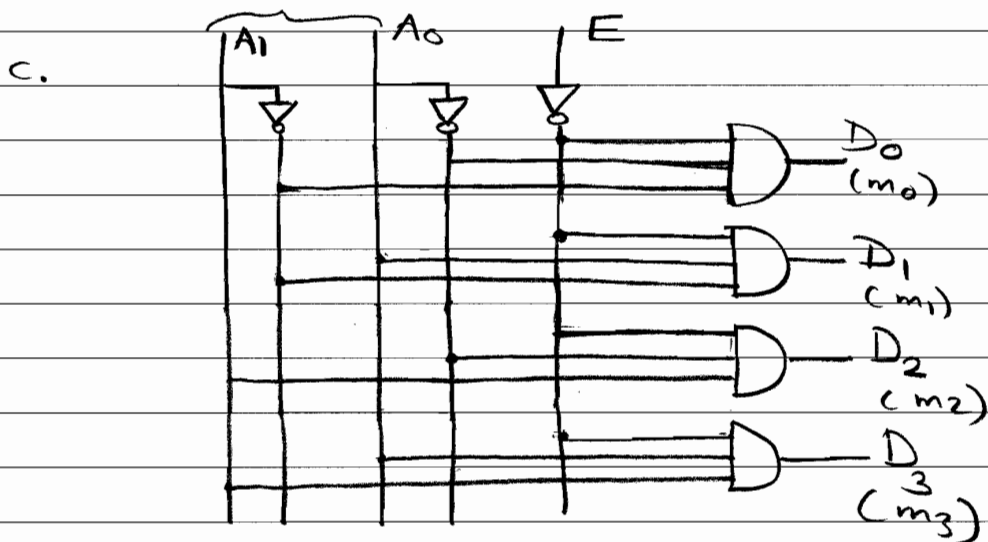


1. a. With $E=0$, the decoder is Enabled

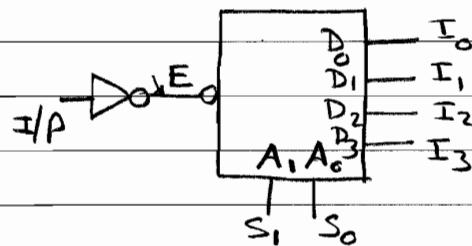
A_1	A_0	D_0	D_1	D_2	D_3
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

b. with $E=1$, the decoder is disabled and all outputs = 0

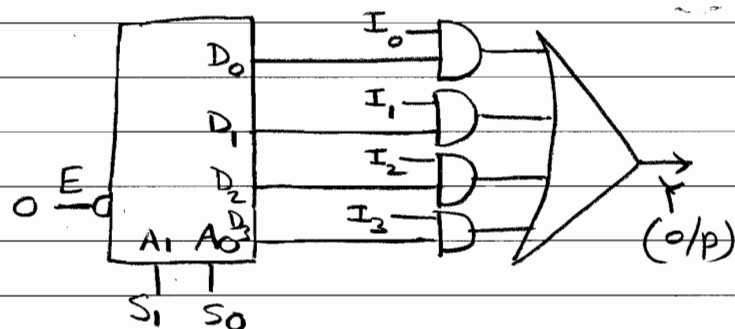


d.

