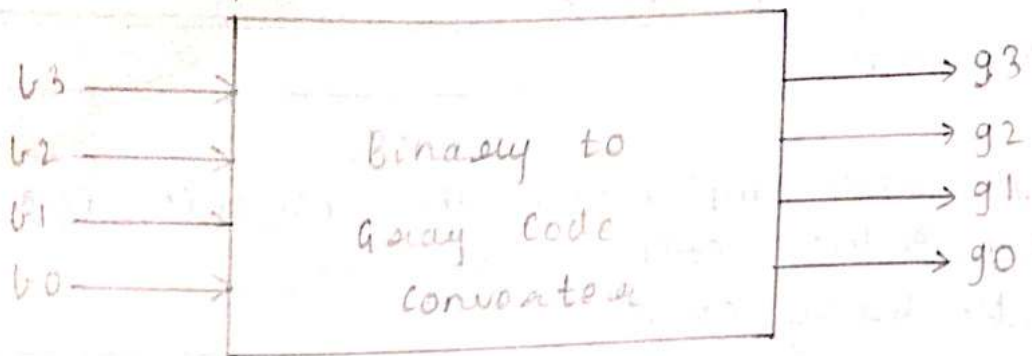


# SPPU-SE-COMP-CONTENT - KSKA Git

## Assignment-2

Title	Code Converter
Problem Statement	To Design and Implement the circuit for the following 4-bit code conversion. <ol style="list-style-type: none"><li>1. Binary to Gray code</li><li>2. Gray to Binary code</li><li>3. BCD to Excess-3 code</li><li>4. Excess-3 to BCD code</li></ol>
Hardware and software requirements	Digital Trainer Kit, IC 7404, IC 7432, IC 7408, IC 7486, Patch Cord, +5V Power Supply
Theory: 1.	<p>Binary code:</p> <ul style="list-style-type: none"><li>• It is straight binary code. The binary number system (with base 2) represents value using two symbols, typically 0 and 1.</li><li>• Computers call these bits as either off (0) or on (1).</li><li>• The binary code are made up of only zeroes and ones, and used in computers to stand for letters and digits.</li><li>• It is used to represent numbers using natural or straight binary form.</li><li>• It is a weighted code since a weight is assigned to every position.</li><li>• Binary code is weighted and sequential code</li></ul>
2.	<p>Gray code</p> <ul style="list-style-type: none"><li>• It is a modified code in which a decimal number is represented in binary form in such a</li></ul>

# → Binary to Gray code conversion - KSKA Git





# SPPU-SE-COMP-CONTENT - KSKA Git

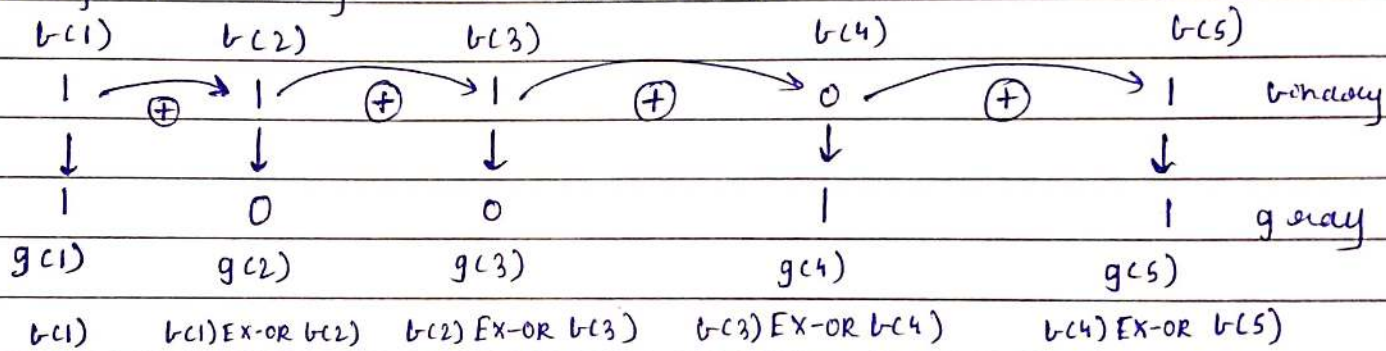
way that each Gray-Code number differs from the preceding and the succeeding number by a single bit.

• Eg: For decimal number 5 the equivalent Gray code is 0111 and for 6 it is 0101. These two codes differ by only one bit position i.e. third from the left.

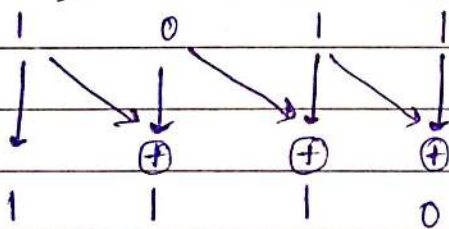
• Whereas by using binary code there is a possibility of change of all bits if we move from one ~~two~~ number to other in sequence.

• eg: Binary code for 7 is 0111 and 8 it is 1000.

