

# **ITM 1010**

## **Computer and Communication Technologies**

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### **Lecture #21**

### **Review: Computer Technologies**



# Review of Computer Technologies

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- ❑ Number systems and codes
- ❑ Boolean Algebra
- ❑ Combinational Logic Circuits
  - Logic Gates
  - POS and SOP expressions
  - K-map
  - Common combinational circuits
- ❑ Sequential Logic Circuits
  - Latches and Flip-flops
  - Asynchronous counters
  - Synchronous counters
- ❑ Computer Organization



# Number systems and codes

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- ☐ Convert a decimal number to binary and vice versa
- ☐ Represent a negative number in 1's complement and 2's complement formats, and perform subtraction by using 2's complement
- ☐ Convert a decimal number to Hexadecimal and BCD, and vice versa
- ☐ The objective and property of Gray code; Counting sequence in gray code.
- ☐ ASCII code



# Boolean Algebra

- ❑ Basic Operators: Or, And, Not
- ❑ Venn Diagram
- ❑ DeMorgan's Theorem
- ❑ Basic Logic Gates: OR, AND, NOT, XOR, ...
- ❑ Truth table
- ❑ Extract logic expression from a truth table in the following formats:
  - Sum-of-Product (SOP)
  - Product-of-Sum (POS)
- ❑ Minimize logic expressions by using
  - Boolean algebra
  - K-map



# Common Combinational Logic Circuits

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- ☐ BCD Encoder
- ☐ Multiplexer
- ☐ DeMultiplexer
- ☐ Half Adder
- ☐ Full Adder
- ☐ Multi-bit Adder and Subtractor



# Sequential Logic Circuits: Latches and Flip-flops

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## ❑ Latches:

- NAND-gate Latch and NOR-gate Latch
- Four states of latches: SET, CLEAR, RETAIN, INVALID
- State tables of active high and active low latches

## ❑ Flip-flops:

- Change output state only at the transition edge of the clock
- D-type flip-flop
- J-K flip-flop, four states: SET, CLEAR, RETAIN, TOGGLE
- State tables of flip-flops



# Sequential Logic Circuits: Asynchronous Counters

- ❑ Built on toggle flip-flops
- ❑ Design a Mod-n up/down counter
- ❑ Problems:
  - Delay
  - Miscount
- ❑ Maximum clock frequency allowed:

$$f_{\max} = \frac{1}{n \tau_{\text{ff}}}$$



# Sequential Logic Circuits: Synchronous Counters

- ❑ All flip-flops are connected to the same clock
- ❑ Main advantage over asynchronous counter: high maximum clock frequency:

$$f_{\max} = \frac{1}{\tau_{\text{ff}}}$$

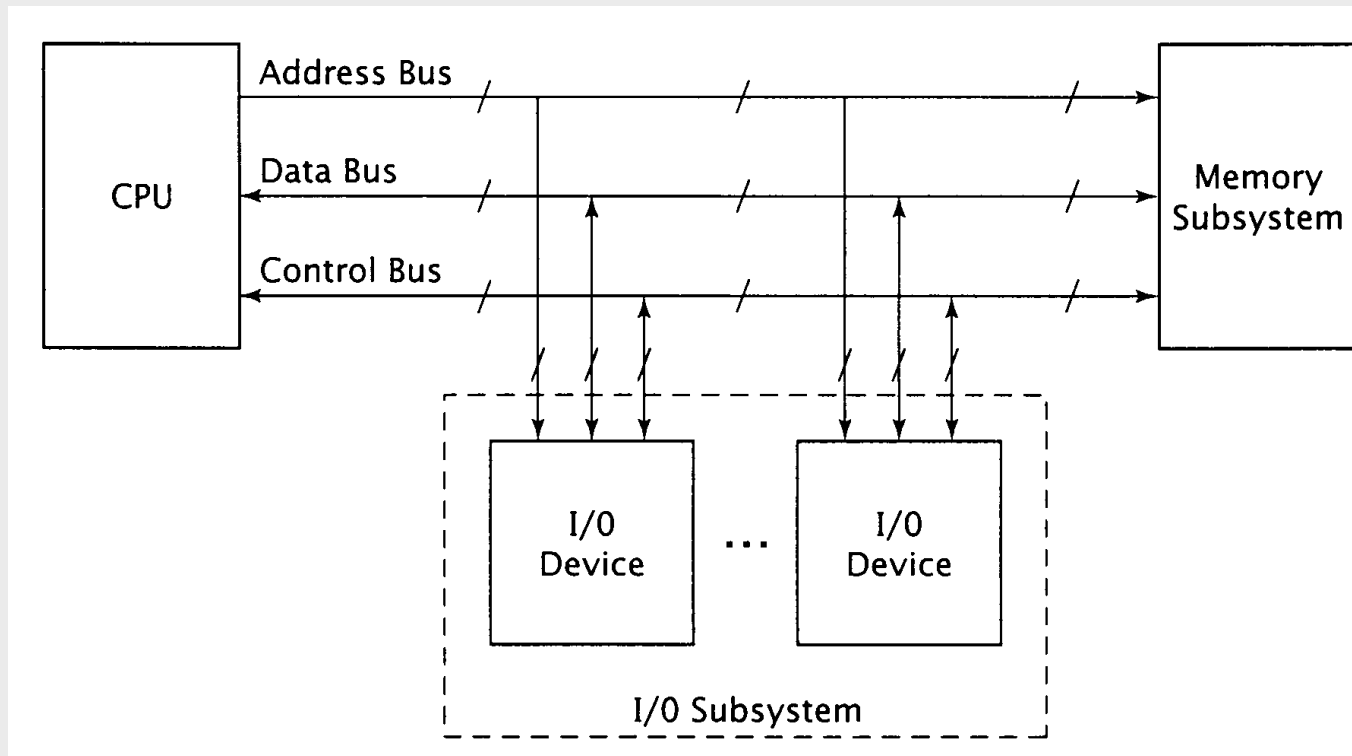
- ❑ Design procedures for a Mod-n up/down counter using D-type flip-flop
  - Write down the state transition table
  - Construct a K-map for the input of each flip-flop
  - Minimize the logic expressions of the flip-flop inputs
  - Construct the circuits
- ❑ Other circuits: register, ring counter, Johnson counter, Pseudo-random number generator





