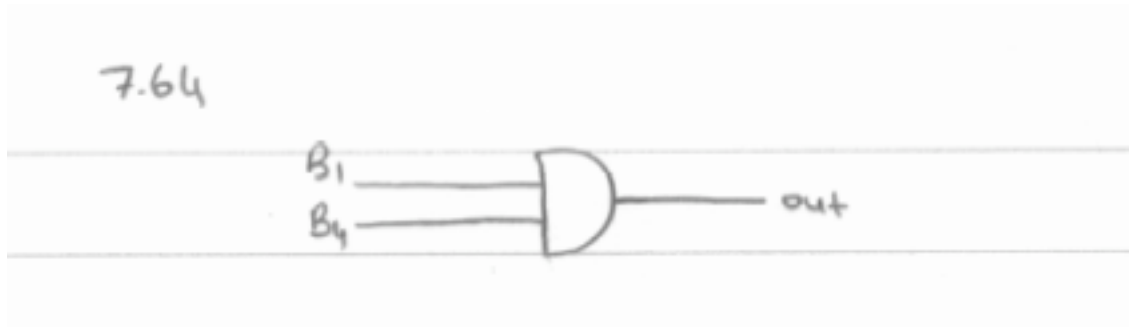


### 7.64

SOP:

$$\begin{aligned} F &= B_8 B_4 B_2 B_1 + B_8 B_4 B_2 B_1 + B_8 B_4 B_2 B_1 + B_8 B_4 B_2 B_1 \\ &= B_1 (B_8 B_4 B_2 + B_8 B_4 B_2 + B_8 B_4 B_2 + B_8 B_4 B_2) \\ &= B_1 B_4 (B_8 (B_2 + B_2) + B_8 (B_2 + B_2)) \\ &= B_8 B_4 B_1 + B_8 B_4 B_1 \\ &= B_4 B_1 (B_8 + B_8) \\ &= B_4 B_1 \end{aligned}$$

B8	B4	B2	B1	Out
0	1	0	0	1
0	1	1	0	1
1	1	0	0	1
1	1	1	0	1



### 7.64

SOP:

For O1;

$$I_1 I_2 S + I_1 I_2 \bar{S} + I_1 \bar{I}_2 S + I_1 \bar{I}_2 \bar{S} = 1(O_1)$$

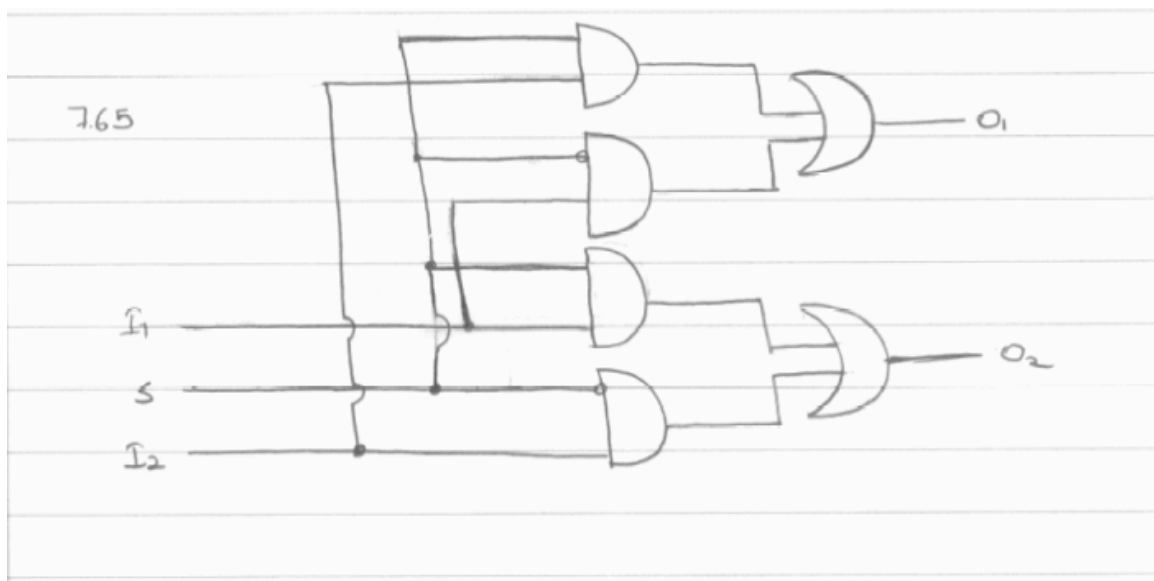
$$S I_2 + S I_1 = O_1$$

For O2:

$$I_1 I_2 S + I_1 I_2 \bar{S} + I_1 \bar{I}_2 S + I_1 \bar{I}_2 \bar{S} = 1(O_2)$$

