



School of Computing
Faculty of Engineering
UNIVERSITI TEKNOLOGI MALAYSIA

SUBJECT : SECR1013 DIGITAL LOGIC

SESSION/SEM : Session 02/ SEM 1

LAB 3 : SYNCHRONOUS DIGITAL COUNTER

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Lab #3

Identifying the Properties of a Synchronous Counter

A. Aims

- 1) Expose the student with experience on constructing synchronous counter circuit using Flip-Flop IC, Basic Gate ICs, Breadboard and ETS-5000 Digital Kit.
- 2) Promote critical thinking among students by analysing the given circuit and identifying the behaviour of the digital circuit.

B. Objectives

- 1) Implement a synchronous counter circuit into physical circuit using Breadboard, Flip-Flops, Basic Gates and Switches.
- 2) Completing the next-state table of the counter circuit.
- 3) Sketch the state diagram of the counter circuit.
- 4) Identify the properties of the counter.

C. Materials And Equipment

Materials and equipment required for this lab are as follows:

Item Name	Number of Item
1. Breadboard	1
2. 7408 Quad 2-Input AND	1
3. 7404 Hex Inverter	1
4. 7432 Quad 2-input OR	1
5. 7476 Dual J-K Flip Flop	1
6. ETS-5000 Digital Kit	1

D. Preliminary Works

- 1) Determine the logic level for each input combinations in Table 1 so that the desired result can be realized.

Table 1

Desired Result	PRE	CLR	J	K	CLK	Q
Set initial value Q = 1	0	1	X	X	--	1
Output Q stays the same	1	1	0	0	↓	1
Output Q become 0, no change in asynchronous input	1	1	0	1	↓	0
Output Q is not the previous Q	1	1	1	1	↓	1
RESET Q	1	1	0	1	↓	0
SET Q	1	1	1	0	↓	1

- 2) Answer all questions.

- a) Which state that JK flip-flop has, but not on SR flip-flop.

Toggle state because in SR flip flop the output is invalid when S=1 and R=1. Meanwhile in JK flip flop the output toggle when J=1 and K=1.

- b) Identify whether the JK flip flop in 7476, is a positive-edge triggered or negative-edge triggered flip flop.

negative-edge triggered flip flop because in IC 7476 has two negative-edge triggered JK flip flop.

E. Lab Activities

1) You are given a counter circuit as shown in Figure 4.