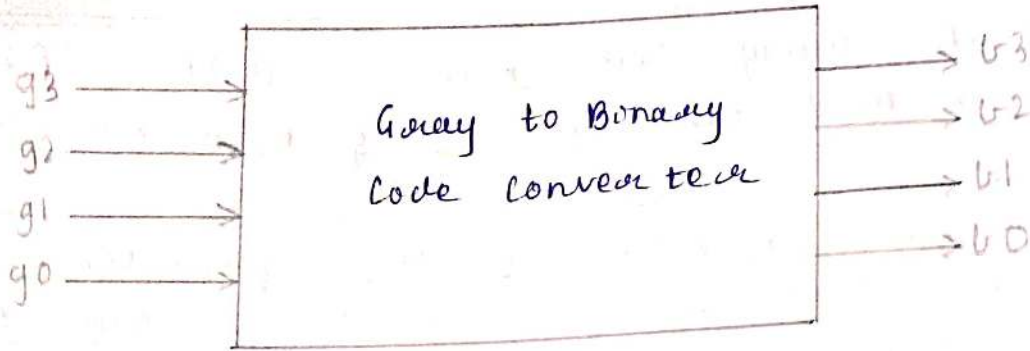
→ Binary to Gray Code Conversion



eg: Gray code of  $(1011)_2$



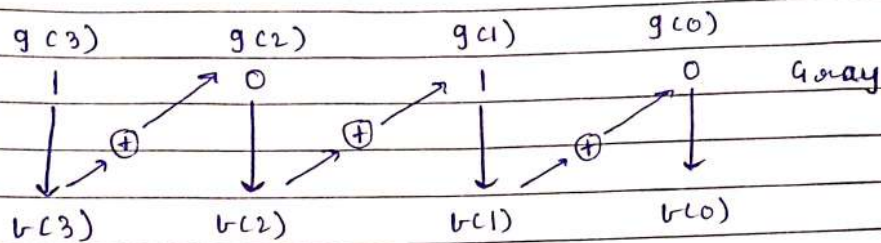
# → Gray to Binary code conversion - KSKA Git



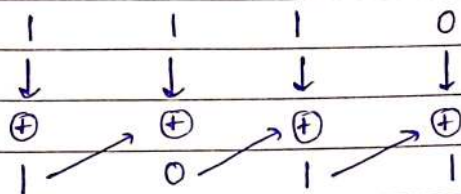


# SPPU-SE-COMP-CONTENT - KSKA Git

→ Gray to binary code Conversion



eg: (1110) gray code into binary

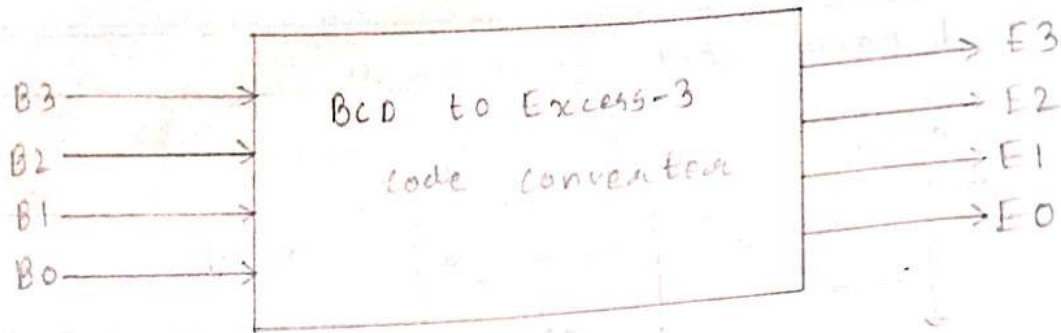


## 3. BCD code

- Binary coded Decimal (BCD) is used to represent each of decimal digits (0 to 9) with a 4-bit binary code.
- For example,  $(23)_{10}$  is represented by 0010 0011 using BCD code rather than  $(10111)_2$ .
- This code is also known as 8-4-2-1 code as 8421 indicates the binary weights of four bits ( $2^3, 2^2, 2^1, 2^0$ ).
- It is the easiest to convert BCD code numbers and the familiar decimal numbers. It is the main advantage of this code.
- With four bits, 16 numbers (0000 to 1111) can be presented, but in BCD code only 10 of these are used.

# SPPU-SE-COMP-CONTENT – KSKA Git

→ Bcd to Ex-3 Code Conversion





# SPPU-SE-COMP-CONTENT - KSKA Git

## 4. Excess 3 code

- Excess-3, also called XS3, is a non-weighted code used to express decimal numbers.
- It can be used for the representation of multi-digit decimal numbers as can BCD.
- The code for each decimal number is obtained by adding decimal 3 and then converting it to a 4-bit binary number.
- For eg: decimal 2 is coded as  $0010 + 0011 = 0101$  in Excess-3 code.
- This is self complementing code which means 1's complement of the coded number yields 9's complement of the number itself.

