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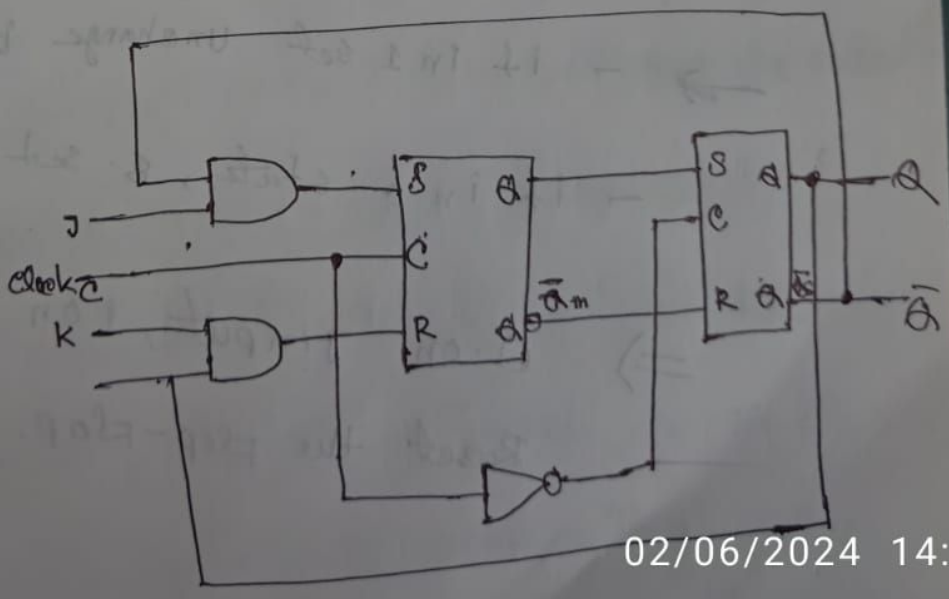
Course – Digital Electronics And pulse Techniques.

Code – CSE-223.

Answer to the Question No- 1 (a)

(a) Ans: Master & slave flip-flop: A master - Slave flip-flops is Made by Connecting two JK flip-flops in a series Configuration in which one acts as the master and Another as a slave. The two inputs of slave are Connected with the Output of the Master flip-flop. Furthermore, the master flip-flop input are fed back by output of the slave flip-flop.

Example:



⇒ Assum in 1 - state, C = 0, J = K = 1.

- Due to feedback, the output of the J-gate is 0, output of K-gate is 1.
- if clock is change to C = 1 then master is Reset.

⇒ Assum in 0 - state, C = 0, J = K = 1.

- Due to feedback. the output of the J-gate is 1 output of K gate is 0.
- if clock is change to C = 1 then master is set

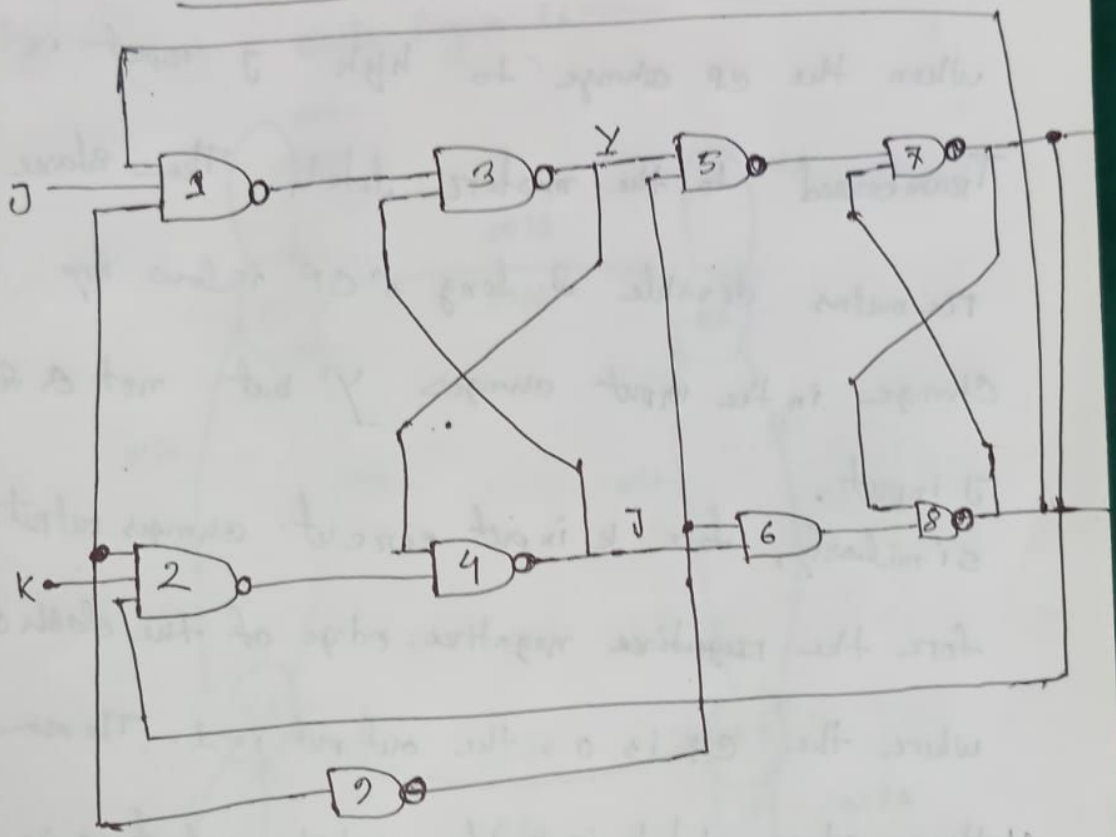
⇒ 1 on J input line, 0 on K input line sets the Flip-Flop,

