

**King Fahd University of Petroleum and Minerals**  
**College of Computer Science and Engineering**  
**Computer Engineering Department**

**COE 202: Digital Logic Design (3-0-3)**  
**Term 171 (Fall 2017)**  
**Final Exam**  
**Monday, January 8<sup>th</sup>, 2018**

**Time: 120 minutes, Total Pages: 10**

**Name:** \_\_\_\_\_ **ID:** \_\_\_\_\_ **Section:** \_\_\_\_\_

**Notes:**

Do not open the exam book until instructed

**Calculators are not allowed** (*basic, advanced, cell phones, etc.*)

Answer all questions

All steps must be shown

Any assumptions made must be clearly stated

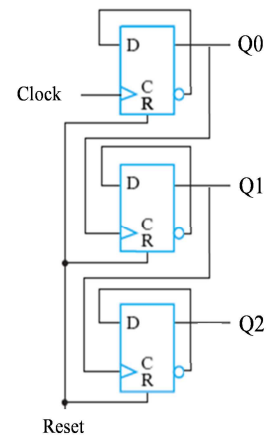
<b>Question</b>	<b>Maximum Points</b>	<b>Your Points</b>
<b>1</b>	<b>25</b>	
<b>2</b>	<b>10</b>	
<b>3</b>	<b>15</b>	
<b>4</b>	<b>12</b>	
<b>5</b>	<b>8</b>	
<b>6</b>	<b>10</b>	
<b>7</b>	<b>15</b>	
<b>Total</b>	<b>95</b>	

[25 points]

**Question 1:**

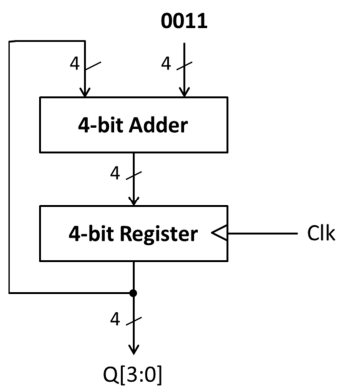
a) For a basic NOR SR latch the input  $SR = \underline{\hspace{2cm}}$  keeps the state of the latch unchanged, while the forbidden input is  $SR = \underline{\hspace{2cm}}$  (2 points).

b) The shown 3-bit binary counter counts **upwards/downward** (circle one).  
 The counter has a maximum count of  $\underline{\hspace{2cm}}$  and a minimum count of  $\underline{\hspace{2cm}}$  (3 points).



c) Given the following block diagram below:

If the output  $Q$  is 1 during the current cycle  $t$ , shown the output  $Q$  at  $(t+1)$  after 1 cycle, and at  $(t+2)$  after 2 cycles. (2 points)



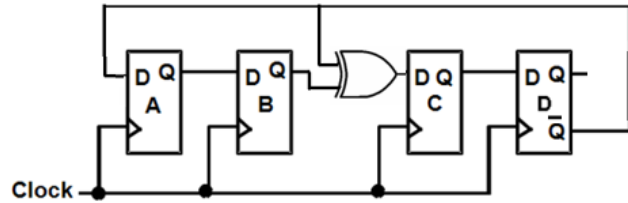
$Q(t)$	$Q(t+1)$	$Q(t+2)$
0001		

**Describe the function of the circuit in the above diagram:**

**(1 points)**

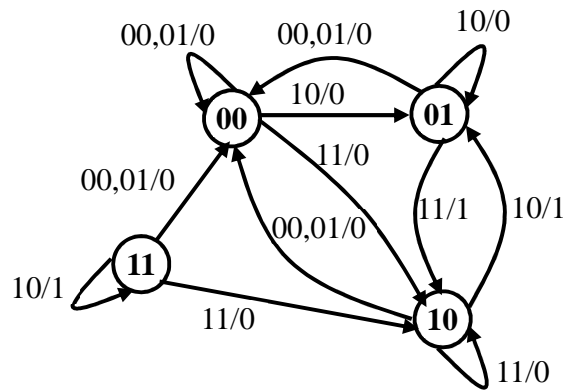
d) The 4-bit shift register shown was initially loaded with ABCD = 0100. List in the table below the contents of the register after receiving each of the clock pulses indicated. (2 points).

	Register Contents A B C D (Binary)
Initial	0 1 0 0
After Clock Pulse 1	
After Clock Pulse 2	



