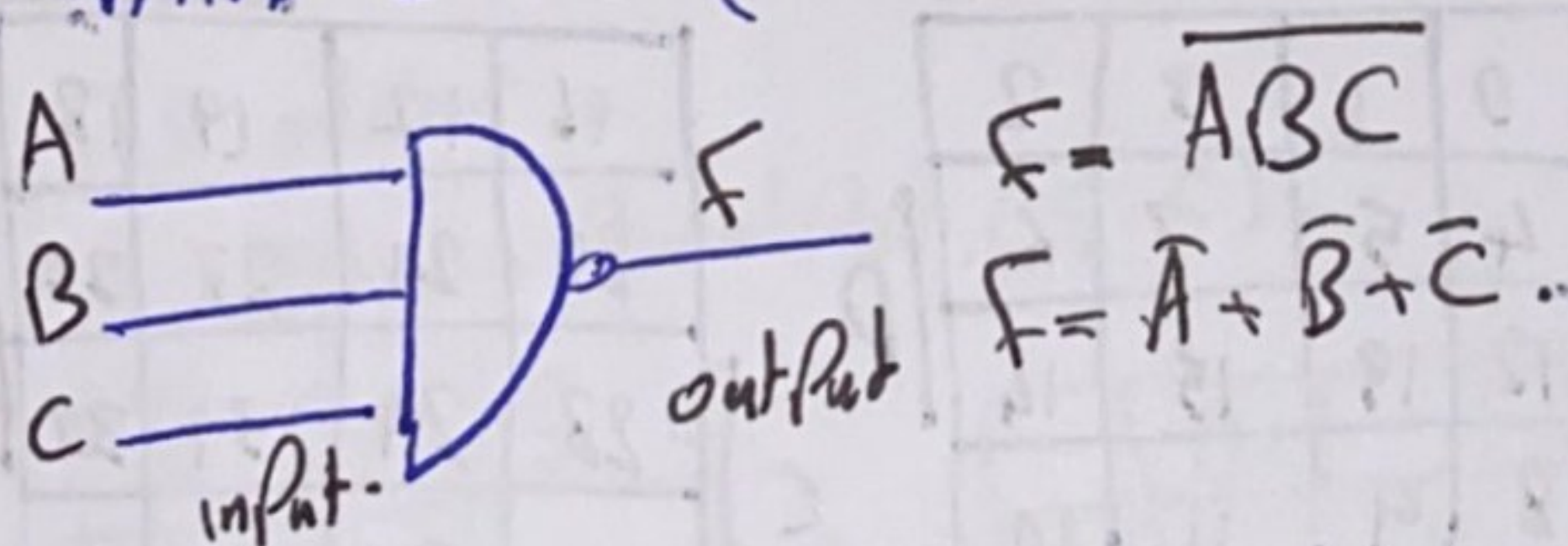
1- AND Gates :-



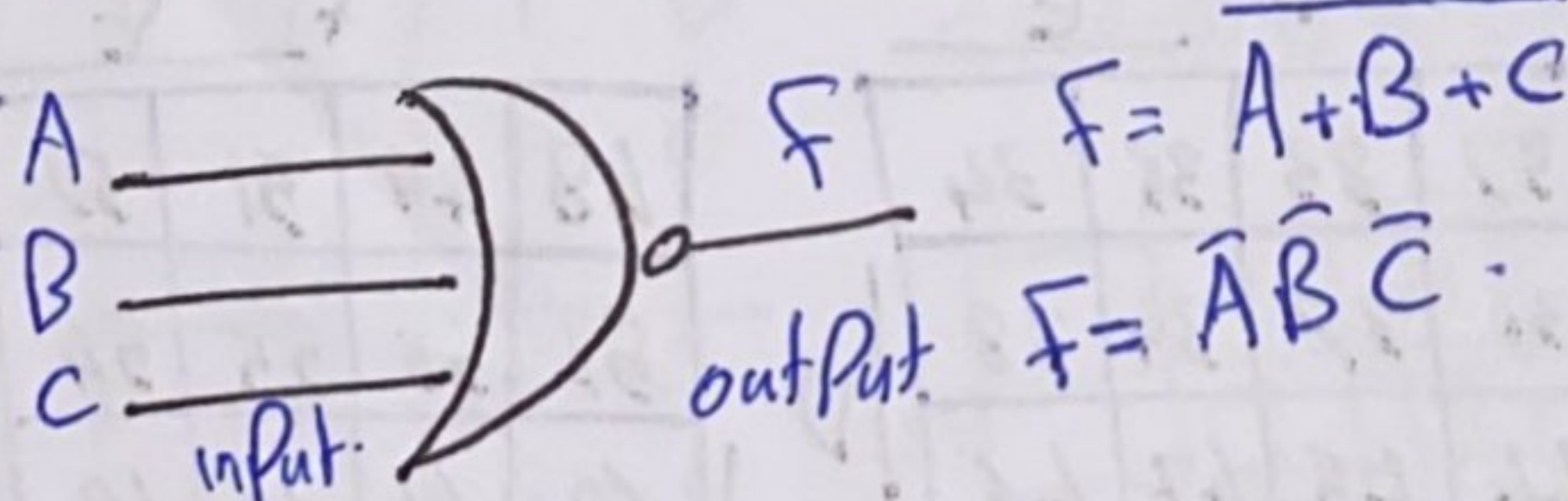
2- OR Gates :-



3- NAND Gates (AND Not Gates) :-



4- NOR Gates (OR Not Gates) :-



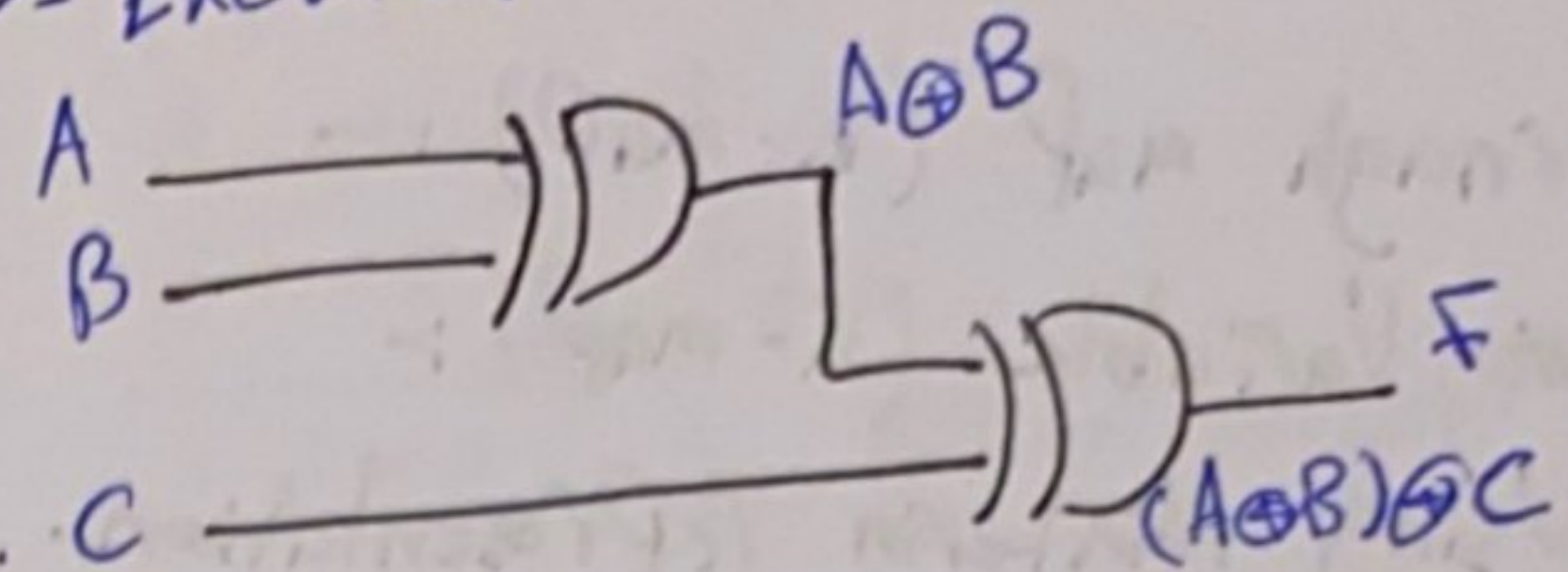
5- Exclusive OR Gates (XOR Gates) :-

No three or more input for (XOR) Gates Only Two input.