- if in 1 set unchange b/c S, R, set to 0.
- if in 0 - state, S set to 1, R set to 0.

⇒ 0 on J input, 1 on K input line. Reset the Flip-Flop.

(1) (b) Answer:

⇒ Master - slave Flip-Flop using JK FF:



The circuit samples the J input and changes its output of the Negative edge of the clock, CP.

When the clock is 0 the output of the Inverter is 1. The slave latch is Enable. AND gate 5, 6, 7, 8, is enable. These gates which means slave is output is equal to the

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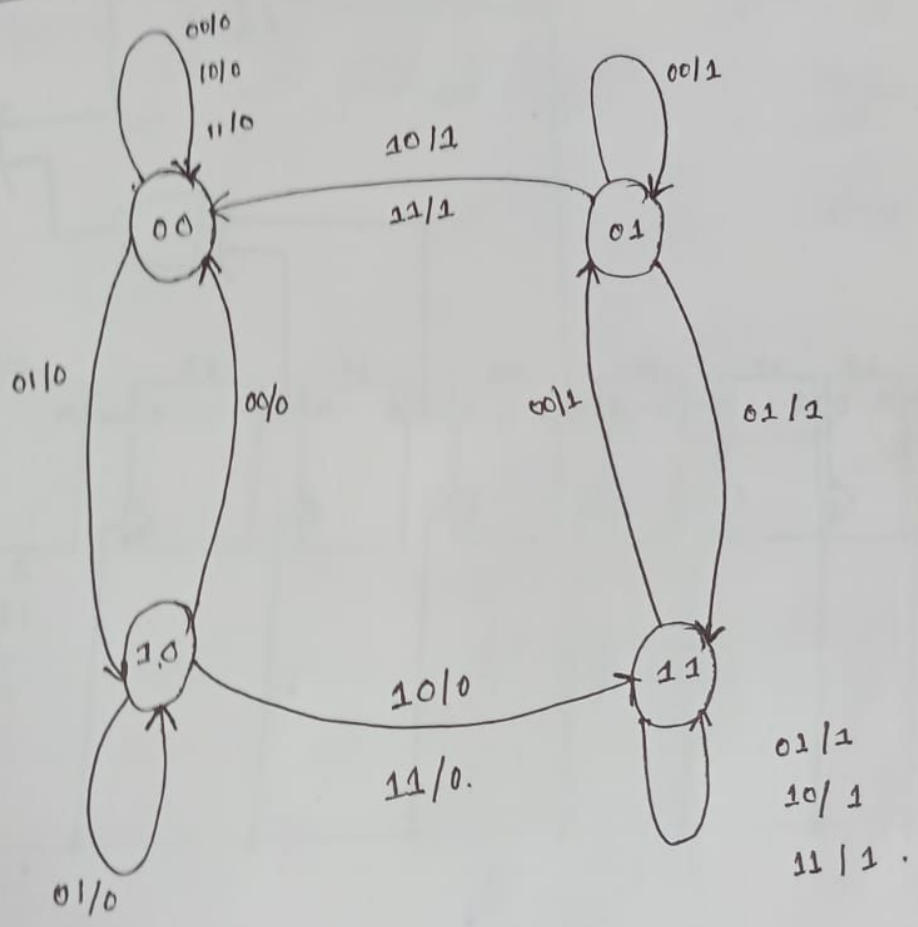
Master output Y. The master Nor gate No 1, 2, 3, 4. is disable to when (CP-0) when the CP change to high J input is Transferred to the master latch. The slave remains disable & long CP is low any change in the input changes Y but not Q. for J input.

similarly, for K input direct changes output for the ~~negative~~ negative. edge of the clock CP when the CP is 0, the output is 1. The one the state latch is Enable and its output Q is ~~equal~~ equal to the master output Y for CP=0 The master latch when is low slave remains disable when CP is high the K input when change the Y is being change for this but not Q.