is 1-to-4 DeMux

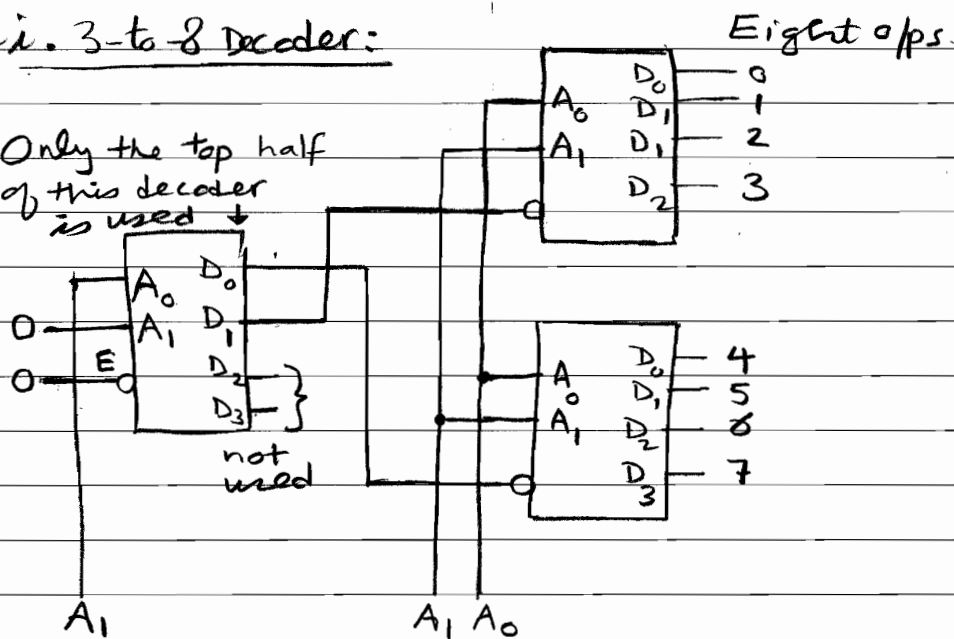


ii. 4-to-Mux



iii. 3-to-8 Decoder:

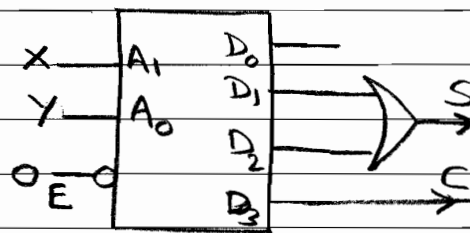
Only the top half
of this decoder
is used



iv. Half-adder

Truth Table

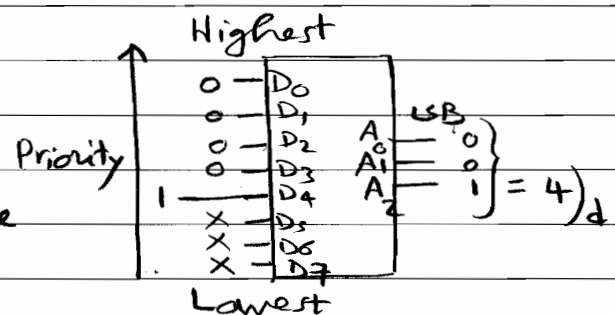
	X	Y	S	C
0	0	0	0	0
1	0	1	1	0
2	1	0	1	0
3	1	1	0	1



2. a. i. see Fig →

ii. Each of the don't care
(X) i/p's can be
either 0 or 1

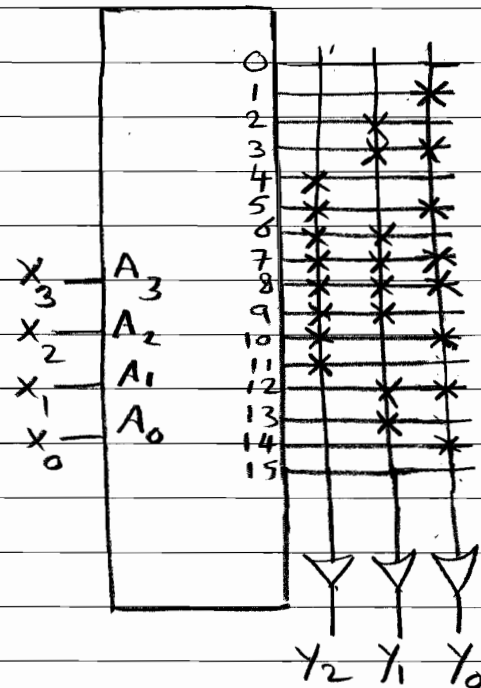
i.e we can make $2^3 = 8$ changes without
affecting the o/p code.