[5]

\* Logic Gates Three Input Gates :-

5- Exclusive OR Gates :-

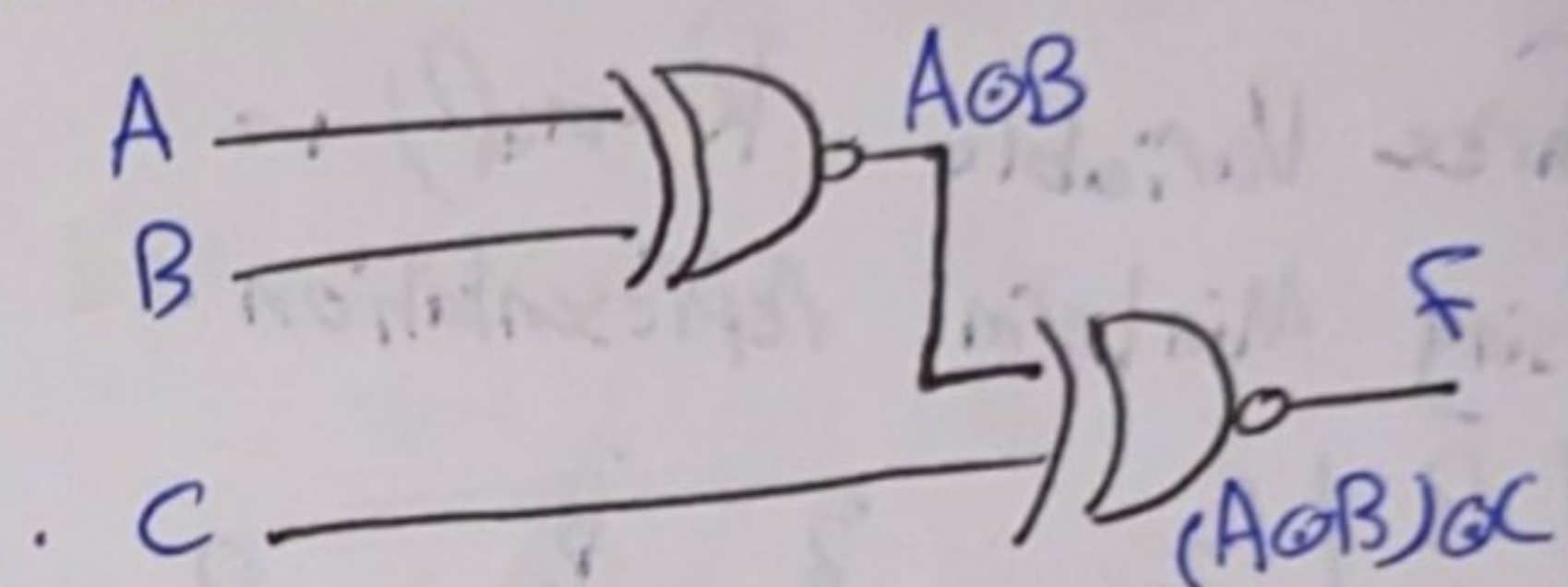


$$F = (A \oplus B) \oplus C.$$

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

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

6- Exclusive NOR Gates (XNOR) :-



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

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

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

\* Min terms and max terms :-

Num	Min terms	Max terms
0	$\bar{X}\bar{Y}\bar{Z}$ $m_0$	$X+Y+Z$ $m_0$
1	$\bar{X}\bar{Y}Z$ $m_1$	$X+Y+\bar{Z}$ $m_1$
2	$\bar{X}Y\bar{Z}$ $m_2$	$X+\bar{Y}+Z$ $m_2$
3	$\bar{X}YZ$ $m_3$	$X+\bar{Y}+\bar{Z}$ $m_3$
4	$X\bar{Y}\bar{Z}$ $m_4$	$\bar{X}+Y+Z$ $m_4$
5	$X\bar{Y}Z$ $m_5$	$\bar{X}+Y+\bar{Z}$ $m_5$
6	$XY\bar{Z}$ $m_6$	$\bar{X}+\bar{Y}+Z$ $m_6$
7	$XYZ$ $m_7$	$\bar{X}+\bar{Y}+\bar{Z}$ $m_7$

$$X.Y.Z \rightarrow 1$$

$$\bar{X}.\bar{Y}.\bar{Z} \rightarrow 0$$

Sum of Product

$$\bar{X}.\bar{Y}.\bar{Z} \rightarrow 1$$

$$X.Y.Z \rightarrow 0$$

Product of sum

$$F(X,Y) = (\bar{X} + Y) \cdot (\bar{X} + \bar{Y}) = \prod(2,3)$$

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



# \* Digital logic and Digital Electronics:-

## \* Logic Gates:-

## \* Karnagh map (K-map):-

### 1 Two Variable (K-map):-

Using Minterm representation.

	B	
	m <sub>0</sub>	m <sub>1</sub>
	00	01
A	m <sub>2</sub>	m <sub>3</sub>
	10	11

A	B
0	0
0	1
1	0
1	1

### 2 Three Variable (K-map):-

Using Minterm representation.

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

	B			
	m <sub>0</sub>	m <sub>1</sub>	m <sub>3</sub>	m <sub>2</sub>
	000	001	011	010
A	m <sub>4</sub>	m <sub>5</sub>	m <sub>7</sub>	m <sub>6</sub>
	100	101	111	110

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

### 3 Four Variable (K-map):-

Using Minterm representation.

	C			
	m <sub>0</sub>	m <sub>1</sub>	m <sub>3</sub>	m <sub>2</sub>
	0000	0001	0011	0010
	m <sub>4</sub>	m <sub>5</sub>	m <sub>7</sub>	m <sub>6</sub>
	0100	0101	0111	0110
A	m <sub>12</sub>	m <sub>13</sub>	m <sub>15</sub>	m <sub>14</sub>
	1100	1101	1111	1110
	m <sub>8</sub>	m <sub>9</sub>	m <sub>11</sub>	m <sub>10</sub>
	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.

## \* Karnagh map (K-map):-

### 4 Five Variable (K-map):-

Using minterm representation:-

	0	1	3	2
	4	5	7	6
B	12	13	15	14
	8	9	11	10

	16	17	19	18
	20	21	23	22
	28	29	31	30
	24	25	27	26

E (2 sphere inside) E

Five Variable K-map ⇒ 2 sphere inside

### 5 Six Variable (K-map):-

	E			
	0	1	3	2
	4	5	7	6
	12	13	15	14
	8	9	11	10

	E			
	16	17	19	18
	20	21	23	22
	28	29	31	30
	24	25	27	26

	E			
	32	33	35	34
	36	37	39	38
	44	45	47	46
	40	41	43	42

	E			
	48	49	51	50
	52	53	55	54
	60	61	63	62
	56	57	59	58

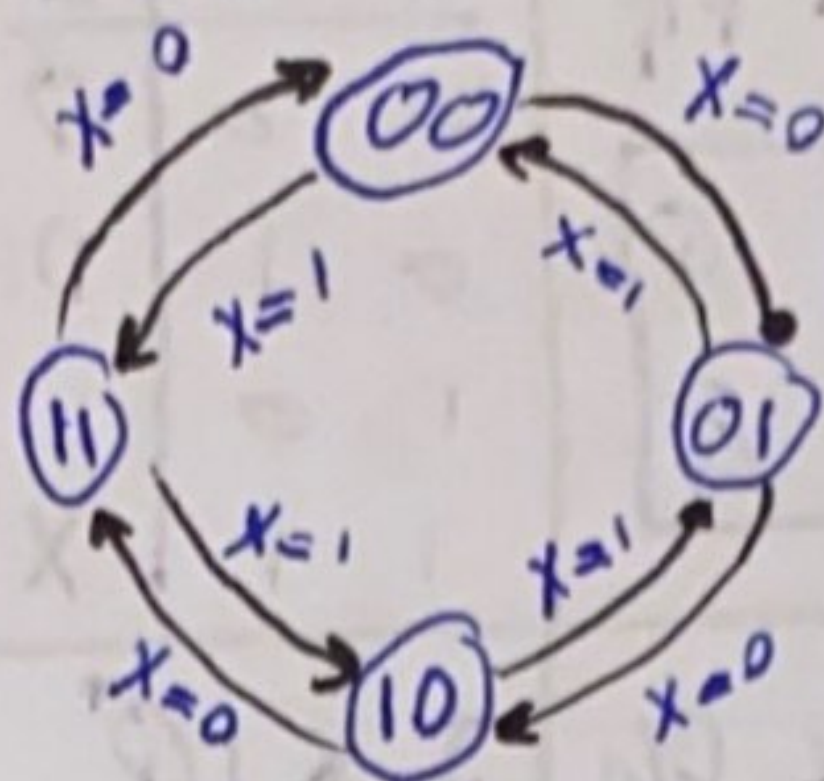
$$F(A, B, C, D, E, F)$$



# # Digital logic and Digital Electronics:-

## \* Design 2 bit up/down counter :-

A	B	X	F <sub>1</sub>	F <sub>2</sub>
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



