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Q. 2.14: Implement the Boolean function  $F=xy + x'y' + y'z$  (a) With AND, OR, and inverter gates  
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Q. 4.18: Design a combinational circuit that generates 9's and 10's complement of a BCD digit

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 $2710 = 110112 .315 \times 2 .630 \times 2 .26 \times 2 .52 \times 2 = = =$   
 $= \text{Integer } 0 \ 1 \ 0 \ 1 + + + + \text{Fraction } .630 .26 .52 .04$   
Coefficient  $a-1 = 0$   $a-2 = 1$   $a-3 = 0$   $a-4 = 1$

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$54/4 = (5*b + 4)/4 = b + 3$ , so  $5 * b = 52 - 4$ , and  $b = 8$ . (c)  $(2 * b + 4) + (b + 7) = 4b$ , so  $b = 11$ . 1.6.  $(x - 3)(x - 6) = x^2 - (6 + 3)x + 6*3 = x^2 - 11x + 22$ . Therefore:  $6 + 3 = b + 1m$ , so  $b = 8$  Also,  $6*3 = (18)10 = (22)8$ . 1.7.  $64CD_{16} = 0110_2 0100_2 1100_2 1101_2 = 110_2 010_2 011_2 001_2 101_2 = (62315)_8$ . 1.8.

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1.6.  $(x - 3)(x - 6) = x^2 - (6 + 3)x + 6*3 = x^2 - 11x + 22$  Therefore:  $6 + 3 = b + 1m$ , so  $b = 8$  Also,  $6*3 = (18)10 = (22)8$ . 1.7.  $64CD_{16} = 0110_2 0100_2 1100_2 1101_2 = 110_2 010_2 011_2 001_2 101_2 = (62315)_8$  ...

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$16 \ 512_{16} \ 32 - 0 ? (200)_{16} \ 2 - 0 ?$  replace each digit by binary To binary  $(200)_{16} = (10 \ 0000 \ 0000)_2$  2nd method is faster. 1.9 (a)  $(11010.0101)_2 = 16 + 8 + 2 + 0.25 + 0.0625 = (26.3125)_{10}$  (b)  $(A6.5)_{16} = 10 * 16 + 6 + 5 * 0.0625 = (166.3125)_{10}$  (c)  $(276.24)_8 = 2 * 8^2 + 7 * 8 + 6 + 2 + 4 * 8^{-1} = 223.3$  64 Digital Design With An Introduction to the Verilog HDL - Solution Manual.

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1.27 For a deck with 52 cards, we need 6 bits (diamonds, hearts,  
clubs, spades are encoded respectively as 00, 01, 10, a  $2^5 = 32 < 52 <$   
 $64 = 2^6$ ). Let the msnd 11. The remaining four bits b's select the  
suit (e.g., select the "number" of the card. Example: 0001 (ace)  
tqueen, king).

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Step-by-step solution: Step 1 of 7 The integer part of a decimal  
number is converted to any base r system by dividing the number and  
all successive quotients with the base value r. The remainders are  
accumulated after the integer quotient becomes zero and gives the  
value for the coefficients of r base number system.

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ECE 223 Fall 2005 Amir Khatibzadeh aakhatib@optimal.vlsi.uwaterloo.ca

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For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

This book presents the basic concepts used in the design and analysis of digital systems and introduces the principles of digital computer organization and design.

This first edition book covers the key design problems of modeling, architectural tradeoffs, functional verification, timing analysis, test generation, fault simulation, design for testability, logic synthesis, and post-synthesis verification. The author's focus is on developing, verifying, and synthesizing designs of digital circuits rather than on the Verilog language. Some of the topics covered in this book include Digital Design Methodology, Combinational Logic, Sequential Logic Design, Logic Design with Verilog, and Programmable Logic and Storage Devices. For professional engineers interested in learning Verilog by example, in the context of its use in the design flow of modern integrated circuits.

Based on the book Computer Engineering Hardware Design (1988), which presented the same combined treatment of logic design, digital system design and computer design basics. Because of its broad coverage of both logic and computer design, this text can be used to provide an overview of logic and computer hardware for computer science, computer engineering, electrical engineering, or engineering students in general. Annotation copyright by Book News, Inc., Portland, OR.

GRAPHIC DESIGN SOLUTIONS, 6th EDITION, is the most comprehensive reference on graphic design for print and screen media. Author Robin

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Landa introduces principles of design and how they apply to the various graphic design disciplines, and major applications are explained and illustrated with professional work and diagrams. This text serves as a solid foundation for typographic design, advertising design and graphic design. In-depth coverage includes such topics as design principles, the design process, concept generation, branding and visual identity, design for web and mobile, package design, portfolio development, social media, ad campaigns and more. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

This book takes an authoritative introduction to basic principles of digital design and practical requirements in both board-level and VLSI systems. Digital Design covers the most widespread logic design practices while building a solid foundation of theoretical and engineering principles. This easy-to-follow book uses a practical writing style. Includes low voltage and LVCMOS/LVTTL. Coverage of Complex Programmable Logic Devices (CPLDs) and Field-Programmable Gate Arrays (FPGAs). Introduction of HDL-based digital design Covers VHDL as well as ABEL. Including simulation and synthesis.

Fundamentals of Materials Science and Engineering takes an integrated approach to the sequence of topics - one specific structure, characteristic, or property type is covered in turn for all three basic material types: metals, ceramics, and polymeric materials. This presentation permits the early introduction of non-metals and supports the engineer's role in choosing materials based upon their characteristics. Using clear, concise terminology that is familiar to students, Fundamentals presents material at an appropriate level for both student comprehension and instructors who may not have a materials background.

In the digital age, the integration of technology has become a ubiquitous aspect of modern society. These advancements have significantly enhanced the field of education, allowing students to receive a better learning experience. Digital Tools and Solutions for Inquiry-Based STEM Learning is a comprehensive source of scholarly material on the transformation of science education classrooms through the application of technology. Including numerous perspectives on topics such as instructional design, social media, and scientific argumentation, this book is ideally designed for educators, graduate students, professionals, academics, and practitioners interested in the latest developments in the field of STEM education.

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