## → BCD to EX-3 Code conversion

• Decimal number  $\rightarrow$  8421 BCD  $\xrightarrow[0011]{\text{Add}}$  Excess-3

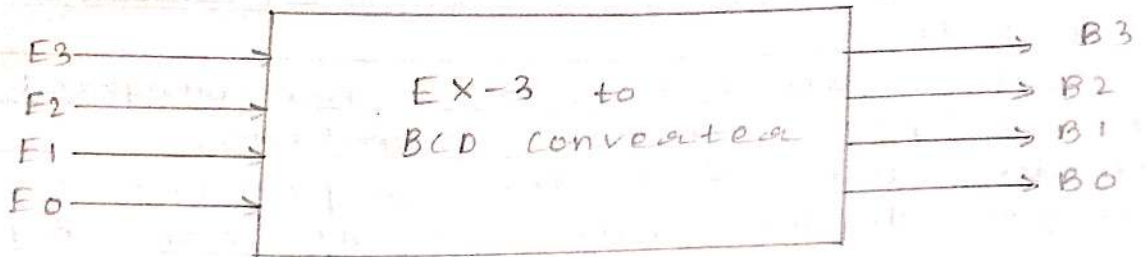
• Excess-3 for  $(52)_{10}$  is,

5	2
0101	0010
+ 0011	+ 0011
1000	0101

∴ Excess-3 of  $(52)_{10} = 1000 \ 0101$

# SPPU-SE-COMP-CONTENT – KSKA Git

→ EX-3 to BCD code conversion





# SPPU-SE-COMP-CONTENT - KSKA Git

→ EX-3 to BCD conversion

• Excess-3  $\xrightarrow[\text{or } 0011]{\text{subtract}}$  8421 BCD  
0011

• eg: BCD for  $(12)_{10}$  is,  
1                      2

0100	0101	EX-3
-0011	-0011	
<hr/>	<hr/>	
0001	0010	BCD

∴ BCD of  $(12)_{10}$  is 0001 0010

## Design

1. ~~Binary to Gray code~~
2. ~~Truth table~~

# SPPU-SE-COMP-CONTENT - KSKA Git

Design: 1 Binary to Gray Code  
Truth Table

Binary				Gray Code			
B3	B2	B1	B0	G3	G2	G1	G0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	1
0	0	1	1	0	0	1	0
0	1	0	0	0	1	1	0
0	1	0	1	0	1	1	1
0	1	1	0	0	1	0	1
0	1	1	1	0	1	0	0
1	0	0	0	1	1	0	0
1	0	0	1	1	1	0	1
1	0	1	0	1	1	1	1
1	0	1	1	1	1	1	0
1	1	0	0	1	0	1	0
1	1	0	1	1	0	1	1
1	1	1	0	1	0	0	1
1	1	1	1	1	0	0	0



# SPPU-SE-COMP-CONTENT - KSKA Git

• K-map

1)  $Q_0$

$B_3 B_2$	$B_1 \bar{B}_0$	$\bar{B}_1 B_0$	$B_1 B_0$	$B_1 \bar{B}_0$
$\bar{B}_3 \bar{B}_2$	0	1	0	1
$\bar{B}_3 B_2$	0	1	0	1
$B_3 B_2$	0	1	0	1
$B_3 \bar{B}_2$	0	1	0	1

$$Q_0 = \bar{B}_1 B_0 + B_1 \bar{B}_0$$

$$= B_1 \oplus B_0$$

2)  $Q_1$

$B_3 B_2$	$B_1 \bar{B}_0$	$\bar{B}_1 B_0$	$B_1 B_0$	$B_1 \bar{B}_0$
$\bar{B}_3 \bar{B}_2$	0	0	1	1
$\bar{B}_3 B_2$	1	1	0	0
$B_3 B_2$	1	1	0	0
$B_3 \bar{B}_2$	0	0	1	1