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

$$F_2 = \bar{B}$$

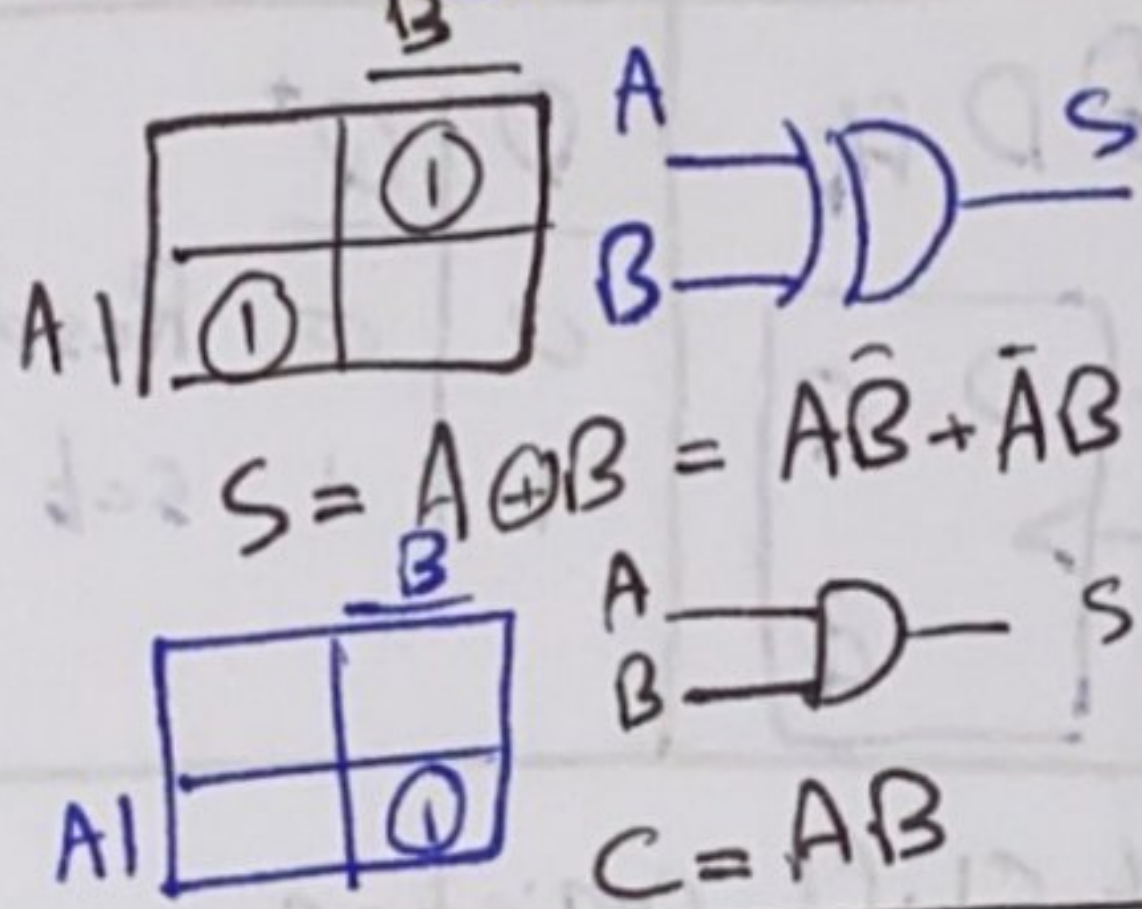
## \* Adder :-

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

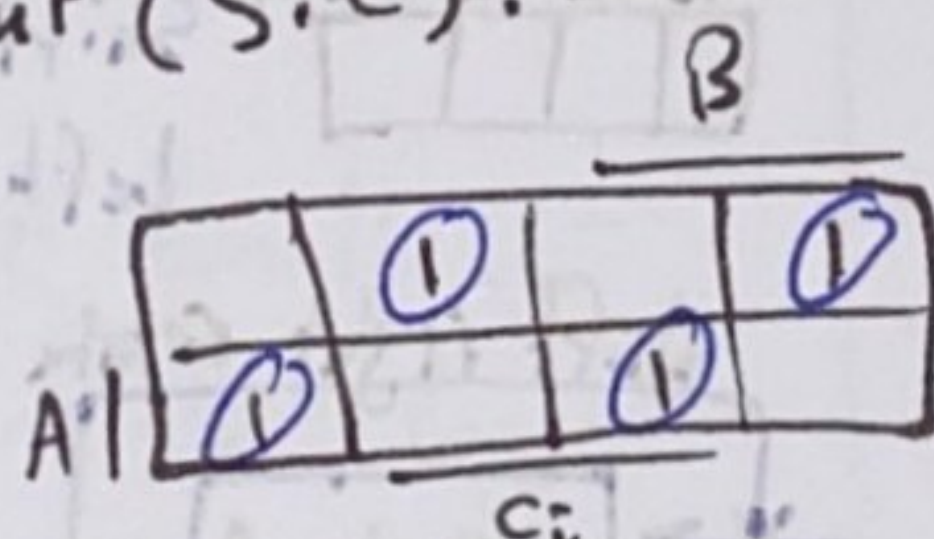


## \* Adder :-

2. Full adder :-

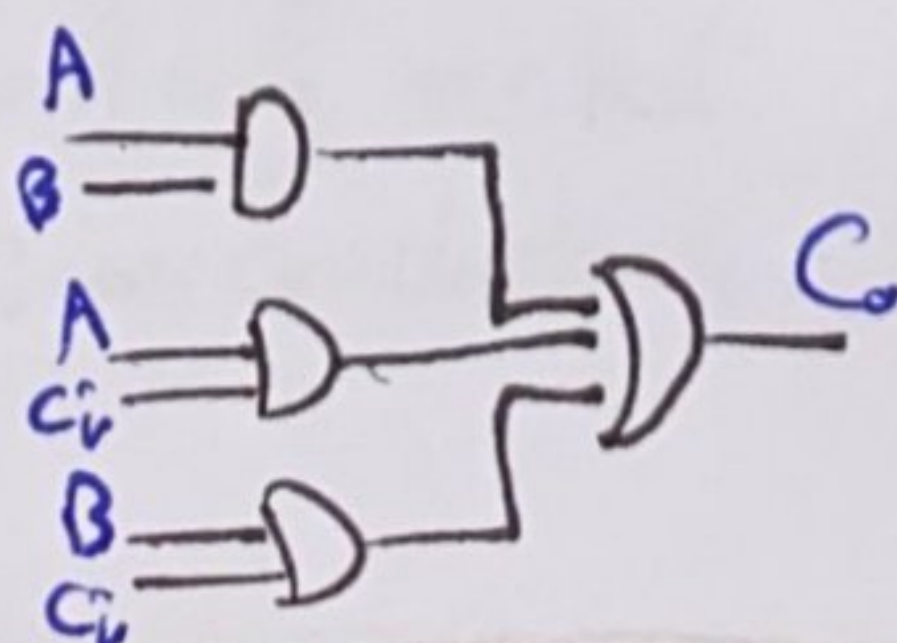
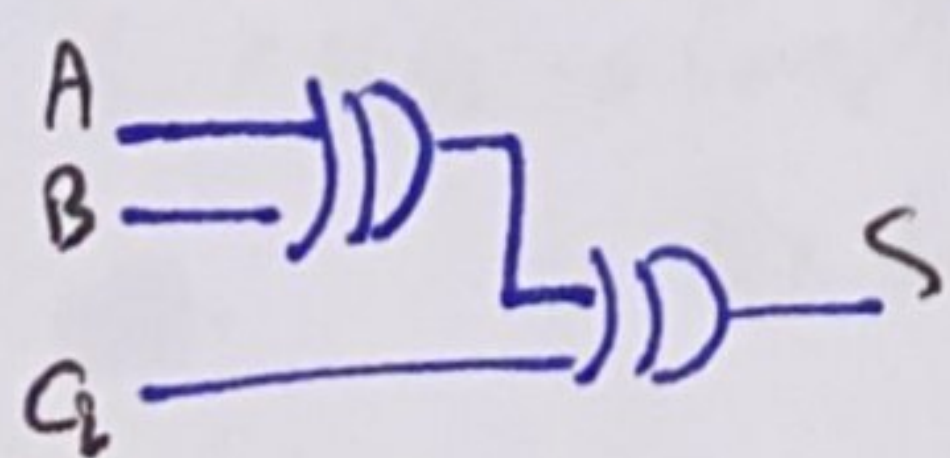
3 input  $\rightarrow$  2 output (S, C).

A	B	C <sub>i</sub>	S	C <sub>o</sub>
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



$$S = A \oplus B \oplus C_i$$

$$C_o = A C_i + AB + B C_i$$



## \* BCD addition :-

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

$$\text{Ex: } \begin{array}{r} 0010 \\ 0110 \\ \hline 1000 \end{array} \begin{array}{l} (2)_{10} \\ (6)_{10} \\ (8)_{10} \leq 9 \rightarrow \text{correct.} \end{array}$$

$$\text{Ex: } \begin{array}{r} 0011 \\ 0100 \\ \hline 0111 \end{array} \begin{array}{l} (3)_{10} \\ (4)_{10} \\ (7)_{10} \leq 9 \rightarrow \text{correct.} \end{array}$$