$$S I_1 + S I_2 = O_2$$

I1	I2	S	O1	O2
0	0	0	0	0
0	0	1	0	0
0	1	0	0	1
0	1	1	1	0
1	0	0	1	0
1	0	1	0	1
1	1	0	1	1
1	1	1	1	1



7.66

SOP:

$$=ABC+ABC+ABC+ABC$$

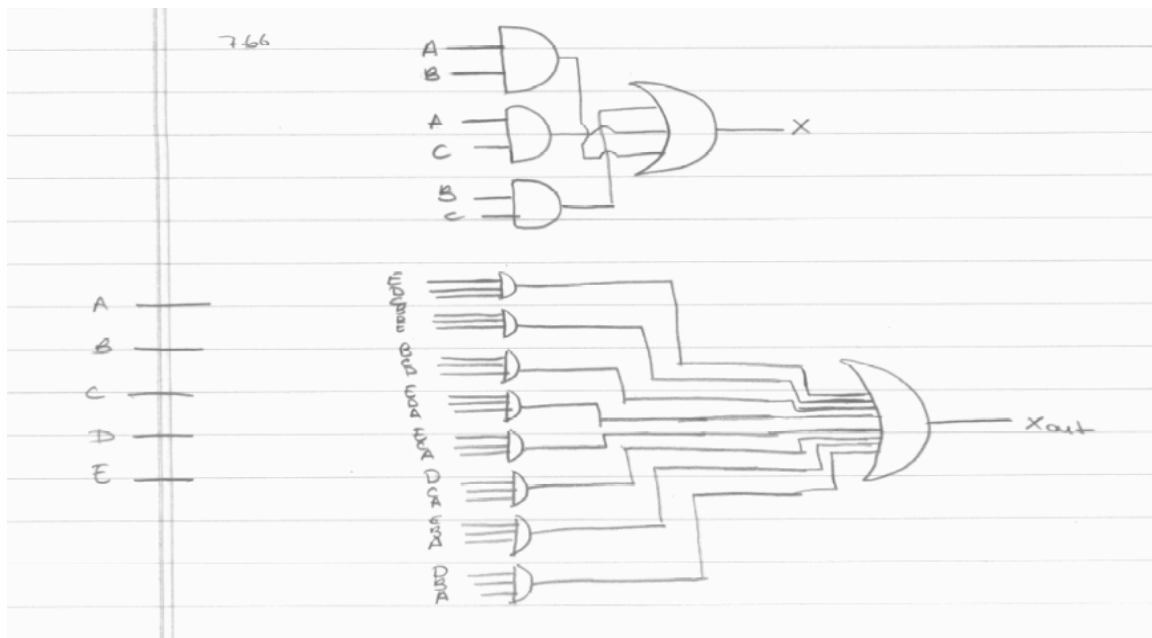
$$=BC+AC+AB$$

A	B	C	X ☺
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

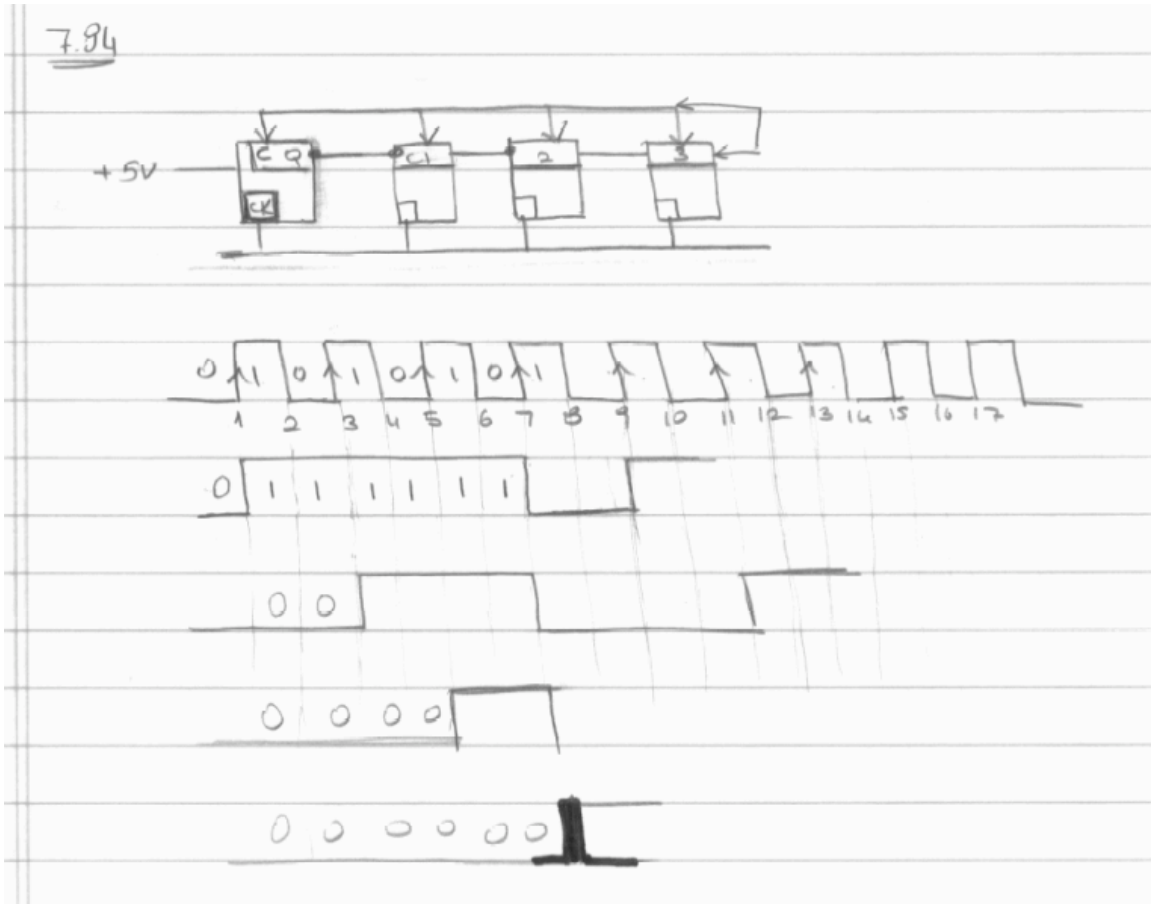
Part 2,