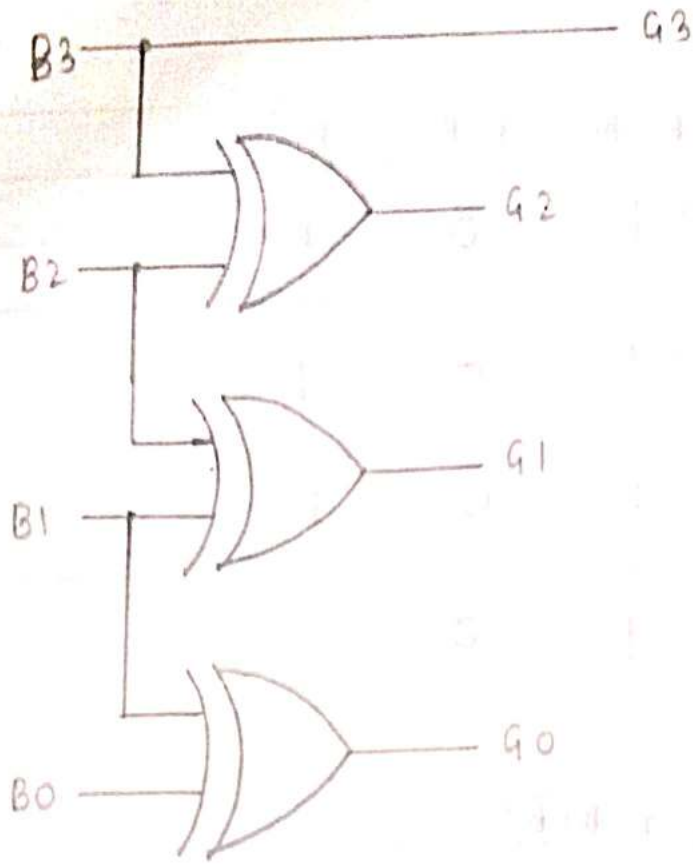
$$Q_1 = B_2 \bar{B}_1 + \bar{B}_2 B_1$$

$$= B_1 \oplus B_2$$



→ Circuit Diagram :-

# SPPU-SE-COMP-CONTENT – KSKA Git



# SPPU-SE-COMP-CONTENT - KSKA Git

3)  $Q_2$

	$B_1 B_0$			
$B_3 B_2$	$\bar{B}_1 \bar{B}_0$	$\bar{B}_1 B_0$	$B_1 \bar{B}_0$	$B_1 B_0$
$\bar{B}_3 \bar{B}_2$	0 <sub>0</sub>	0 <sub>1</sub>	0 <sub>3</sub>	0 <sub>2</sub>
$\bar{B}_3 B_2$	1 <sub>4</sub>	1 <sub>5</sub>	1 <sub>7</sub>	1 <sub>6</sub>
$B_3 B_2$	0 <sub>12</sub>	0 <sub>13</sub>	0 <sub>15</sub>	0 <sub>14</sub>
$B_3 \bar{B}_2$	1 <sub>8</sub>	1 <sub>9</sub>	1 <sub>11</sub>	1 <sub>10</sub>

$$Q_2 = \bar{B}_3 B_2 + B_3 \bar{B}_2$$

$$= B_2 \oplus B_3$$

4)  $Q_3$

	$B_1 B_0$			
$B_3 B_2$	$\bar{B}_1 \bar{B}_0$	$\bar{B}_1 B_0$	$B_1 \bar{B}_0$	$B_1 B_0$
$\bar{B}_3 \bar{B}_2$	0 <sub>0</sub>	0 <sub>1</sub>	0 <sub>3</sub>	0 <sub>2</sub>
$\bar{B}_3 B_2$	0 <sub>4</sub>	0 <sub>5</sub>	0 <sub>7</sub>	0 <sub>6</sub>
$B_3 B_2$	1 <sub>12</sub>	1 <sub>13</sub>	1 <sub>15</sub>	1 <sub>14</sub>
$B_3 \bar{B}_2$	1 <sub>8</sub>	1 <sub>9</sub>	1 <sub>11</sub>	1 <sub>10</sub>

$$Q_3 = B_3$$

# SPPU-SE-COMP-CONTENT - KSKA Git

2. Gray to Binary  
Truth table

Gray Code				Binary			
g3	g2	g1	g0	B3	B2	B1	B0
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1
0	0	1	0	0	0	1	1
0	0	1	1	0	0	1	0
0	1	0	0	0	1	1	1
0	1	0	1	0	1	1	0
0	1	1	0	0	1	0	0
0	1	1	1	0	1	0	1
1	0	0	0	1	1	1	1
1	0	0	1	1	1	1	0
1	0	1	0	1	1	0	0
1	0	1	1	1	1	0	1
1	1	0	0	1	0	0	0
1	1	0	1	1	0	0	1
1	1	1	0	1	0	1	1
1	1	1	1	1	0	1	0



# SPPU-SE-COMP-CONTENT - KSKA Git

• K-map B0

1) B0

		a1a0		
a3a2	$\bar{a}_1\bar{a}_0$	$\bar{a}_1a_0$	$a_1a_0$	$a_1\bar{a}_0$
$\bar{a}_3\bar{a}_2$	0	1	0	1
$\bar{a}_3a_2$	1	0	1	0
$a_3a_2$	0	1	0	1
$a_3\bar{a}_2$	1	0	1	0

$$\begin{aligned}
 B_0 &= \bar{a}_3\bar{a}_2\bar{a}_1a_0 \\
 &+ \bar{a}_3\bar{a}_2a_1\bar{a}_0 \\
 &+ \bar{a}_3a_2\bar{a}_1\bar{a}_0 + \bar{a}_3a_2a_1a_0 \\
 &+ a_3a_2\bar{a}_1a_0 + a_3a_2a_1\bar{a}_0 \\
 &+ a_3\bar{a}_2\bar{a}_1\bar{a}_0 + a_3\bar{a}_2a_1a_0 \\
 &= \bar{a}_3\bar{a}_2(\bar{a}_1a_0 + a_1\bar{a}_0) \\
 &+ \bar{a}_3a_2(\bar{a}_1\bar{a}_0 + a_1a_0) \\
 &+ a_3a_2(\bar{a}_1a_0 + a_1\bar{a}_0) \\
 &+ a_3\bar{a}_2(\bar{a}_1\bar{a}_0 + a_1a_0)
 \end{aligned}$$

$$\begin{aligned}
 B_0 &= (\bar{a}_1a_0 + a_1\bar{a}_0)(\bar{a}_3\bar{a}_2 + a_3a_2) + (\bar{a}_1\bar{a}_0 + a_1a_0)(\bar{a}_3a_2 + a_3\bar{a}_2) \\
 &= (a_1 \oplus a_0)(\bar{a}_3 \oplus a_2) + (\bar{a}_1 \oplus \bar{a}_0)(a_3 \oplus a_2) \\
 B_0 &= a_1 \oplus a_0 \oplus a_2 \oplus a_3
 \end{aligned}$$