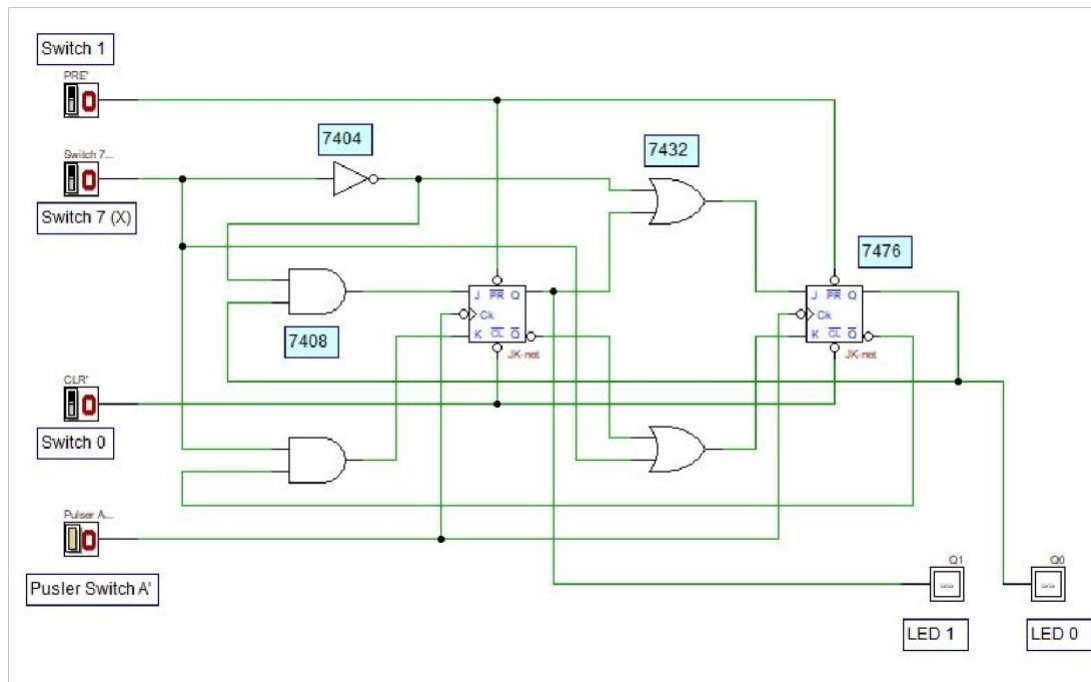


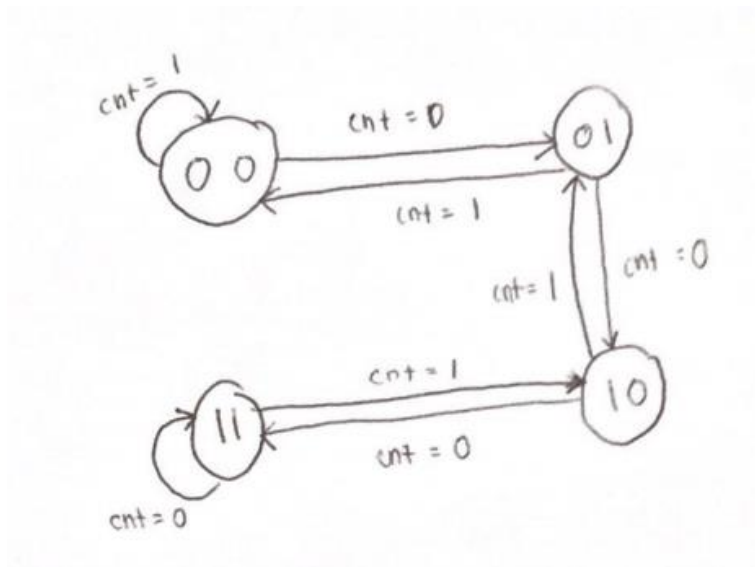
Figure 4: A Synchronous Counter Circuit

- 2) By using all materials and equipment's listed in section C, construct the physical circuit of Figure 4. (Make sure all ICs are connected to Vcc and GND).
- 3) Investigate the behaviour of the counter by observing the next state of the counter for all combination of *Present State* and X values. Complete the *NextState* table of the counter in Table 2. Ensure the Switch 0 is in HIGH state. (0=LOW, 1=HIGH)

Table 2

Switch 7	Present State		Next State	
X	Q1 LED 1	Q0 LED 0	Q1 LED 1	Q0 LED 0
0	0	0	0	1
0	0	1	1	0
0	1	0	1	1
0	1	1	1	1
1	0	0	0	0
1	0	1	0	0
1	1	0	0	1
1	1	1	1	0

4) By referring to the *Next-State* in Table 2, sketch the state diagram of the counter.



5) By referring to the *Next-State* in Table 2 and the state diagram in (4), answer all questions.

a) What is the main indicator to decide that the counter is a synchronous counter?

Pulser Switch A' because it's a clock input

b) How many states are available for the counter and what are they?

4 states available for the counter, when $2^2=4$. The counter is 00, 01, 10, and 11.

c) What is the function of Switch 7 (X) in the circuit?

Counting sequence up or down

d) What is the function of Switch 0 and Switch 1 in the circuit?

Switch 0 as clear (CLR') to reset the output to 0. Switch 1 as preset (PRE') to set initial value of 1 to the output.

e) Is the counter a saturated counter or recycle counter?

Saturated counter because the counter repeats the maximum count if count up and repeats the minimum if count down.

6) Referring to state diagram in 4, draw and built a synchronous counter using D flip-flop.