Similar to first part,

$$X=AB C+ ABD+ABE+ACD+ACE+ADE+BCD+BCE+BDE+CDE$$



7.84

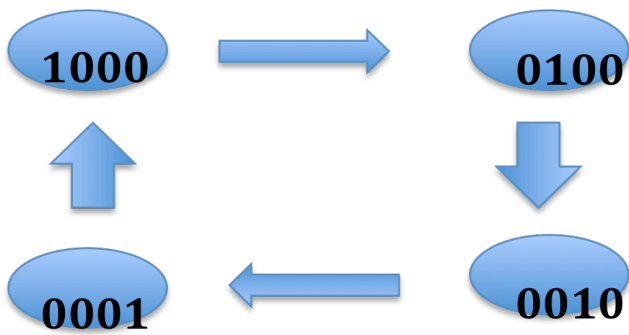


12.18

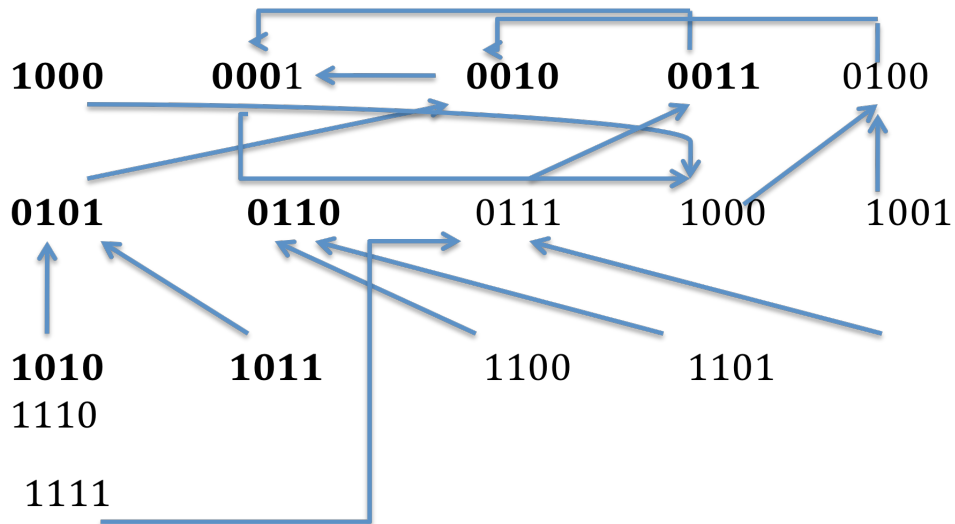
a)  $Q1=1, Q2=Q3=Q4=0$

N	Q1	Q2	Q3	Q4	I
0	1	0	0	0	0
1	0	1	0	0	0
2	0	0	1	0	0
3	0	0	0	1	1
4	1	0	0	0	0

b)



12.19



**Limiting Cycle: 1000→0100→0010→0001→1000**

12.20.