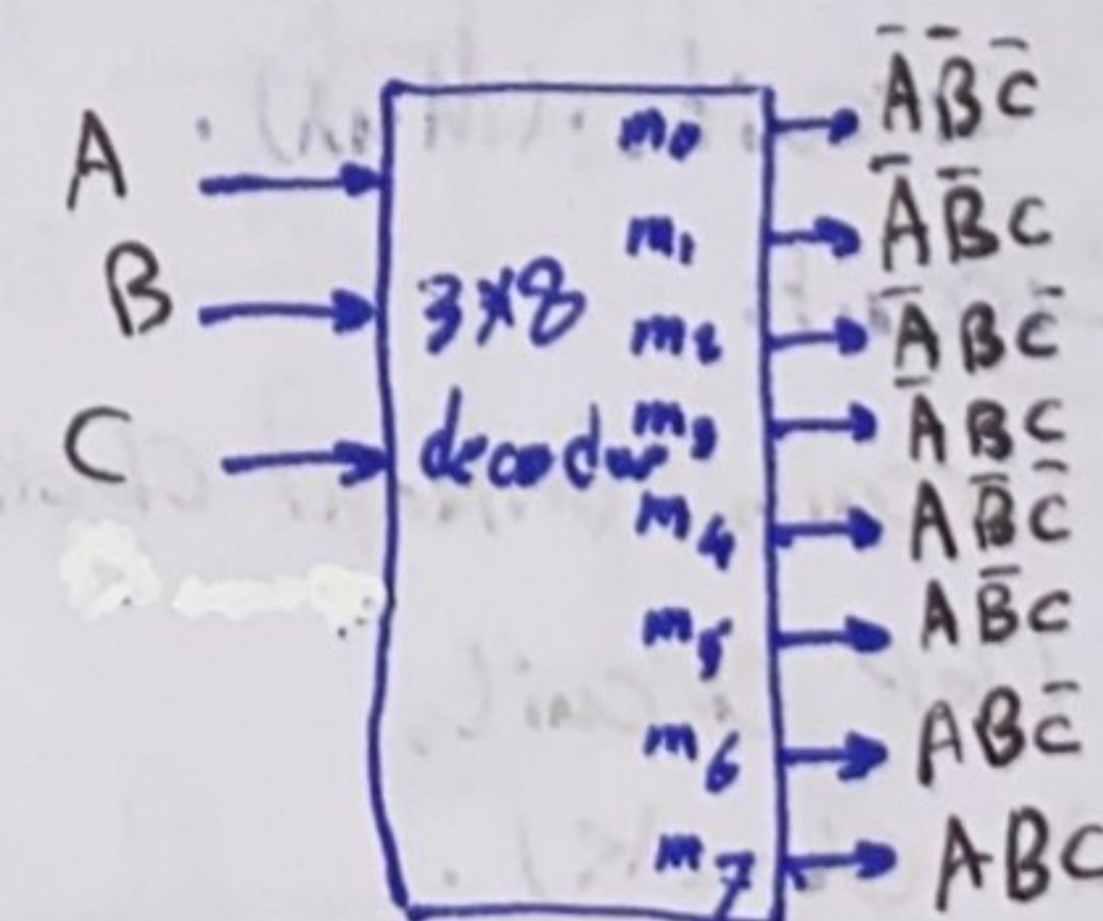
2. Sum  $> 9 \Rightarrow$  Answer is incorrect.  
we add (6 = 0110).

$$\text{Ex: } \begin{array}{r} 0011 \\ 0111 \\ \hline 1010 \end{array} \begin{array}{l} (3)_{10} \\ (7)_{10} \\ (10)_{10} > 9 \end{array}$$

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

## \* Decoder :-

n=2  $\rightarrow$  output = 4  
n=3  $\rightarrow$  output = 8  
n=4  $\rightarrow$  output = 16  
n=5  $\rightarrow$  output = 32



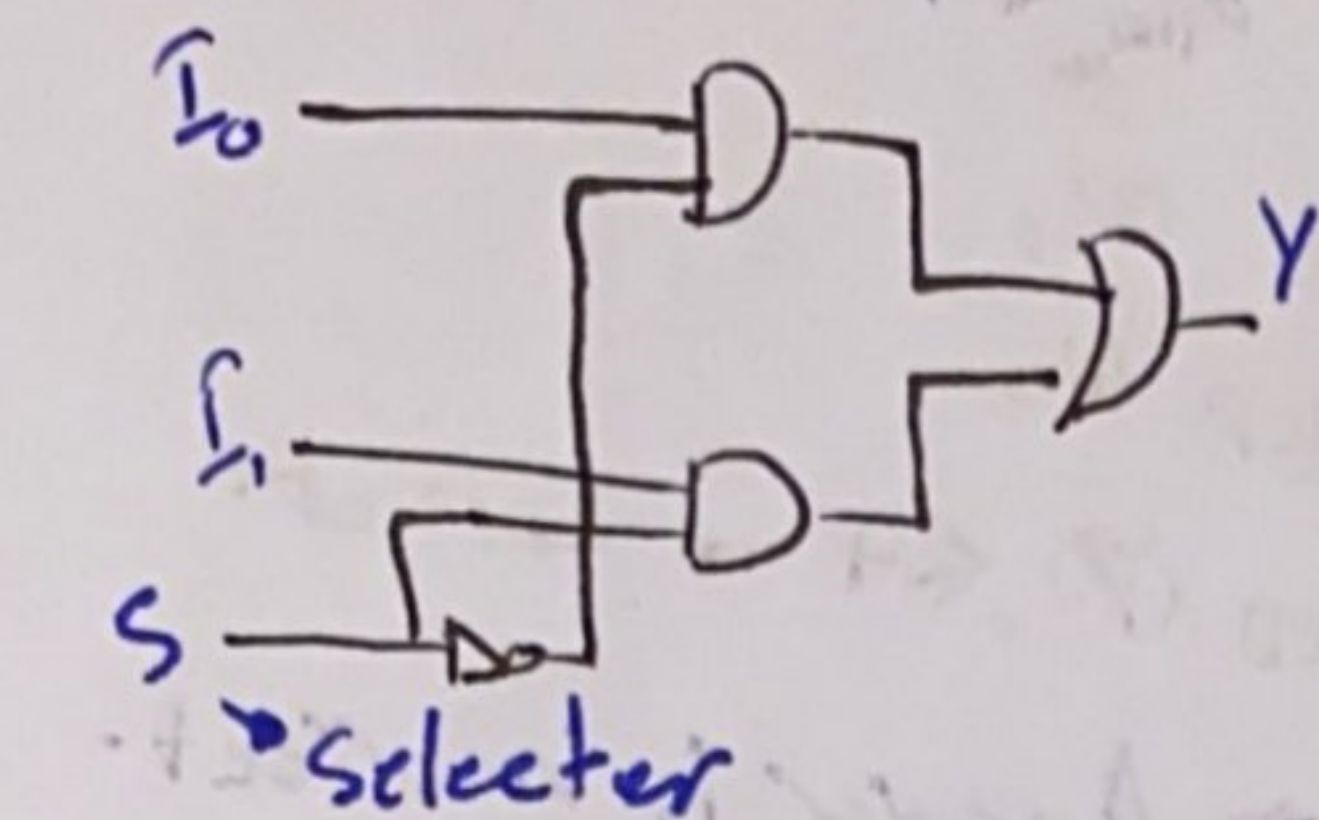


# \* Digital Logic and Digital Electronics:-

## \* Design with Multiplexer (MUX) :-

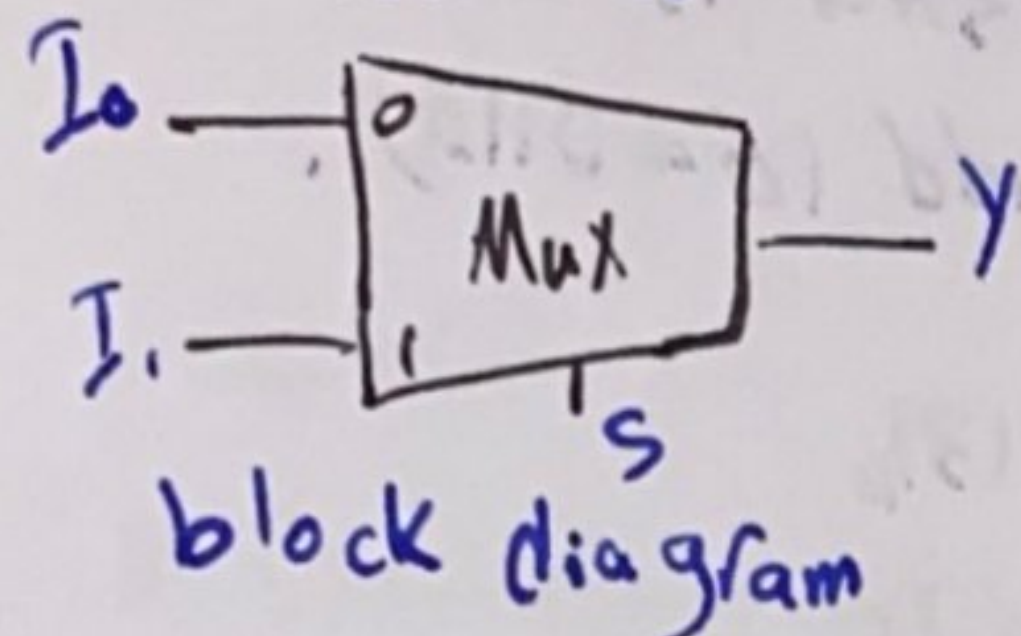
Multiplex input  $\rightarrow$  one output.