a) Built the next state and transition table using the header in Table 3

D flip flop excitation table

Present state	Next state	D
0	0	0
0	1	1
1	0	0
1	1	1

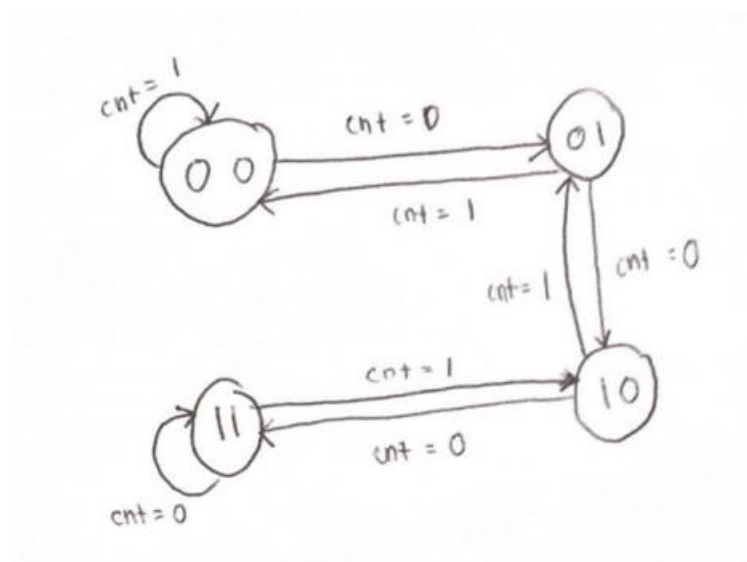
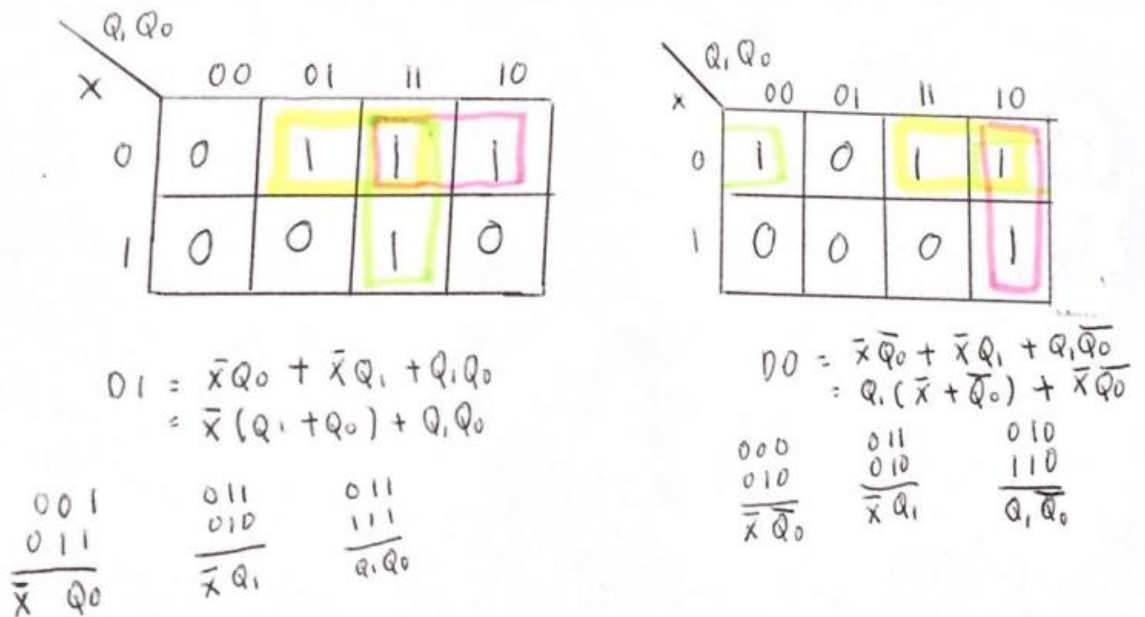


