



B.Tech ECE - BECE102L & Digital System Design - Maximum Marks: 50

**Key for Evaluation**

S.No.	Question	Marks																																		
1.	Design a three-input majority circuit, whose output is 'HIGH' if the input has more 1's than 0's, otherwise 'LOW', using 2-to-4 decoders. Write the behavioural Verilog code for the design.	10																																		
	<pre> module decoder(input enable, input [1:0] in, output reg [3:0] out); always @(*) begin out = 4'b0000; if (enable) begin case (in) 2'b00: out = 4'b0001; 2'b01: out = 4'b0010; 2'b10: out = 4'b0100; 2'b11: out = 4'b1000; default: out = 4'b0000; endcase end end endmodule </pre>	<pre> module func (input A,B,C, output reg y); wire [3:0] O1, O2; decoder d1( (~A), ({B,C}), O1); decoder d2( (A), ({B,C}), O2); always @(*) begin y&lt;=(O1[3]  O2[1]  O2[2]  O2[3]); end endmodule </pre>																																		
2.	Using a 4×1 multiplexer design, the combinational circuit has four inputs (A, B, C, D), whose output is '1' if the input is divisible by 2 or 3, otherwise '0'. The inputs A and C are connected to the select lines of the multiplexer.	10																																		
	<p>Possible minterms are 0 to 15;  {0,2,4,6,8,10,12,14} are divisible by 2;  {0,3,6,9,12,15} are divisible by 3;  Therefore, <math>F(A,B,C,D) = \sum(0,2,3,4,6,8,9,10,12,14,15)</math></p> <table border="1"> <thead> <tr> <th>AC</th> <th>10</th> <th>11</th> <th>12</th> <th>13</th> </tr> </thead> <tbody> <tr> <td></td> <td>00</td> <td>01</td> <td>10</td> <td>11</td> </tr> <tr> <td>B'D'</td> <td>1 (0)</td> <td>1 (2)</td> <td>1 (8)</td> <td>1 (10)</td> </tr> <tr> <td>B'D</td> <td>(1)</td> <td>1 (3)</td> <td>1 (9)</td> <td>(11)</td> </tr> <tr> <td>BD'</td> <td>1 (4)</td> <td>1 (6)</td> <td>1 (12)</td> <td>1 (14)</td> </tr> <tr> <td>BD</td> <td>(5)</td> <td>(7)</td> <td>(13)</td> <td>1 (15)</td> </tr> <tr> <td></td> <td><math>I_0 = B'D' + B'D' = D'</math></td> <td><math>I_1 = B'D' + B'D + BD' = B' + D'</math></td> <td><math>I_2 = B' + D'</math></td> <td><math>I_3 = B'D' + BD' + BD = B + D'</math></td> </tr> </tbody> </table>	AC	10	11	12	13		00	01	10	11	B'D'	1 (0)	1 (2)	1 (8)	1 (10)	B'D	(1)	1 (3)	1 (9)	(11)	BD'	1 (4)	1 (6)	1 (12)	1 (14)	BD	(5)	(7)	(13)	1 (15)		$I_0 = B'D' + B'D' = D'$	$I_1 = B'D' + B'D + BD' = B' + D'$	$I_2 = B' + D'$	$I_3 = B'D' + BD' + BD = B + D'$
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SLOT: G2+TG2

3. A hospital's emergency room uses a priority encoder to decide which gate to open and which patient should be treated next. The encoder takes 4 input lines corresponding to 4 levels of emergency:

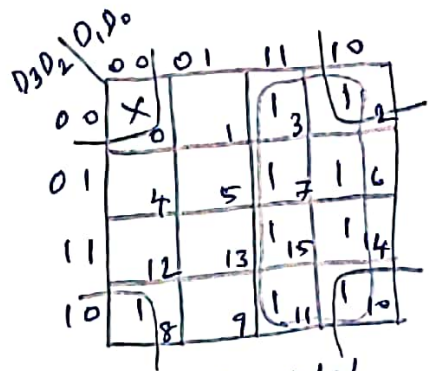
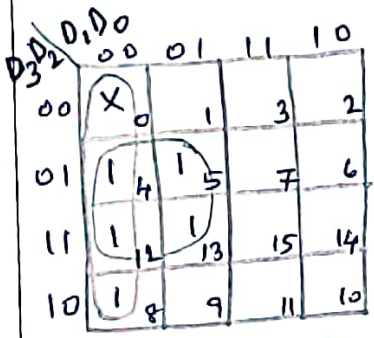
- D1 Cardiac Arrest (Highest)
- D2 Major Injury
- D0 Moderate Illness
- D3 Minor Issue (Lowest)

Design a logic circuit for the above.