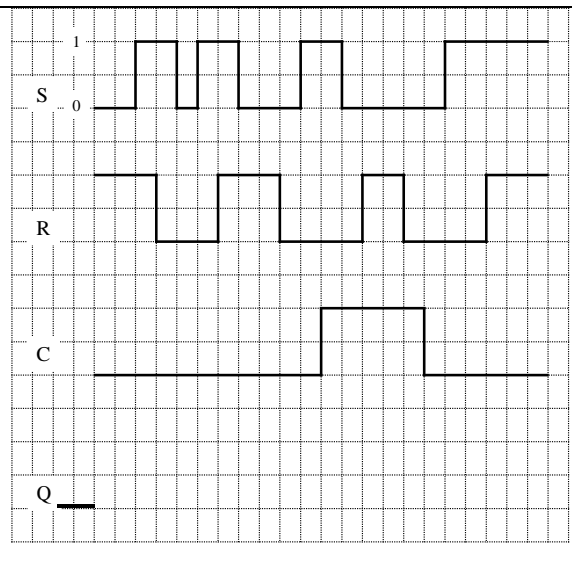
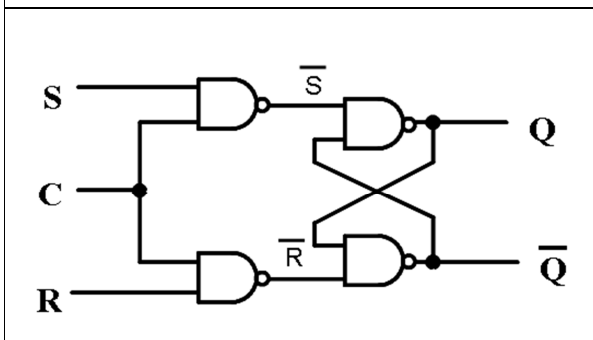
e) A sequential circuit has two inputs;  $X$  and  $Y$ , and one output  $Z$  and the state diagram below:

- The *synchronous reset* input is \_\_\_\_\_ ( $X$  or  $Y$ ?) The circuit is reset when this input is *High/Low* (circle one) and the *reset state* is \_\_\_\_\_. The *unused state* is \_\_\_\_\_ (4 points)

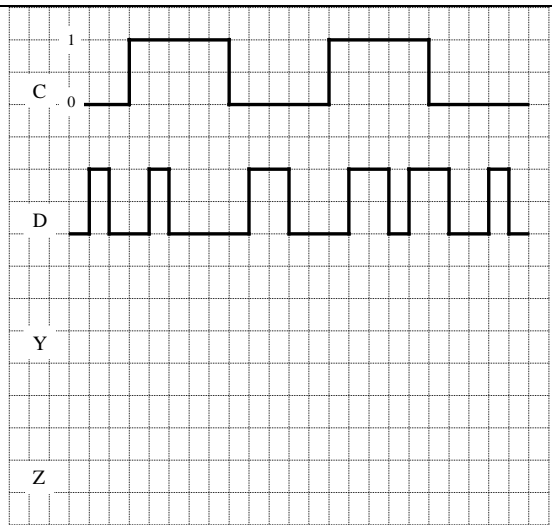
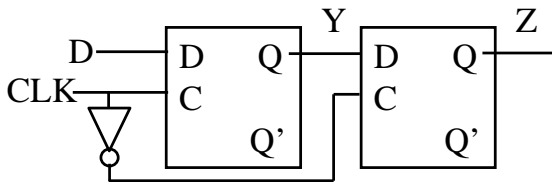


- For the input sequence **00 then 11 then 11 then 10**, the circuit would **end up in state** \_\_\_\_\_ (1 point)

f) For the clocked SR latch shown, complete the waveform of the Q output for the given S, R, and clock (C) inputs. Initially, Q is 0. Ignore any propagation delays. (2 points).



g) Given the master-slave D-FF shown in Figure, complete the timing diagram for signals Y and Z (assume they are both initially at 0 and ignore any propagation delays). (4 points).



h) Given a synchronous sequential circuit with 13 states, the minimum number of flip flops required to implement the circuit is \_\_\_\_\_ flip flops and the number of unused states is \_\_\_\_\_ states. (2 points)

i) For a 5-bit synchronous binary counter with outputs Q4, Q3, Q2, Q1, and Q0 (where Q0 is the least-significant bit), if the clock frequency is 800 MHz then the frequency of Q2 is \_\_\_\_\_ MHz and the frequency of Q4 is \_\_\_\_\_ MHz. (2 points)

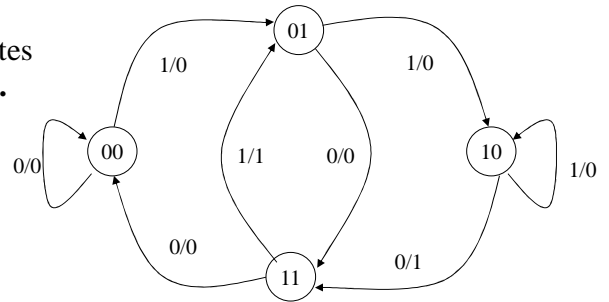
**Question 2.****[10 points]**

Draw the state diagram of a **Moore** synchronous sequential circuit that receives a serial input **y** and produces a serial output **z**. The output **z** should be **1** when the circuit detects the sequence **01100**. Overlapping sequences **are allowed**. A sample input/output trace after a reset is shown below:

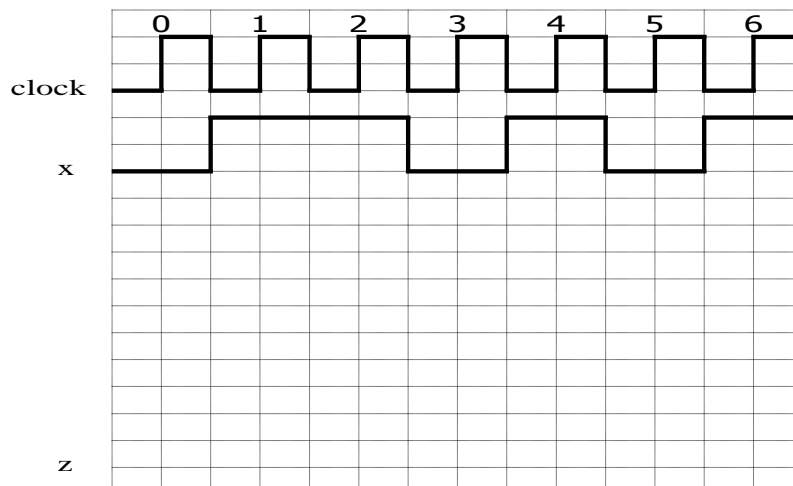
y	0	1	1	0	0	1	1	0	0	0	1	
z	0	0	0	0	0	1	0	0	0	1	0	0

**Question 3.** A sequential circuit has one input  $x$  and one output  $z$ , and has the state diagram shown below. **[15 Points]**

a) Design the circuit using minimum number of logic gates and positive-edge triggered D Flip-Flops. **(10 points).**

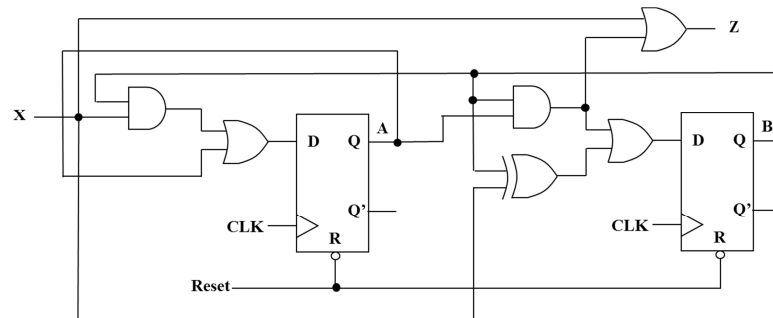


b) Using the timing diagram below, draw the output waveform  $z$ . Assume the circuit starts at state **00**. **(5 points)**



**Question 4.**

For the sequential circuit shown below:



1. Specify the inputs, outputs, reset state, and the type (Mealy or Moore). (2 points)

2. Derive the state diagram of the circuit. (9 points)

3. Does this circuit has any unused states? Briefly explain your answer (1 points)

**Question 5. Label all your components, inputs, and outputs****[8 Points]**

Using D flip-flop(s) and MUX(s) only (i.e., other components are not allowed), design a 4-bit register with mode selection inputs **S1** and **S0**. The register should operate according to the following table:

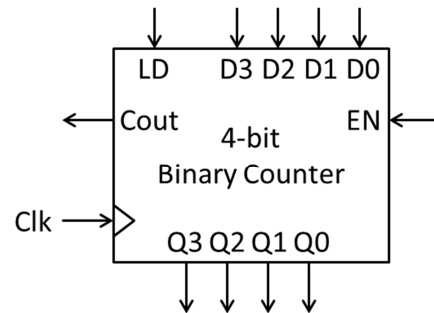
<b>S1</b>	<b>S0</b>	<b>Function</b>
0	0	No change
0	1	Parallel load (load inputs into register in parallel)
1	0	Rotate Right (i.e., shift register contents to the right feeding in the shifted bit out from the last bit location as a serial input to the first location)
1	1	Load register with 1's complement of its current content



**Question 6.****[10 Points]**

Use as many as you need of the 4-bit binary counter shown below (with the table explaining its operation) and minimal gates to design a counter that counts up from **5** to **125** in binary and then back to 5. Label properly the inputs and outputs of your designed counter.

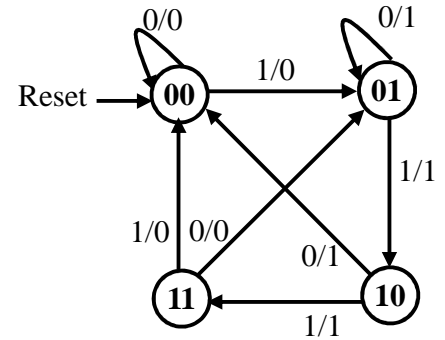
LD	EN	Operation of the counter
0	0	Hold count
0	1	Increment count
1	X	Parallel load



## Question 7.

[15 Points]

1. The state diagram below is for a sequential circuit that one input **X** (in addition to the asynchronous Reset) and one output **Y**. Write a **behavioral** Verilog description of this circuit. (10 points)



2. Write a **behavioral** Verilog description of a universal register that has three control inputs in addition to the clock input; Clr, LD, and Count, **and 4-bit input Din and output Q**, with the following functionality: **(the counter does not have asynchronous inputs)** (5 points)

Clr	LD	Count	Functionality
0	0	0	No change (i.e. Q stay the same)
1	X	X	Clear register no matter what LD and Count are (i.e. Q=0)
0	1	X	Load the register with Din (i.e. Q=Din)
0	0	1	Count up till Q=9, then go back to 0