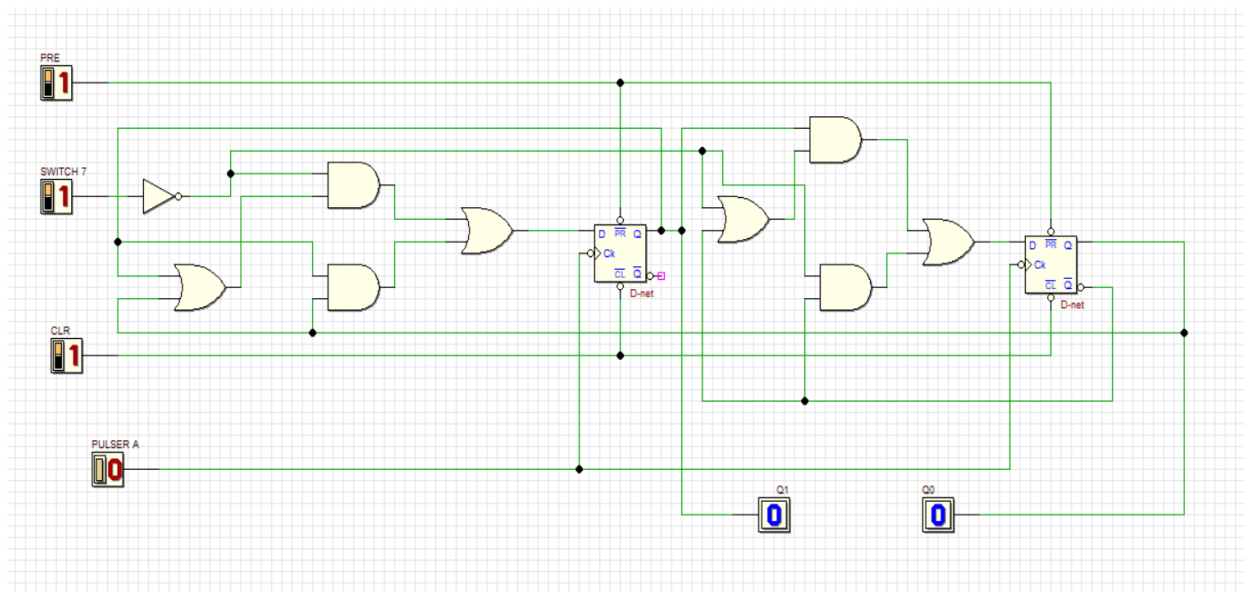
Table 3

Input X	Present State		Next State		D FF Transition	
	Q1	Q0	Q1+	Q0+	D1	D0
0	0	0	0	1	0	1
0	0	1	1	0	1	0
0	1	0	1	1	1	1
0	1	1	1	1	1	1
1	0	0	0	0	0	0
1	0	1	0	0	0	0
1	1	0	0	1	0	1
1	1	1	1	0	1	0

b) Get the optimized Boolean expression.



c) Draw the complete final circuit design in Deeds.



d) Simulate the circuit to prove that your Table 3 is correct.

7) Repeat steps in Q(6) using T flip-flop

a) Built the next state and transition table using the header in Table 3

T flip flop excitation table

Present state	Next state	T
0	0	0
0	1	1
1	0	1
1	1	0

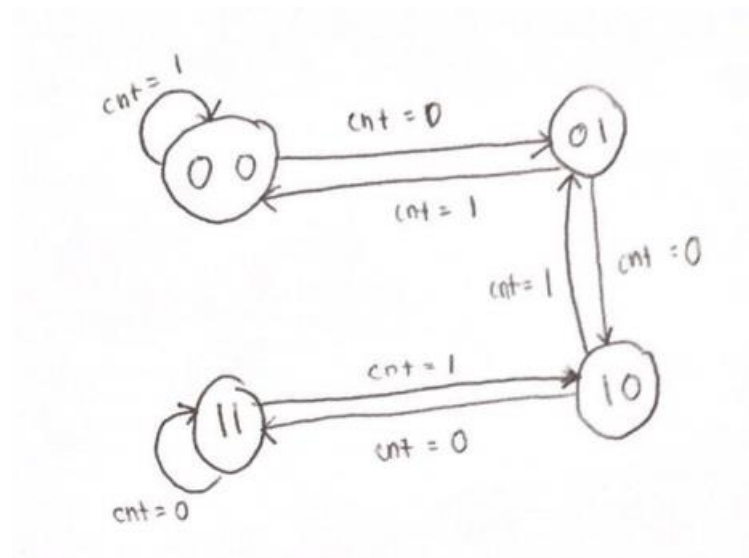
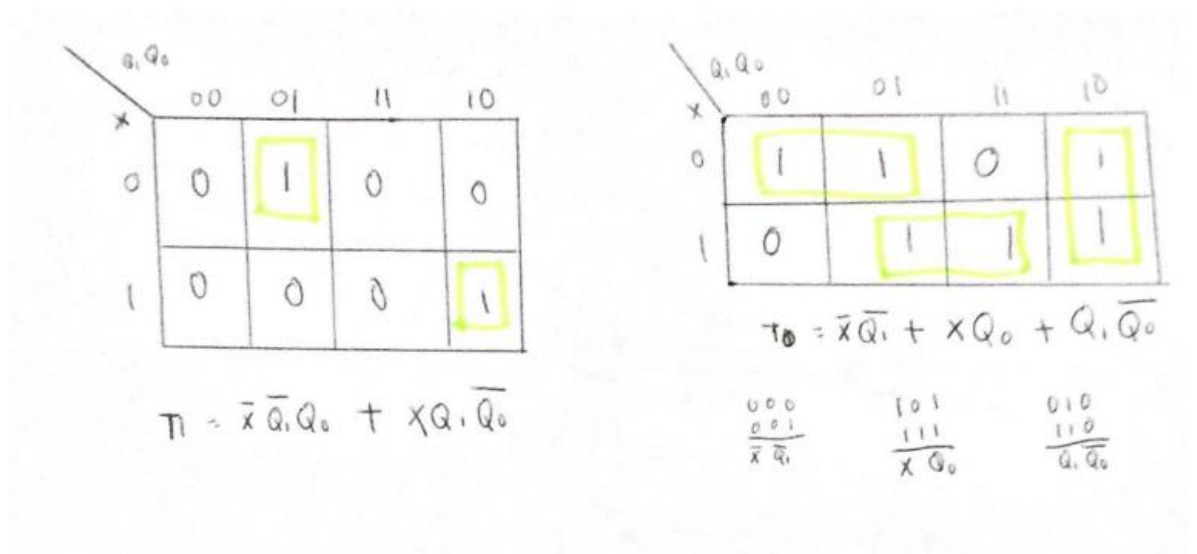


