

**KABARAK**



**UNIVERSITY**

**EXAMINATIONS**

**2008/2009 ACADEMIC YEAR**

**FOR THE DEGREE OF BACHELOR OF COMPUTER SCIENCE**

**COURSE CODE: COMP 223**

**COURSE TITLE: DIGITAL CIRCUIT DESIGN**

**STREAM: Y2S2**

**DAY: MONDAY**

**TIME: 11.00 - 1.00 P.M.**

**DATE: 08/12/2008**

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**INSTRUCTIONS:**

1. Answer **QUESTION ONE** and **any other two** questions.
2. Question One carries 30 marks while the others carry 20 marks each.
3. **Do not put any mark on the question paper**

**PLEASE TURN OVER**

### QUESTION ONE

- a. What is a full subtractor? Explain its working using truth tables and a logic diagram. (4 mks)
- b. What is a race around condition? How is it eliminated? (2mks)
- c. With the aid of a logic circuit,
- Show how a XOR gate can be realized using NAND gate
  - Using truth tables explain the XOR gate logic (6mks)
- d. With the aid of diagrams explain the working of a JK flip-flop (6mks)
- e. In a committee of four members (two ladies and two gents), a motion is passed if there are two ladies or two gents and a lady or the four members. Design a gating circuit which lights up a bulb when the motion is passed. (4mks)
- f. Design a MOD-14 asynchronous counter and explain its working (3mks)
- g. What is the difference between combinational and sequential circuits? Give examples (3mks)

### QUESTION TWO

- a. Suppose you have built a system and you are asked to monitor when it malfunctions. There are four conditions you are checking:
- Temperature; hot/cold
  - Humidity humid/low
  - Light: day/dark
  - Wind windy/calm
- The system malfunctions when:
- It is cold, humid, and dark
  - It is humid, dark and calm
  - It is hot, low humidity, dark, windy
  - It is cold, dark, windy, and the humidity is low
  - Cold and humid but light and wind are; day and calm respectively,
- Draw the truth table for the above conditions (3mks)
  - Express the system's behaviour as a function F where F =1 exactly when the system malfunctions (2mks)
  - Using sum of products simplify the expression when the system malfunctions by using K-maps. (3mks)
  - Draw the simplified logic circuit (2mks)
- b. Using K-maps reduce:
- $\sum m(0,2,4,5,6,9,10,11,13,14,15)$
  - $\prod M(0,1,7,8,10,12,13) + d(9,14,15)$  (6mks)

c. Simplify the following expression:

$$F = \overline{ABCD} + \overline{ABC}\overline{D} + \overline{ABC}D + \overline{AB}C\overline{D} + \overline{AB}CD + \overline{A}BC\overline{D} + \overline{A}BCD + \overline{A}B\overline{C}D + \overline{A}BCD + \overline{A}B\overline{C}D + \overline{A}BCD + \overline{A}BCD + \overline{A}BCD + \overline{A}BCD$$

Using Boolean algebra.

(4 mks)

d. Prove that  $A+BC=(A+B)(A+C)$  using Boolean algebra

(3mks)

### **QUESTION THREE**

a. With the aid of a neat diagram explain the master-slave flip-flop

(7mks)

b. Discuss the working of a D-flip flop using truth tables

(4mks)

c. With the aid of a neat diagram ,explain the serial-in parallel out shift register

(5mks)

d. What is a half-adder? Explain using truth tables and a circuit diagram.

(4 mks)

### **QUESTION FOUR**

a. Design a mod-14 synchronous counter using T-flip flops

(15mks)

b. Design a 4 to 16 line decoder using NAND gates

(5mks)

### **QUESTION FIVE**

a. Draw a circuit of a standard diode transistor logic NAND gate. Explain its working.

(9 mks)

b. A light bulb is to be controlled by four switches, the bulb glows whenever switches A, B and C are in the same positions. When B and C are in different positions, the bulb glows depending upon the position of switch D. It also glows when C and D are on regardless of the position of A and C. Assume the positions are ON=1 and OFF=0.

i) Draw the truth table for the situation above.

(3mks)

ii) Represent the function F as a function of A, B, C and D.

(2mk)

iii) Simplify the function and design a practical switching circuit.

(6mks)