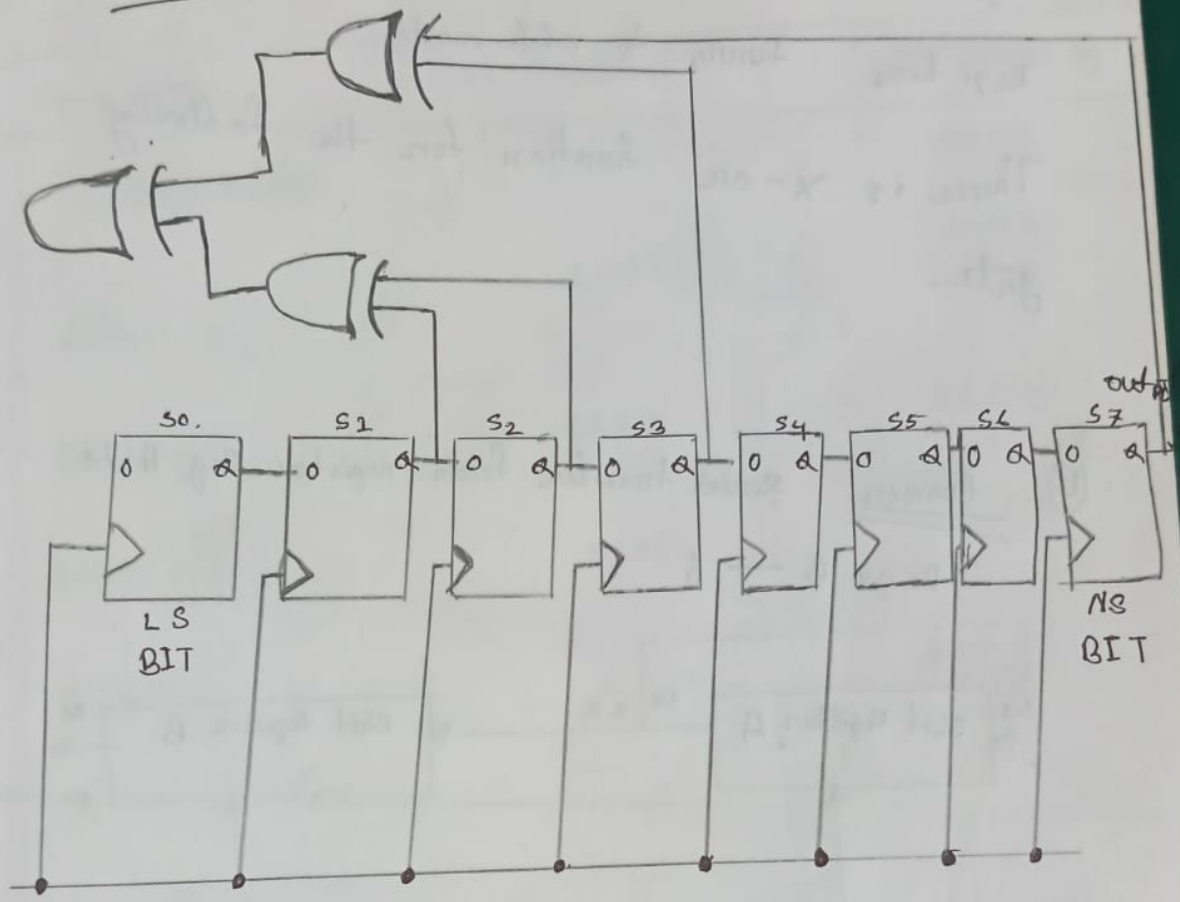
Answer to the Question No - 2

2 (a) Answer: State Diagram is ——



Answer to the Question No-3

(a) Answer:



Clock.