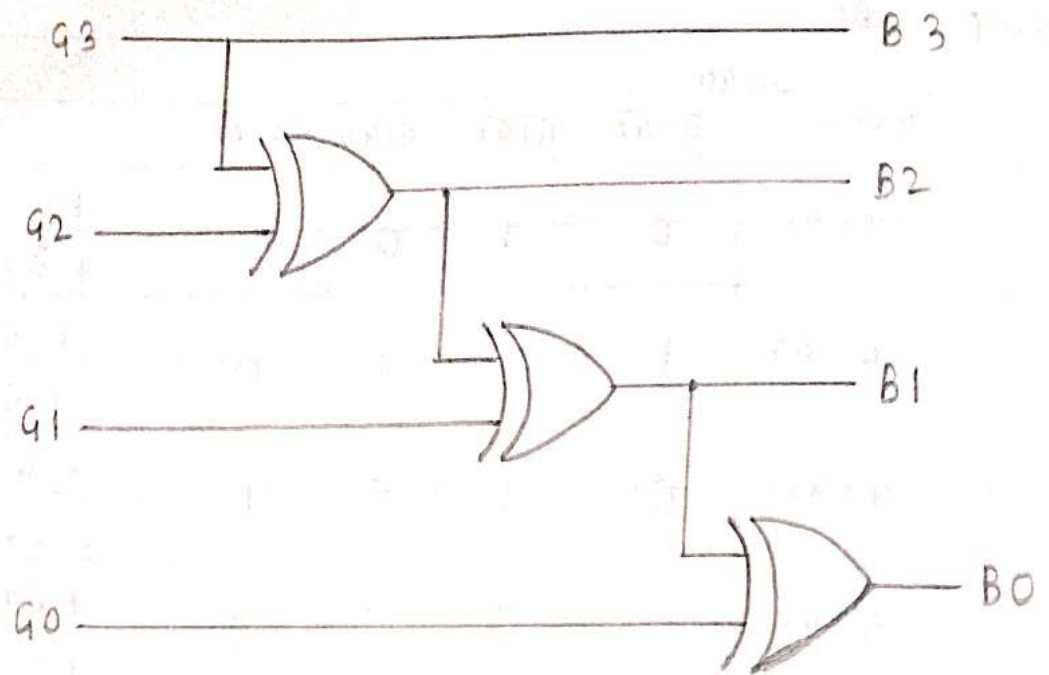
2) B1

		a1a0		
a3a2	$\bar{a}_1\bar{a}_0$	$\bar{a}_1a_0$	$a_1a_0$	$a_1\bar{a}_0$
$\bar{a}_3\bar{a}_2$	0	0	1	1
$\bar{a}_3a_2$	1	1	0	0
$a_3a_2$	0	0	1	1
$a_3\bar{a}_2$	1	1	0	0

$$\begin{aligned}
 B_1 &= \bar{a}_3\bar{a}_2a_1 + \bar{a}_3a_2\bar{a}_1 \\
 &+ a_3a_2a_1 + a_3\bar{a}_2\bar{a}_1 \\
 &= a_1(\bar{a}_3\bar{a}_2 + a_3a_2) \\
 &+ \bar{a}_1(\bar{a}_3a_2 + a_3\bar{a}_2) \\
 &= a_1(a_3 \oplus a_2) \\
 &+ \bar{a}_1(a_3 \oplus a_2)
 \end{aligned}$$

$$B_1 = a_1 \oplus a_2 \oplus a_3$$

→ ~~Computer~~ ~~code~~ ~~exam~~ **SPRU-SE-COMP-CONTENT - KSKA Git**



# SPPU-SE-COMP-CONTENT - KSKA Git

3) B2 B2

	G1A0			
A3A2	A1A0	A1A0	A1A0	A1A0
A3A2	0 <sub>0</sub>	0 <sub>1</sub>	0 <sub>3</sub>	0 <sub>2</sub>
A3A2	1 <sub>4</sub>	1 <sub>5</sub>	1 <sub>7</sub>	1 <sub>6</sub>
A3A2	0 <sub>12</sub>	0 <sub>13</sub>	0 <sub>15</sub>	0 <sub>14</sub>
A3A2	1 <sub>8</sub>	1 <sub>9</sub>	1 <sub>11</sub>	1 <sub>10</sub>