### 1. 2 input multiplexer :-



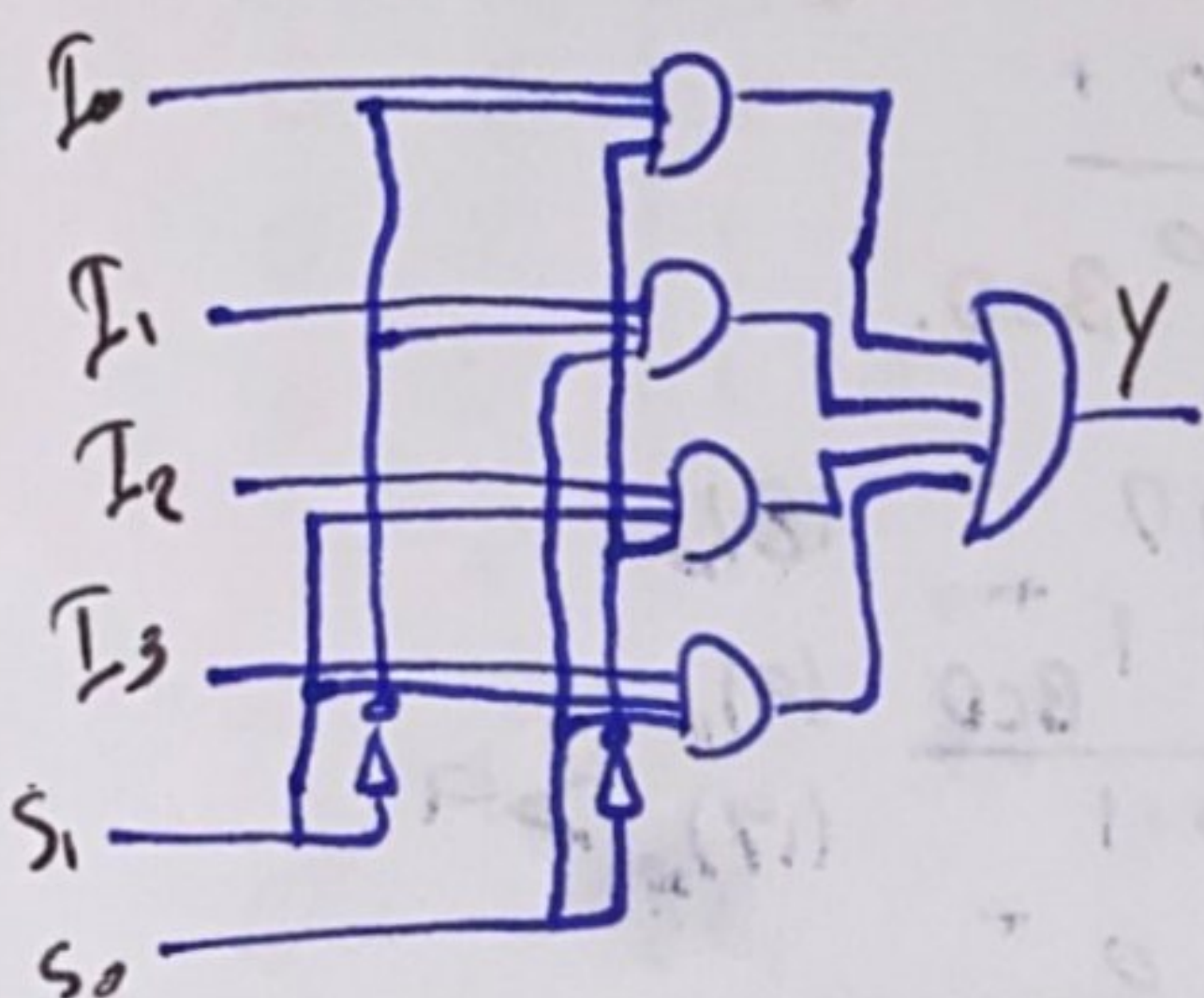
logic diagram  
(2x1) Mux

S	Y
0	$I_0$
1	$I_1$



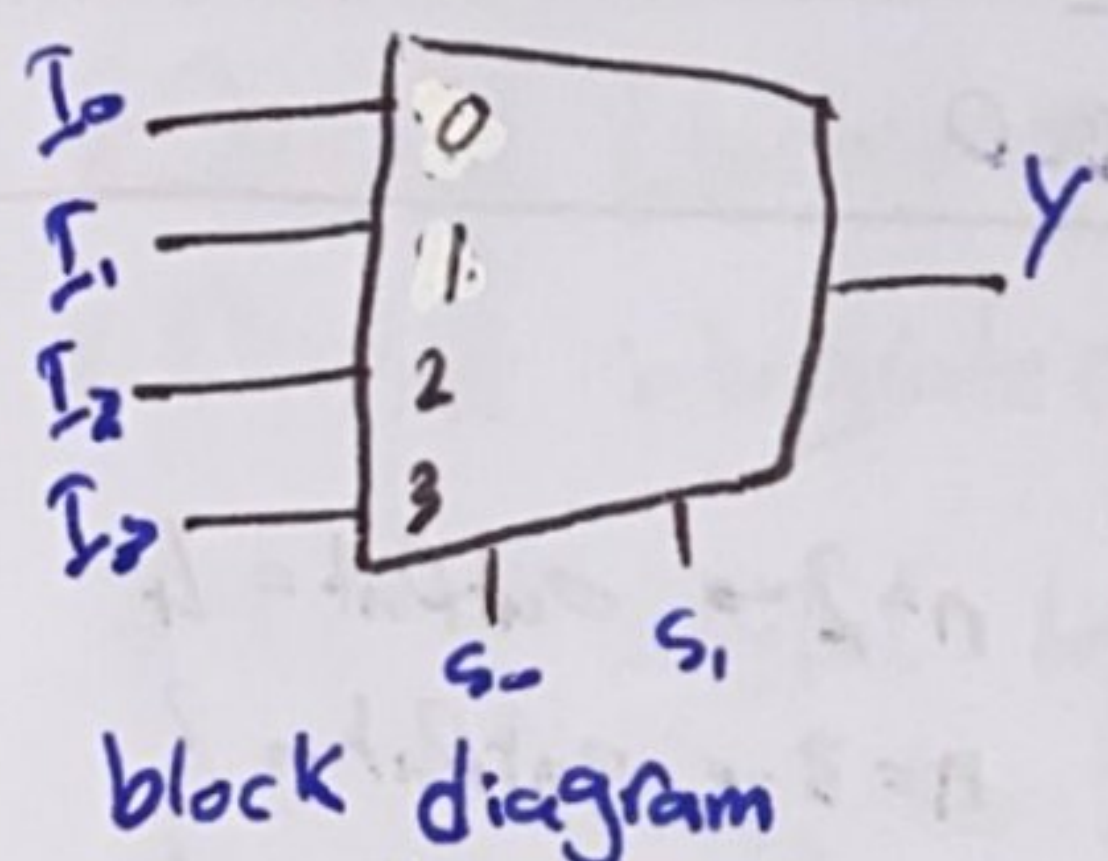
characteristic eqn  
 $Y = I_0 \bar{S} + I_1 S$

### 2. 4 input multiplexer :-



logic diagram  
(4x1) mux

S0	S1	Y
0	0	$I_0$
0	1	$I_1$
1	0	$I_2$
1	1	$I_3$



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

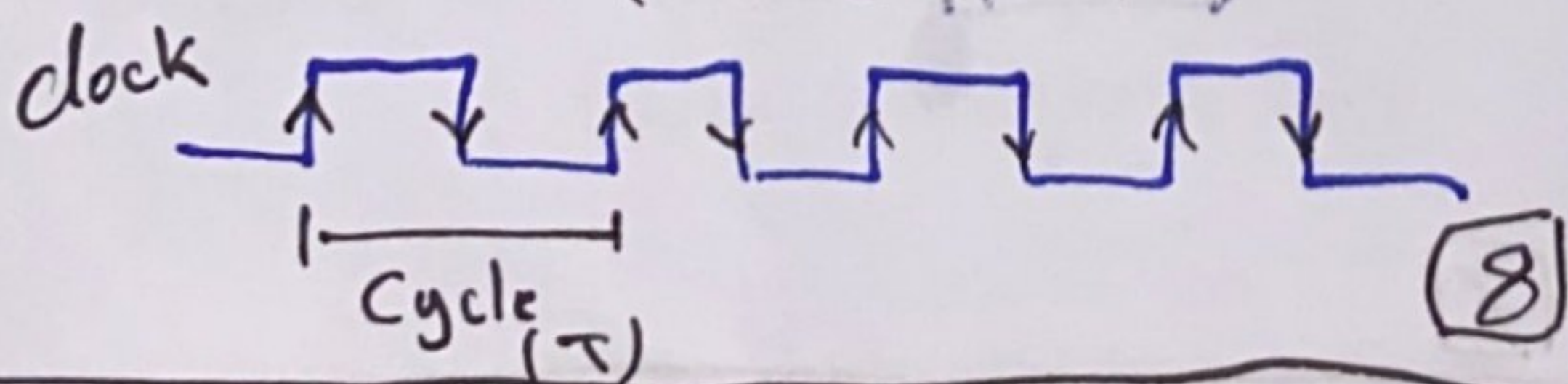
## \* Digital Circuits:-

### 1. Combinational Circuits (Mux).

### 2. Sequential Circuits:-

like :- 1. latch circuits (without clock)