The following register is a 8-bit serial register. There is clock for every cell. There is X-or gate for the register cell names are S0, S1 ... S7

All the cells connected via a two local which source to Destination register for energy cell there is input which is

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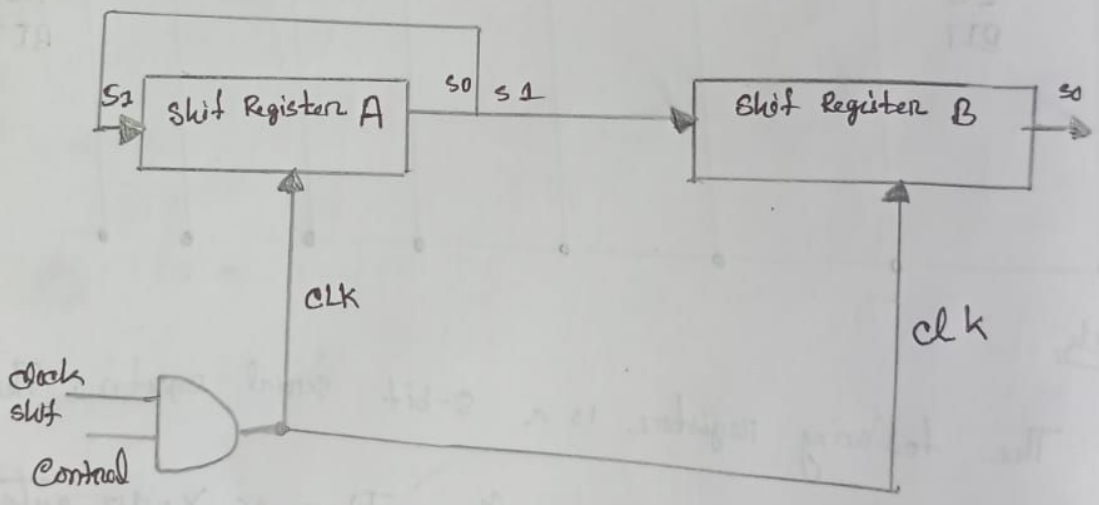
called 0 and out put is called Q. By combing all the functions the 8-bit serial register is built. if the clock is disabled the Registers turns to off mode.

There is X-or function for the following gate.

3 (b) Answer: Serial transfer from register Reg A to Reg B — 8



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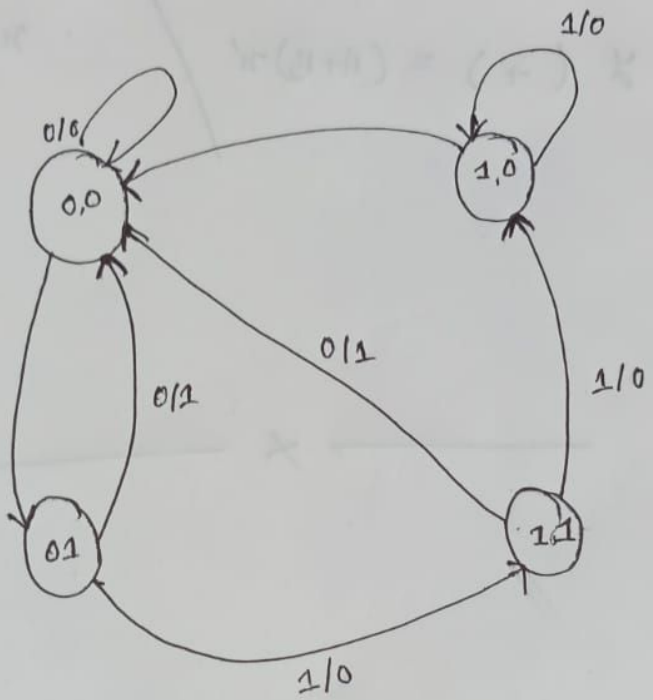
⇒ Serial transfer - Example -

Timing pulse	shift Register A	shift register B
Initial value	1011	0010
		1001
After P_1	1101	
		1100
After P_2	1110	
		0110
After P_3	0111	
		1011
After P_4	1011	

Answer to the Question No - 4

(a) Answer: Diagram for the given table -



present state		next state		output	
		$x=0$	$x=1$	$x=0$	$x=1$
A	B	A B	A B	y	y
0	0	0 0	0 1	0	0
0	1	0 0	1 1	1	0
1	0	0 0	1 0	1	0
1	1	0 0	1 0	1	0

For the above transition table formulas are

Are

$$A(t+1) = Ax + Bx$$
$$B(t+1) = A'x$$
$$y(t) = (A+B)x'$$

for $x = 0$
$x = 1$.