$$B2 = \overline{A3A2} + A3\overline{A2}$$

$$B2 = A2 \oplus A3$$

1) B3 B3

	A1A0			
A3A2	A1A0	A1A0	A1A0	A1A0
A3A2	0 <sub>0</sub>	0 <sub>1</sub>	0 <sub>3</sub>	0 <sub>2</sub>
A3A2	0 <sub>4</sub>	0 <sub>5</sub>	0 <sub>7</sub>	0 <sub>6</sub>
A3A2	1 <sub>12</sub>	1 <sub>13</sub>	1 <sub>15</sub>	1 <sub>14</sub>
A3A2	1 <sub>8</sub>	1 <sub>9</sub>	1 <sub>11</sub>	1 <sub>10</sub>

$$B3 = A3$$



# SPPU-SE-COMP-CONTENT - KSKA Git

3. BCD to Excess-3

• Truth Table

BCD				Excess-3			
B3	B2	B1	B0	E3	E2	E1	E0
0	0	0	0	0	0	1	1
0	0	0	1	0	1	0	0
0	0	1	0	0	1	0	1
0	0	1	1	0	1	1	0
0	1	0	0	0	1	1	1
0	1	0	1	1	0	0	0
0	1	1	0	1	0	0	1
0	1	1	1	1	0	1	0
1	0	0	0	1	0	1	1
1	0	0	1	1	1	0	0
1	0	1	0	X	X	X	X
1	0	1	1	X	X	X	X
1	1	0	0	X	X	X	X
1	1	0	1	X	X	X	X
1	1	1	0	X	X	X	X
1	1	1	1	X	X	X	X

# SPPU-SE-COMP-CONTENT - KSKA Git

K-map

1) E0

		B1 B0			
B3 B2		$\bar{B1} \bar{B0}$	$\bar{B1} B0$	$B1 B0$	$B1 \bar{B0}$
$\bar{B3} \bar{B2}$	1	0	0	1	
$\bar{B3} B2$	1	0	0	1	
$B3 B2$	X	X	X	X	
$B3 \bar{B2}$	1	0	X	X	

$$E0 = \bar{B1} \bar{B0} + B1 \bar{B0}$$

$$= \bar{B0} (\bar{B1} + B1)$$

$$E0 = \bar{B0}$$

2) E1

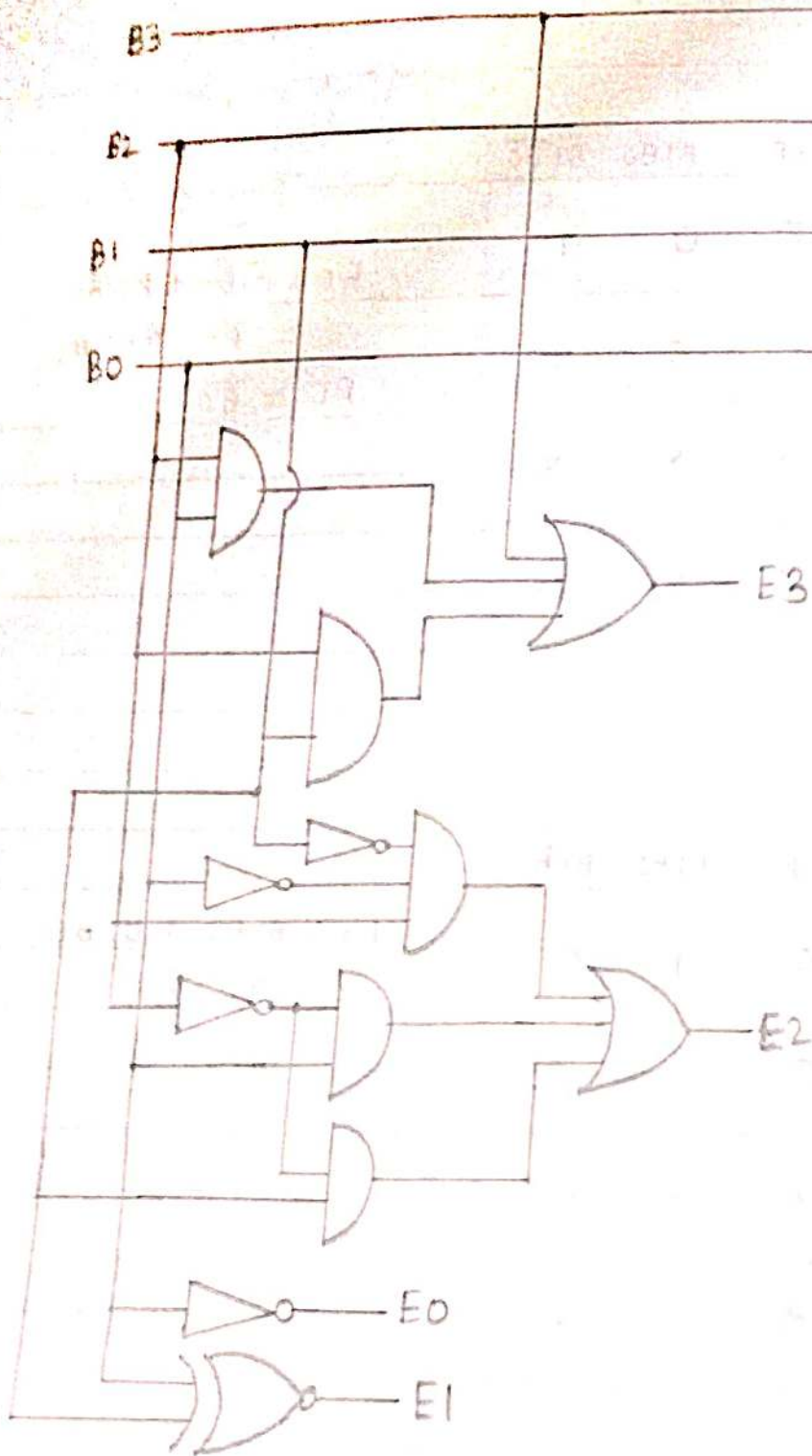
		B1 B0			
B3 B2		$\bar{B1} \bar{B0}$	$\bar{B1} B0$	$B1 B0$	$B1 \bar{B0}$
$\bar{B3} \bar{B2}$	1	0	1	0	
$\bar{B3} B2$	1	0	1	0	
$B3 B2$	X	X	X	X	
$B3 \bar{B2}$	1	0	X	X	