b. $D_7, D_6, D_5, D_4, D_3, D_2, D_1, D_0$
1 1 0 1 1 0 0 0 → o/p code = 3 = 011

3.	I/P				O/P		
	x_3	x_2	x_1	x_0	y_2	y_1	y_0
0	0	0	0	0	0	0	0
1	0	0	0	1	0	0	1
2	0	0	1	0	0	1	0
3	0	0	1	1	0	1	1
4	0	1	0	0	1	0	0
5	0	1	0	1	1	0	1
6	0	1	1	0	1	1	0
7	0	1	1	1	1	1	1
8	1	0	0	0	1	1	1
9	1	0	0	1	1	1	0
10	1	0	1	0	1	0	1
11	1	0	1	1	1	0	0
12	1	1	0	0	0	1	1
13	1	1	0	1	0	1	0
14	1	1	1	0	0	0	1
15	1	1	1	1	0	0	0

4-to-16 Decoder

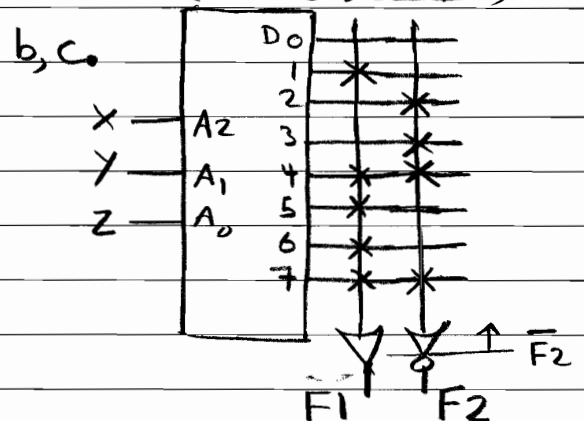


4.a.	x	y	z	$F1$	$F2$	$F3$
0	0	0	0	0	1	1
1	0	0	1	1	1	0
2	0	1	0	0	0	1
3	0	1	1	0	0	1
4	1	0	0	1	0	0
5	1	0	1	1	1	1
6	1	1	0	1	1	0
7	1	1	1	1	0	0

$$F1 = (x + \bar{y})(x + z)$$

$$= x + xz + x\bar{y} + \bar{y}z$$

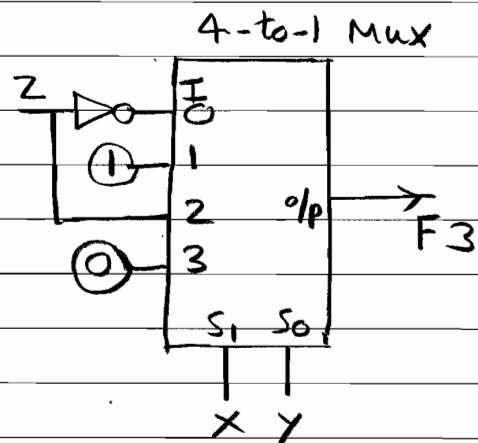
(3-to-8 Decoder)



