

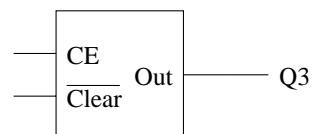
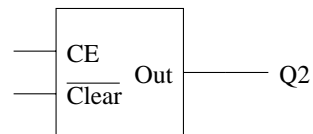
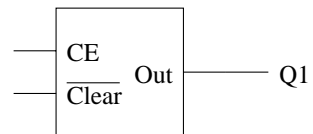
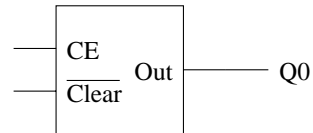
## Counters

**Part A** Design a one bit counter, described in the truth table below, using AND, OR, NAND, NOR, NOT, XOR, and XNOR, gates, *plus* transparent latches. Use an icon for the latches. You do not need to show the implementation of the latches. Be sure to label the signals:  $CE$ ,  $\overline{Clear}$ ,  $Out$ ,  $\phi_1$ , and  $\phi_2$ .

$CountEnable$	$Out_{old}$	$\overline{Clear}$	$cycle$	$Out_{new}$
X	X	0	$\uparrow\downarrow$	0
0	0	1	$\uparrow\downarrow$	0
0	1	1	$\uparrow\downarrow$	1
1	0	1	$\uparrow\downarrow$	1
1	1	1	$\uparrow\downarrow$	0

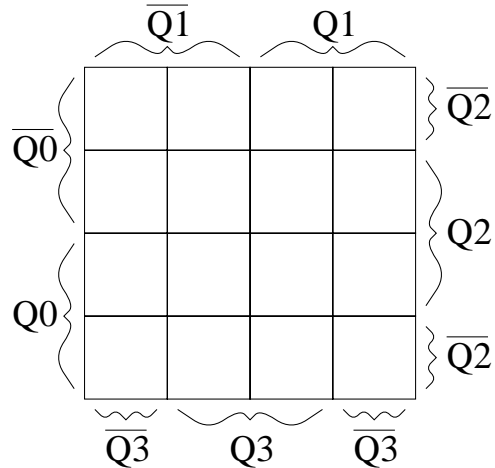
**Part B** Design a four-bit binary counter (divide by 16) using the counters below plus AND, OR, NAND, NOR, NOT, XOR and XNOR gates. The  $CE$  (count enable) and  $\overline{Clear}$  should work for *all* counters. Assume  $\phi_1$  and  $\phi_2$  are connected to all counters.

CE ———  
 $\overline{Clear}$  ———



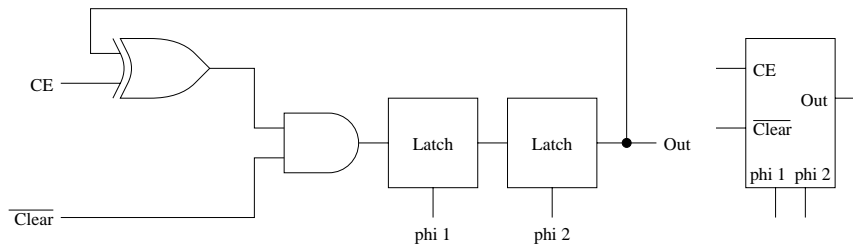
**Part C** To create a divide by ten counter, logic must be created to detect the 1001 output case and bring low the  $\overline{Clear}$  signal. Use a Karnaugh map to determine the simplified expression for the following truth table. Circle all prime implicants.

Q3	Q2	Q1	Q0	$\overline{Clear}$	Q3	Q2	Q1	Q0	$\overline{Clear}$
0	0	0	0	1	1	0	0	0	1
0	0	0	1	1	1	0	0	1	0
0	0	1	0	1	1	0	1	0	0
0	0	1	1	1	1	0	1	1	0
0	1	0	0	1	1	1	0	0	0
0	1	0	1	1	1	1	0	1	0
0	1	1	0	1	1	1	1	0	0
0	1	1	1	1	1	1	1	1	0



$\overline{Clear} =$  \_\_\_\_\_

**Part D** A one bit counter (toggle cell) is implemented below. Use the icon shown below to implement a divide by eight counter using this cell (drawn in icon form) plus AND, OR, NAND, NOR, NOT, XOR and XNOR gates. The  $CE$  (count enable) and  $\overline{Clear}$  should work for *all* counters.



**Part E** Now modify the toggle cell design so that the  $Clear$  is active high (i.e., it clears when the input is a '1'), and it only clears when the count enable signal ( $CE$ ) is high. The truth table below summarizes this behavior. Use mixed logic design methodology. Draw the implementation of a divide by two counter.

$CountEnable$	$Clear$	$Out_{old}$	$cycle$	$Out_{new}$
0	X	$Q_o$	$\uparrow\downarrow$	$Q_o$
1	0	$Q_o$	$\uparrow\downarrow$	$Q_o$
1	1	$Q_o$	$\uparrow\downarrow$	0