$$E1 = \bar{B1} \bar{B0} + B1 B0$$

$$= B1 \odot B0$$



# SPPU SE-COMP-CONTENT - KSKA Git





# SPPU-SE-COMP-CONTENT - KSKA Git

3) E2

		B1 B0			
		$\bar{B}_1 \bar{B}_0$	$\bar{B}_1 B_0$	$B_1 B_0$	$B_1 \bar{B}_0$
$\bar{B}_3 \bar{B}_2$	$B_3 B_2$	0	1	1	1
$\bar{B}_3 B_2$	$B_3 \bar{B}_2$	1	0	0	0
$B_3 B_2$	$B_3 B_2$	X	X	X	X
$B_3 \bar{B}_2$	$B_3 \bar{B}_2$	0	1	X	X

$E_2 = B_2 \bar{B}_1 \bar{B}_0 + \bar{B}_2 B_0 + \bar{B}_2 B_1$

4) E3

		B1 B0			
		$\bar{B}_1 \bar{B}_0$	$\bar{B}_1 B_0$	$B_1 B_0$	$B_1 \bar{B}_0$
$\bar{B}_3 \bar{B}_2$	$B_3 B_2$	0	0	0	0
$\bar{B}_3 B_2$	$B_3 \bar{B}_2$	0	1	1	1
$B_3 B_2$	$B_3 B_2$	X	X	X	X
$B_3 \bar{B}_2$	$B_3 \bar{B}_2$	1	1	X	X

$E_3 = B_3 + B_2 B_0 + B_2 B_1$

# SPPU-SE-COMP-CONTENT - KSKA Git

4. Excess-3 to BCD Code  
 . Truth table

Excess-3				BCD			
E3	E2	E1	E0	B3	B2	B1	B0
0	0	0	0	X	X	X	X
0	0	0	1	X	X	X	X
0	0	1	0	X	X	X	X
0	0	1	1	0	0	0	0
0	1	0	0	0	0	0	1
0	1	0	1	0	0	1	0
0	1	1	0	0	0	1	1
0	1	1	1	0	1	0	0
1	0	0	0	0	1	0	1
1	0	0	1	0	1	1	0
1	0	1	0	0	1	1	1
1	0	1	1	1	0	0	0
1	1	0	0	1	0	0	1
1	1	0	1	X	X	X	X
1	1	1	0	X	X	X	X
1	1	1	1	X	X	X	X



# SPPU-SE-COMP-CONTENT - KSKA Git

• K-map

1)  $B_0$

$B_0$

$E_1 E_0$

$E_3 E_2$	$\bar{E}_1 \bar{E}_0$	$\bar{E}_1 E_0$	$E_1 E_0$	$E_1 \bar{E}_0$
$\bar{E}_3 \bar{E}_2$	X 0	X 1	0 3	X 2
$\bar{E}_3 E_2$	1 4	0 5	0 7	1 6
$E_3 E_2$	1 12	X 13	X 15	X 14
$E_3 \bar{E}_2$	1 8	0 9	0 11	1 10

$$B_0 = \bar{E}_0$$

2)  $B_1$

$B_1$

$E_1 E_0$

$E_3 E_2$	$\bar{E}_1 \bar{E}_0$	$\bar{E}_1 E_0$	$E_1 E_0$	$E_1 \bar{E}_0$
$\bar{E}_3 \bar{E}_2$	X 0	X 1	0 3	X 2
$\bar{E}_3 E_2$	0 4	1 5	0 7	1 6
$E_3 E_2$	0 12	X 13	X 15	X 14
$E_3 \bar{E}_2$	0 8	1 9	0 11	1 10