d Mux Select

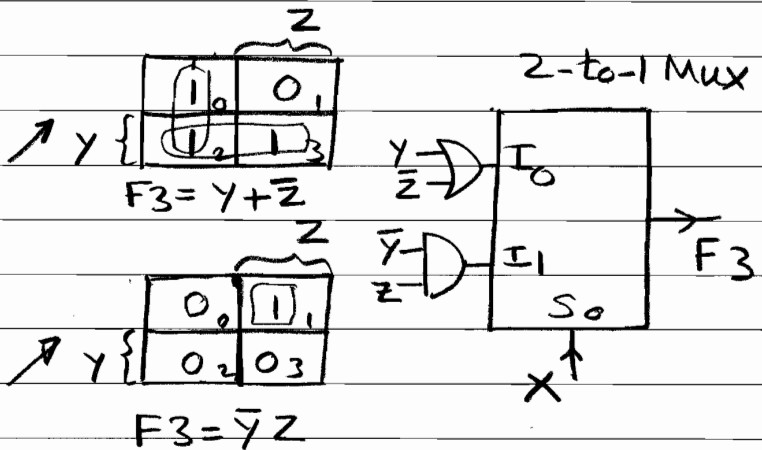
H6-4

i.	X	Y	Z	F ₃	
0	0	0	0	1	F ₃ = \bar{Z}
1	0	0	1	0	
2	0	1	0	1	F ₃ = 1
3	0	1	1	1	
4	1	0	0	0	F ₃ = Z
5	1	0	1	1	
6	1	1	0	0	F ₃ = 0
7	1	1	1	0	

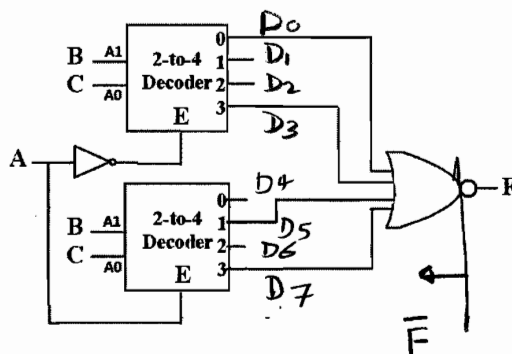


Mux Select

ii.	X	Y	Z	F ₃	
0	0	0	0	1	F ₃ = $Y + \bar{Z}$
1	0	0	1	0	
2	0	1	0	1	
3	0	1	1	1	
4	1	0	0	0	F ₃ = $\bar{Y}Z$
5	1	0	1	1	
6	1	1	0	0	
7	1	1	1	0	



5.



a.

$$\bar{F} = \sum(0, 3, 5, 7)$$

$$F = \sum(1, 2, 4, 6)$$

b.

$$F = \prod(0, 3, 5, 7)$$

$$= M_0 \cdot M_3 \cdot M_5 \cdot M_7$$

$$= M_{000} \cdot M_{011} \cdot M_{101} \cdot M_{111}$$

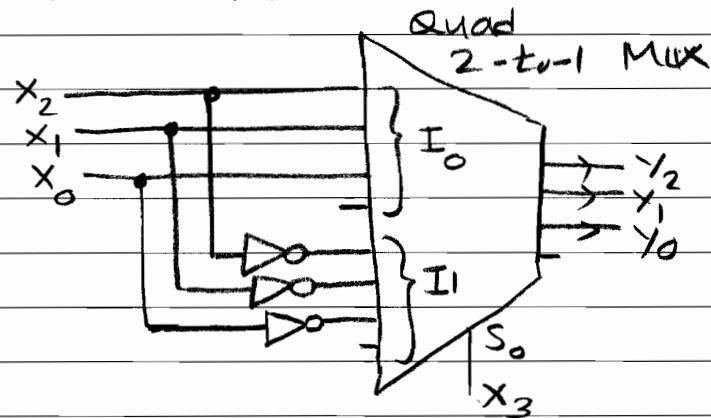
$$F(A, B, C) = (A + B + C) \cdot (A + \bar{B} + \bar{C}) \cdot (\bar{A} + B + \bar{C}) \cdot (\bar{A} + \bar{B} + C)$$

sign bit H6-5

6. I/p in signed-1's complement is $x_3 x_2 x_1 x_0$

o/p $Y = |X|$ in 3-bit

$$Y = \begin{cases} x_2 x_1 x_0 & \text{if } x_3 = 0 \\ \bar{x}_2 \bar{x}_1 \bar{x}_0 & \text{if } x_3 = 1 \\ & \text{(1's comp.)} \end{cases}$$



7. 4-bit Mag. Comp.