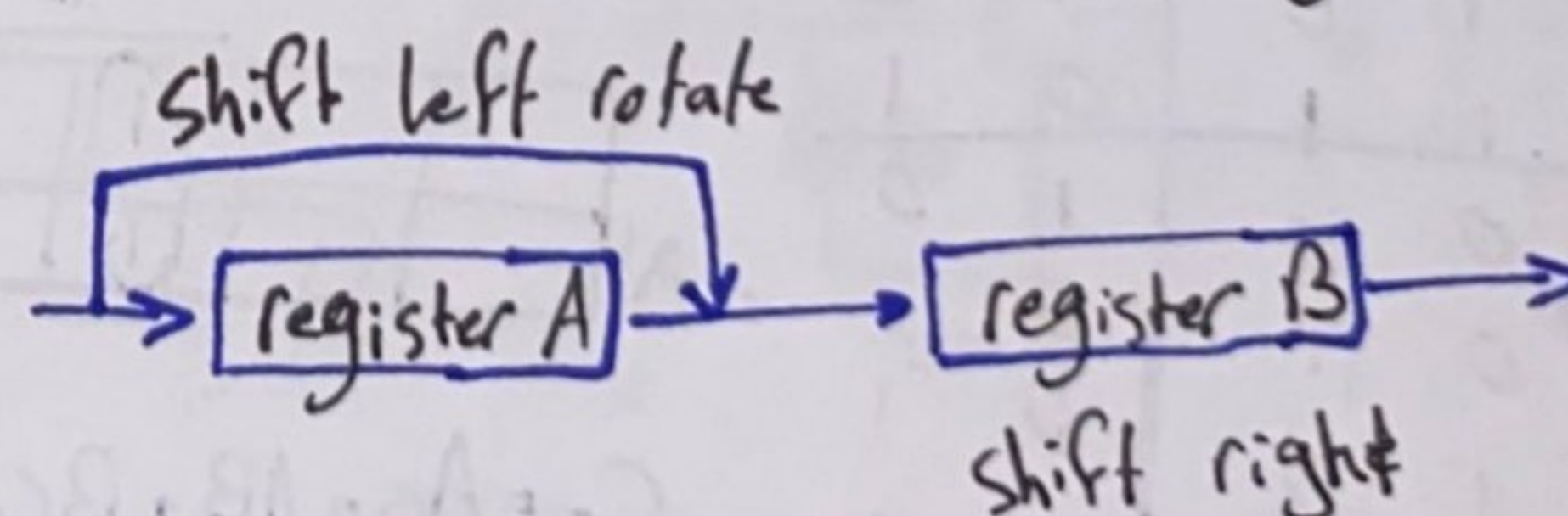
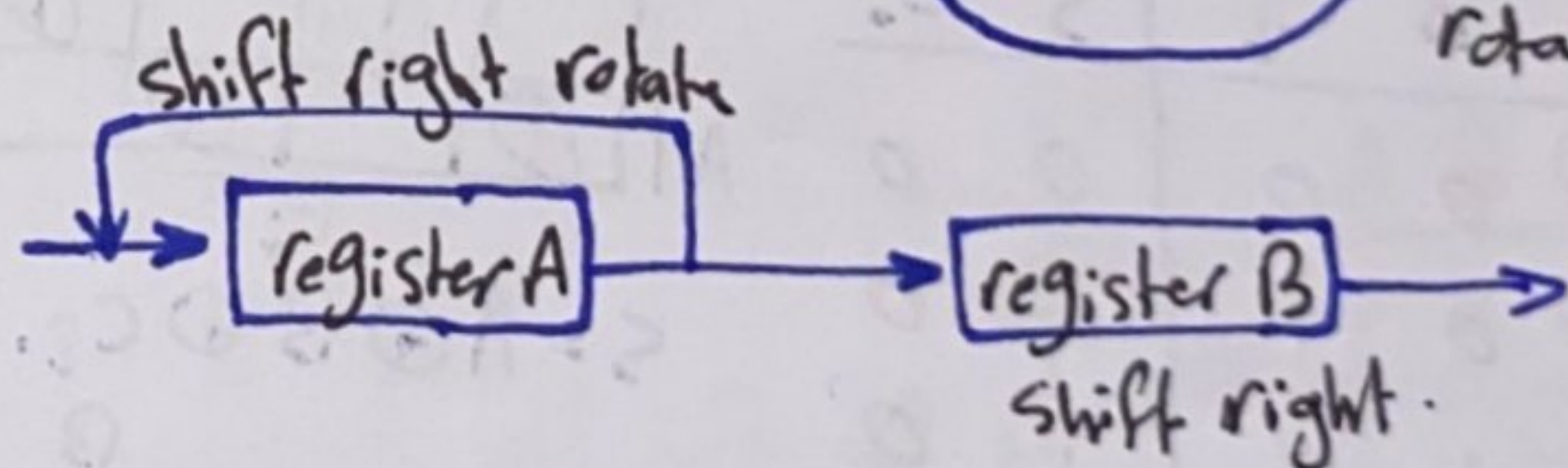
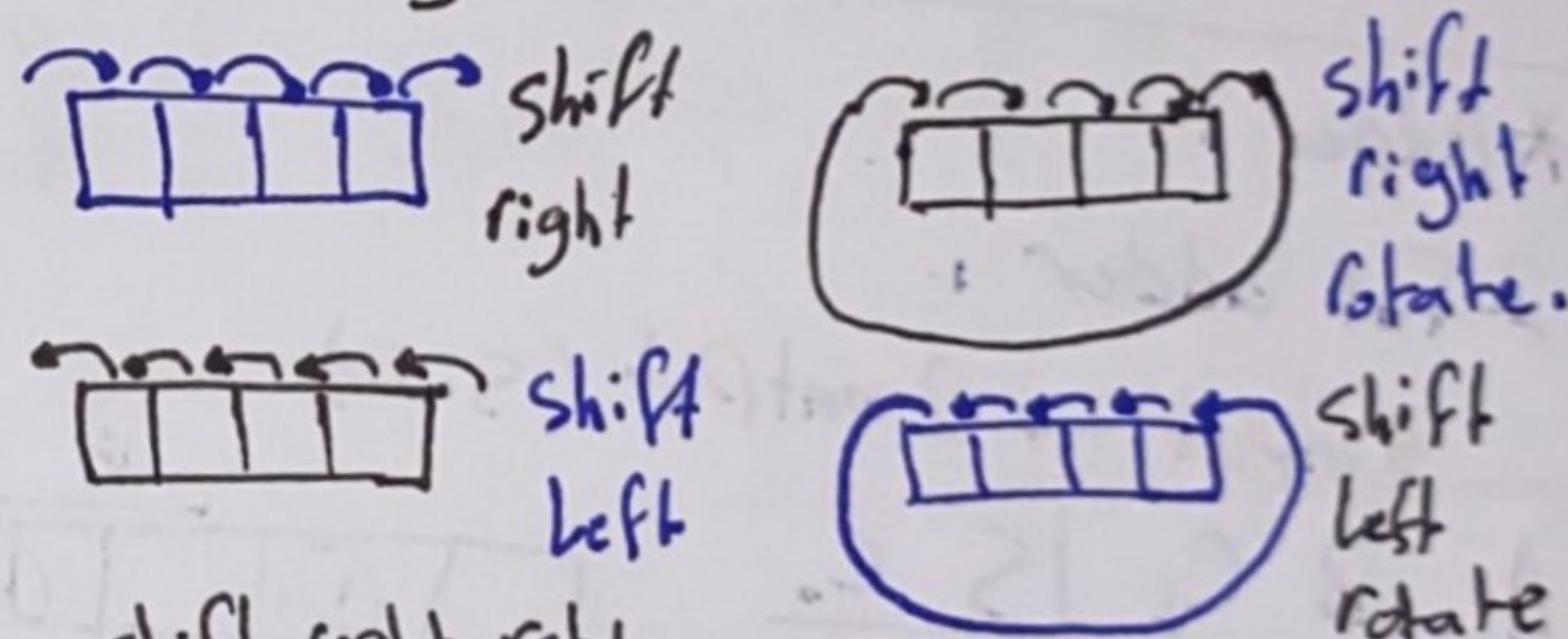
2. Flip / Flop Circuits (with clock).



## \* Flip / Flop Circuits:-

Name	state table	characteristic eqn															
① SR flf 	<table border="1"> <thead> <tr> <th>S</th> <th>R</th> <th><math>Q^+</math></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td><math>Q</math> 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 flf 	<table border="1"> <thead> <tr> <th>J</th> <th>K</th> <th><math>Q^+</math></th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td><math>Q</math> 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><math>\bar{Q}</math> Toggle</td> </tr> </tbody> </table>	J	K	$Q^+$	0	0	$Q$ No change	0	1	0 Reset	1	0	1 set	1	1	$\bar{Q}$ 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	$\bar{Q}$ Toggle															
③ T flf 	<table border="1"> <thead> <tr> <th>T</th> <th><math>Q^+</math></th> </tr> </thead> <tbody> <tr> <td>0</td> <td><math>Q</math> No change</td> </tr> <tr> <td>1</td> <td><math>\bar{Q}</math> Toggle</td> </tr> </tbody> </table>	T	$Q^+$	0	$Q$ No change	1	$\bar{Q}$ Toggle	$Q^+ = T \oplus Q$ $= T\bar{Q} + \bar{T}Q$									
T	$Q^+$																
0	$Q$ No change																
1	$\bar{Q}$ Toggle																
④ D flf 	<table border="1"> <thead> <tr> <th>D</th> <th><math>Q^+</math></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 :-





# \* Digital Logic and Digital Electronics :-

## \* Digital logic :-

## \* Excitation Tables :-

1. Excitation tables of D f/f

Q	Q <sup>+</sup>	D
0	0	0
0	1	1
1	0	0
1	1	1

$$D = Q^+$$

2. Excitation table of JK f/f.

Q	Q <sup>+</sup>	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 f/f.

