



## CS302 shortnotes

Digital Logic and Design (Virtual University of Pakistan)

**Question:** How can a D flip-flop can be made to toggle?

**Answer:** A D flip-flop can be made to toggle by connecting Q' to D.

**Question:** What is the difference between a counter and shift register ?

**Answer:** A counter has a specified sequence of states, but a shift register does not.

**Question:** How many outputs and inputs GAL22V10 have?

**Answer:** The GAL22V10 has 22 inputs and 10 outputs.

**Question:** What is an equivalent representation for the Boolean expression  $A' + 1$  ?

**Answer:** From the Boolean property  $A + 1 = 1$ , let  $A = A'$ .

**Question:** What is K-map and why we used it?

**Answer:** A Karnaugh map provides a pictorial method of grouping together expressions with common factors and therefore eliminating unwanted variables. The Karnaugh map can also be described as a special arrangement of a truth

table.

**Question: Each stage in a shift register represents how much storage capacity?**

**Answer:** one bit

**Question: what are PLD's?How are the classified.**

**Answer:** The programmable logic devices (PLD's) are used in a lot of applications, and replace SSI and MSI circuits, due the space saving and reduce the number of devices in a certain design. A PLD is made of a matrix of AND and OR gates, that can be programmed to obtain certain logic functions. There are four types of devices that can be clasified as PLD's: a)The Programmable Read-Only Memory, PROM. b)The Programmable Logic Array , PLA. c)The Programmable Array Logic, PAL. d)The Generic Array Logic, GAL.

**Question: What are Flip-flops?**

**Answer:** The memory elements in a sequential circuit are called flip-flops. A flip-flop circuit has two outputs, one for the normal value and one for the complement value of the stored bit.

**Question: If an S-R latch has a 0 on the S input and a 1 on the R input and then the R input goes to 0, then what the latch**

will be?

**Answer:** The latch will be in reset condition.

**Question:** In a 4-bit Johnson counter sequence there are a total of how many states, or bit patterns?

**Answer:** 8

PSYMD01

PSMDO1