10

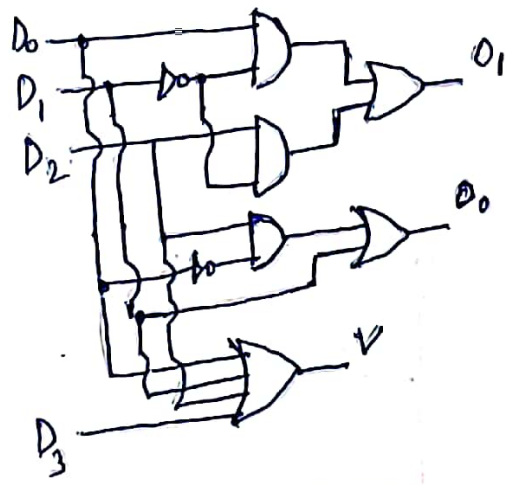
D3	D2	D1	D0	O1	O0	V
0	0	0	0	X	X	0
X	X	1	X	0	1	1
X	1	0	X	1	0	1
X	0	0	1	0	0	1
1	0	0	0	1	1	1

$O1 = \sum m(4,5,8,12,13) + \sum d(0)$   
 $O0 = \sum m(2,3,6,7,8,10,11,14,15) + \sum d(0)$   
 $V = D3 + D2 + D1 + D0$



$O1 = D2 D_1' + D_1' D_0$

$O0 = D_1 + D_2' D_0'$





VIT

Vellore Institute of Technology  
(Deemed to be University under section 3 of UGC Act, 1956)

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4. Detail the steps involved in multiplying (-10) by (-7) using the Booth algorithm and estimate the number of additions and subtractions required. 10

A	Q	Q <sub>-1</sub>	M	C	Remarks
00000	11001	0	10110	5	M = 2's (01010) = 11001; Q = 2's (00111) = 11001;
01010 00101	11001 01100	0 1	10110	4	(10), A ← A - M; A = 00000 + 01010 = 01010; Shift right (Arithmetic)
11011 11101	01100 10110	1 0	10110	3	(01), A ← A + M; A = 00101 + 10110 = 11011; Shift right (Arithmetic)
11110	11011	0	10110	2	(00), Shift right (Arithmetic)
01000 00100	11011 01101	1 1	10110	1	(10), A ← A - M; A = 11110 + 01010 = 01000; Shift right (Arithmetic)
00010	00110	1	10110	0	(11), Shift right (Arithmetic)

The number of additions and subtractions required is 3.  
(-10) × (-70) = 70; 1000110 is 2<sup>6</sup> + 2<sup>2</sup> + 2<sup>1</sup> = 64 + 4 + 2 = 70

5. A customised (AB) flip-flop has the following characteristics. 10

A	B	(Q <sub>n+1</sub> )
0	0	1
0	1	Q <sub>n</sub>
1	0	Q <sub>n</sub>
1	1	0

a) Provide the excitation table for the AB flip-flop.  
b) Realise a J-K flip-flop using an AB flip-flop.

(a) Excitation table

Q <sub>n</sub>	Q <sub>n+1</sub>	A	B
0	0	X	1
0	1	X	0
1	0	1	X
1	1	0	X

(b) Implementation table

J	K	Q <sub>n</sub>	Q <sub>n+1</sub>	A	B
0	0	0	0	X	1
0	0	1	1	0	X
0	1	0	0	X	1
0	1	1	0	1	X
1	0	0	1	X	0
1	0	1	1	0	X
1	1	0	1	X	0
1	1	1	0	1	X

Handwritten Karnaugh maps and logic equations:

For A:  $A = K$

For B:  $B = J'$