Q	Q <sup>+</sup>	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

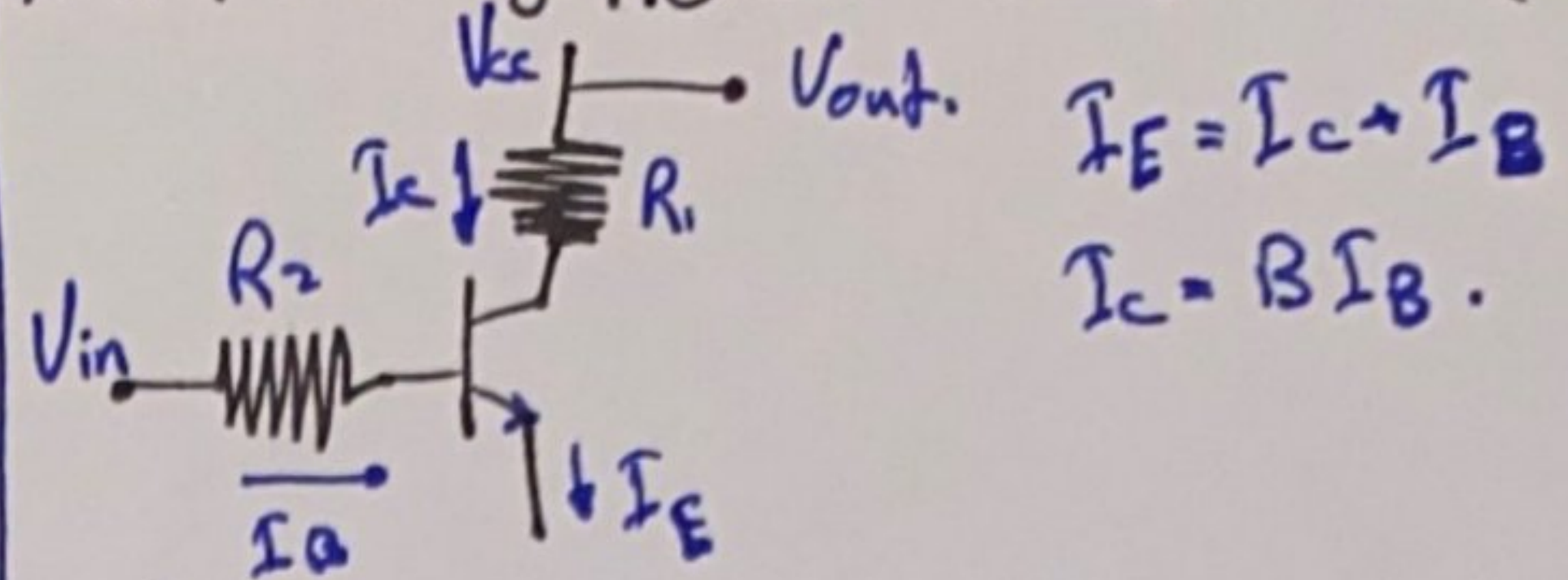
3. TTL → Transistor Transistor Logic

4. ECL → Emitter-Coupled Logic

5. MOS → Metal Oxide Semiconductors

6. CMOS → Complementary metal Oxide Semiconductors

## \* BiPolar Junction Transistor (BJT) :-



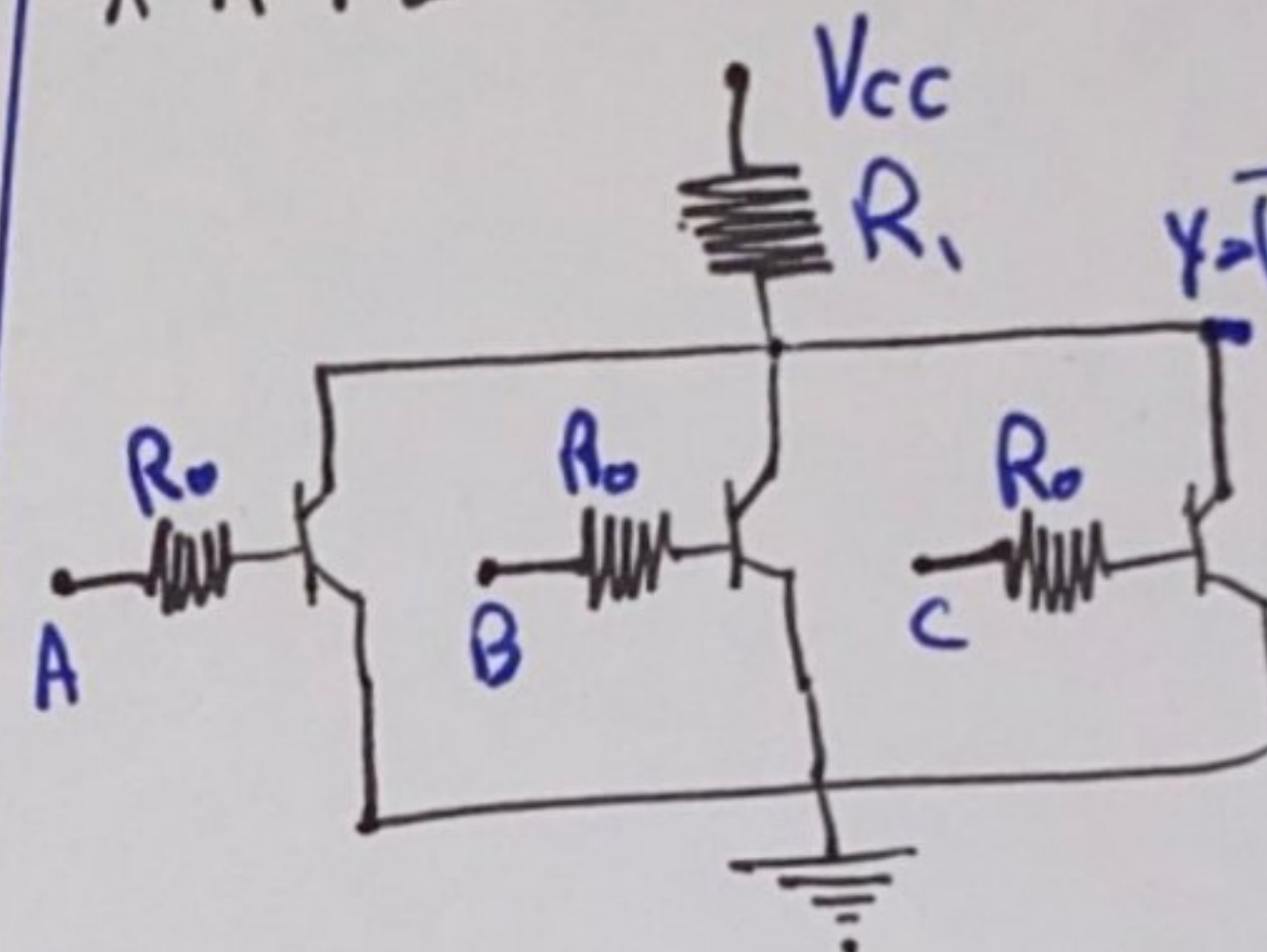
$$I_E = I_C + I_B$$

$$I_C = \beta I_B$$

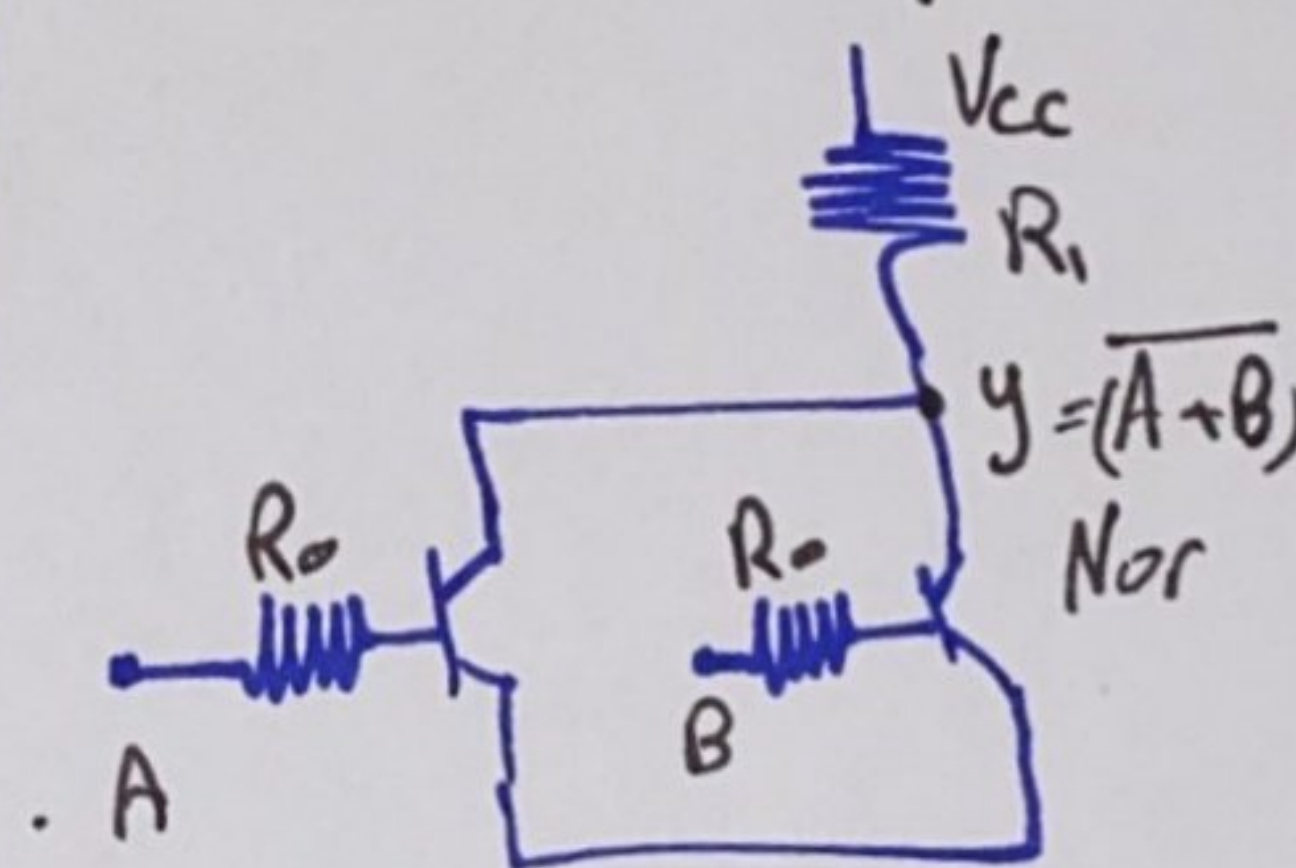
## \* Typical NPN silicon Transistor Parameter

Region	V <sub>BE</sub>	V <sub>CE</sub>	Current Relation