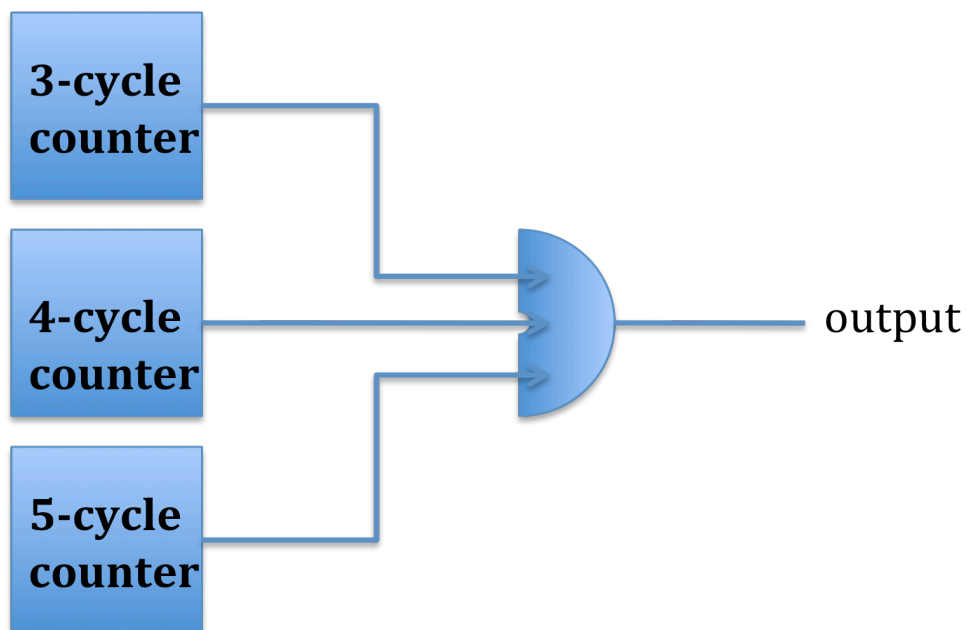
**Looking at the state table in #2 and starting w/ when I is 1 (state 0001) we see that I is I after every fourth clock pulse after.**

**To give an output of 1 after every fifth clock pulse, we can add another flip-flop to the chain.**

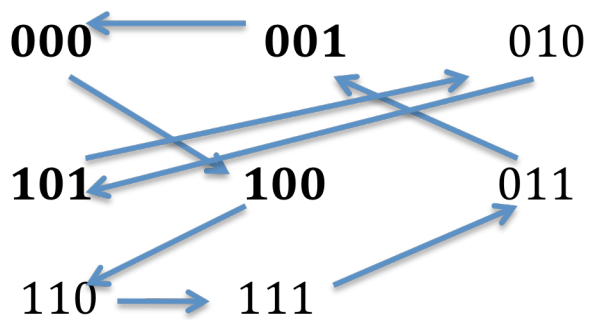
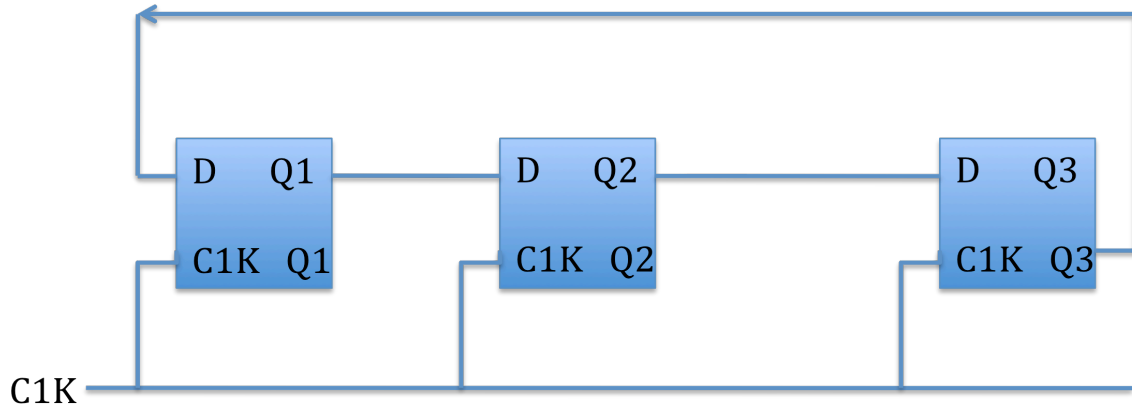
## 12.21

From previous questions, we see that the way to build an  $n$ -cycle counter is to have  $n$  flip-flops and an  $n-1$  input AND gate. If we want to use less (as stated in these questions) we can use an AND gate to combine the output of 2 or more counters, such that the final output is only high when all the outputs of the counters are high (in other words, a common multiple)

In this case we want the LCM of our counters to be 60. In order to use less than 12 flip-flops, we can have a design like this:



12.22



Cycle 1: 000 → 100 → 110 → 111 → 011 → 001 → 000

Cycle 2: 101 → 010 → 101

We can use an AND gate to combine Q1, Q2, Q3 => it will only give a 1 when all of them are 1, which is once every 6 cycles according to unit cycle 1.