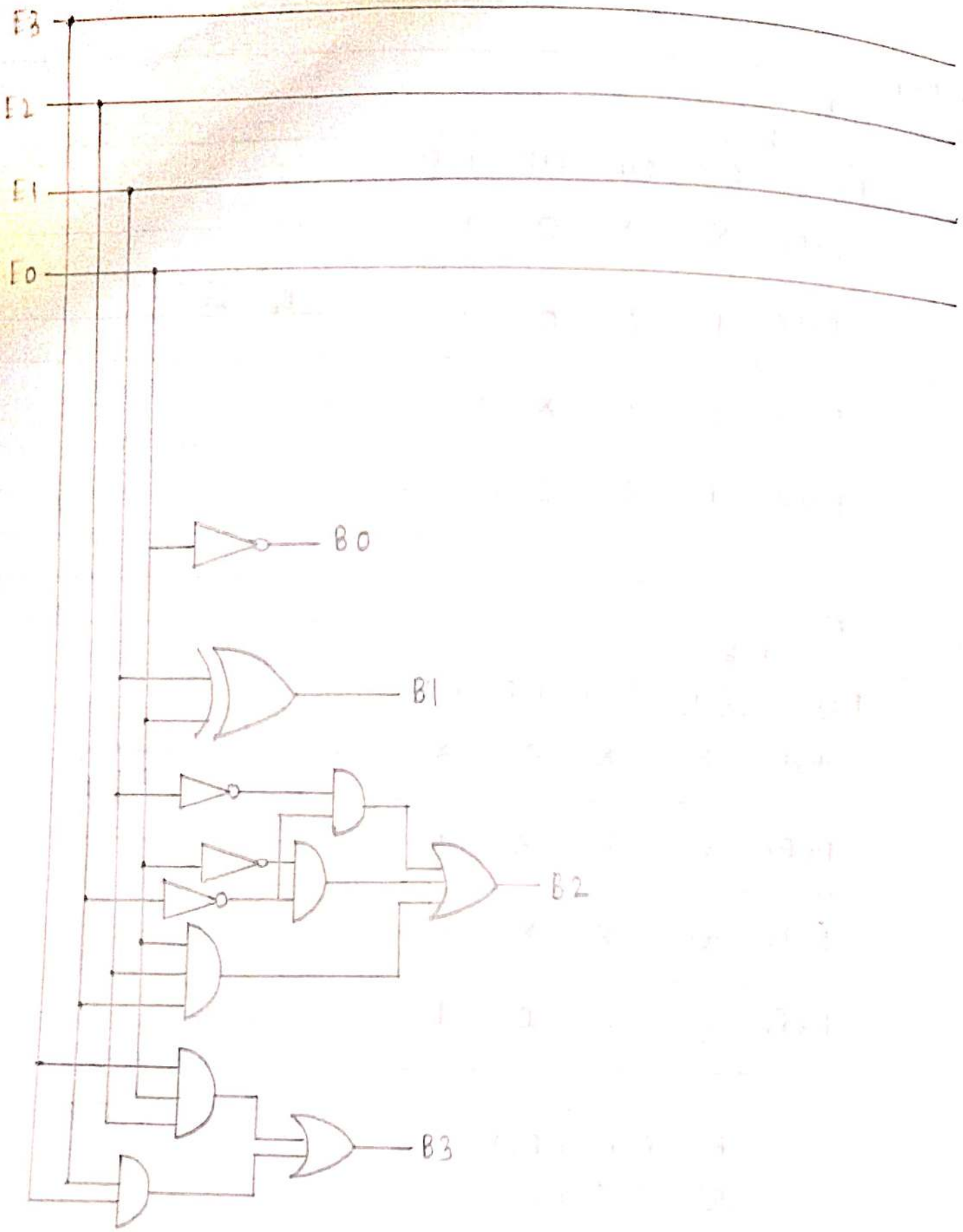
$$B_1 = \bar{E}_1 E_0 + E_1 \bar{E}_0$$

$$B_1 = E_0 \oplus E_1$$



Circuit Diagram:-

# SPPU-SE-COMP-CONTENT - KSKA Git



# SPPU-SE-COMP-CONTENT - KSKA Git

3) B2

	E1E0			
E3E2	$\bar{E}1\bar{E}0$	$\bar{E}1E0$	$E1\bar{E}0$	$E1E0$
$\bar{E}3\bar{E}2$	X	X	0	X
$\bar{E}3E2$	0	0	1	0
$E3E2$	0	X	X	X
$E3\bar{E}2$	1	1	0	1

$$\begin{aligned}
 B2 &= \bar{E}2\bar{E}0 + E2E1E0 \\
 &\quad + \bar{E}2E1E0 \\
 &= \bar{E}2\bar{E}0 + E0C \\
 B2 &= \bar{E}2\bar{E}0 + \bar{E}2\bar{E}1 \\
 &\quad + E2E1E0
 \end{aligned}$$

4) B3

	E1E0			
E3E2	$\bar{E}1\bar{E}0$	$\bar{E}1E0$	$E1\bar{E}0$	$E1E0$
$\bar{E}3\bar{E}2$	X	X	0	X
$\bar{E}3E2$	0	0	0	0
$E3E2$	1	X	X	X
$E3\bar{E}2$	0	0	1	0

$$B3 = E3E2 + E3E1E0$$