Cut-off	< 0.6	open Circ	I <sub>B</sub> = I <sub>C</sub> = 0
Active	0.6 - 0.7	> 0.8	I <sub>C</sub> = β I <sub>B</sub>
Saturation	0.7 - 0.8	0.2	I <sub>B</sub> ≥ I <sub>C</sub> / β

## \* RTL Basic Gates :-

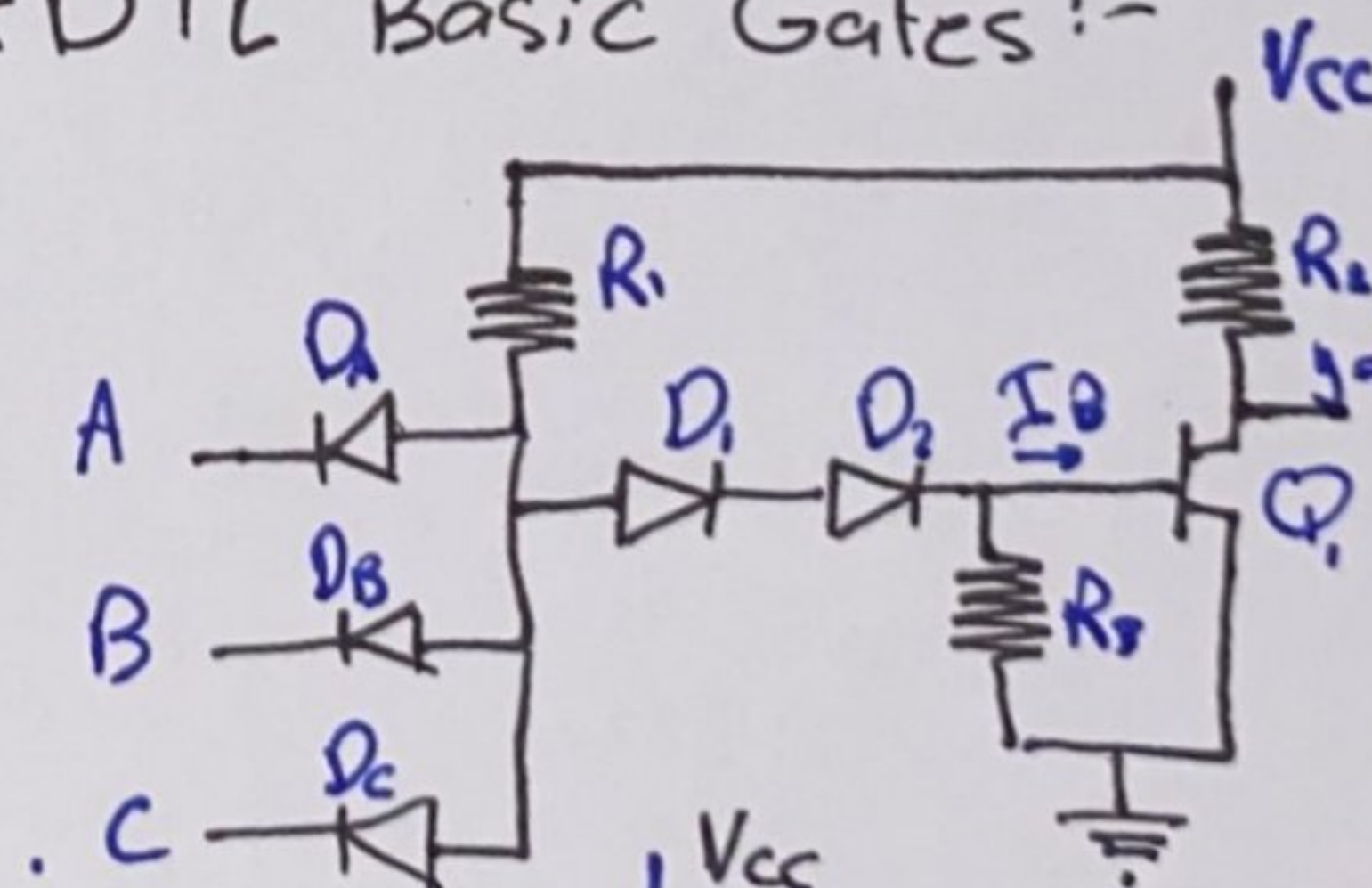


A	B	C	Y
0	0	0	1
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

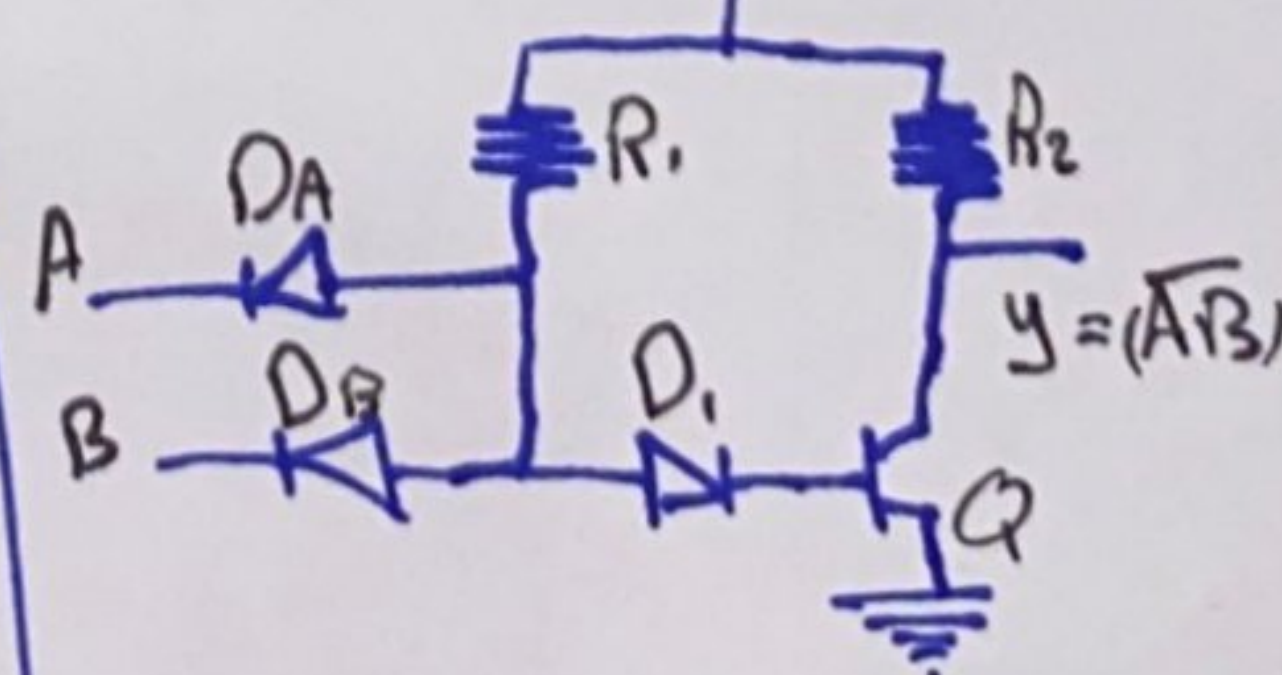


A	B	Y
0	0	1
0	1	0
1	0	0
1	1	0

## \* DTL Basic Gates :-



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



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