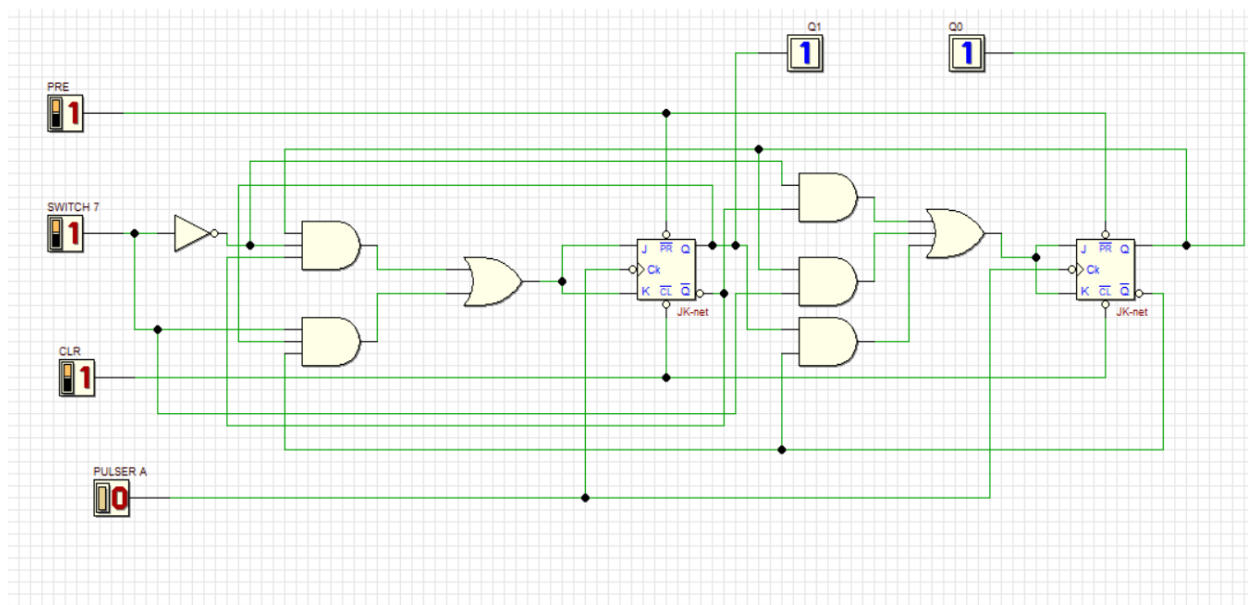
Table 3

Input X	Present State		Next State		T FF Transition	
	Q1	Q0	Q1+	Q0+	T1	T0
0	0	0	0	1	0	1
0	0	1	1	0	1	1
0	1	0	1	1	0	1
0	1	1	1	1	0	0
1	0	0	0	0	0	0
1	0	1	0	0	0	1
1	1	0	0	1	1	1
1	1	1	1	0	0	1

b) Get the optimized Boolean expression.



c) Draw the complete final circuit design in Deeds.



d) Simulate the circuit to prove that your Table 3 is correct.