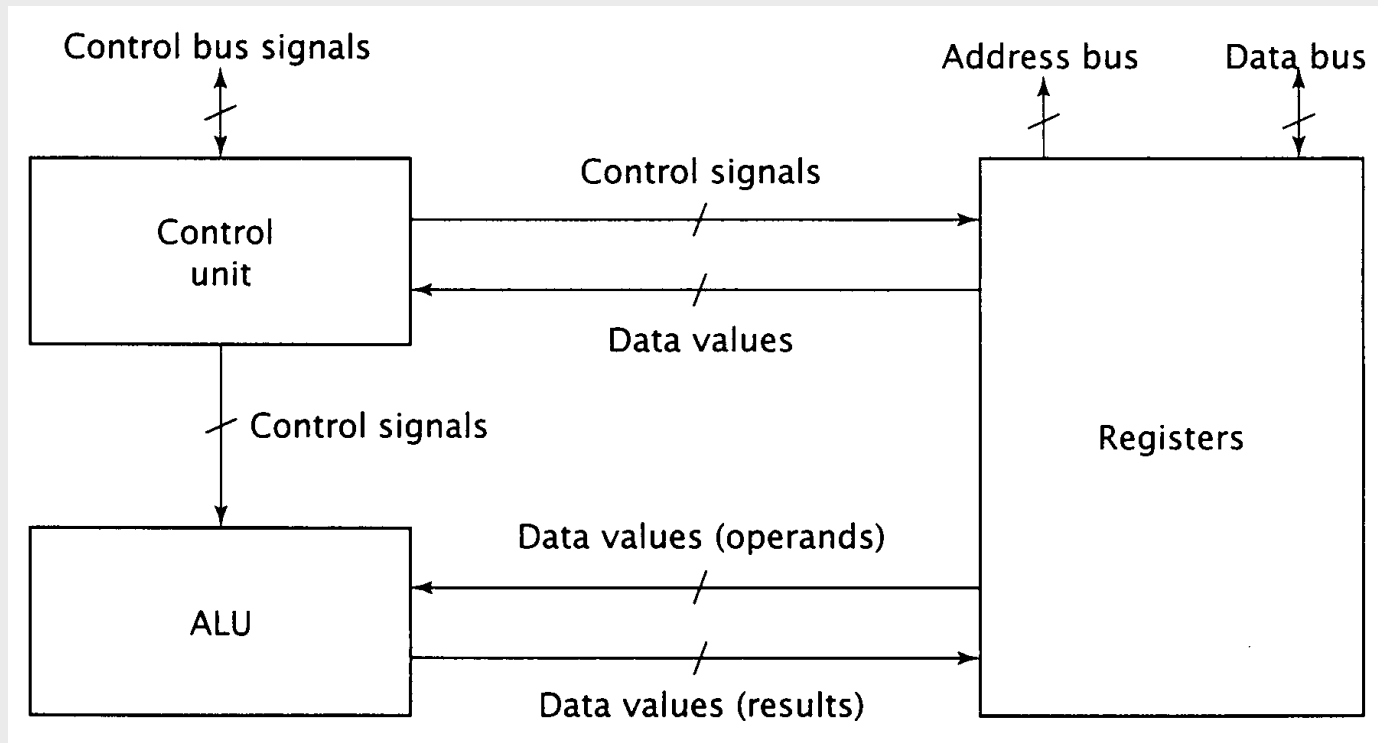
# Computer Organization

- Draw the generic computer organization:



# Computer Organization: CPU internal organization

- Draw the block diagram of the CPU internal organization



# Computer Organization:

## Memory and I/O subsystem organizations

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- ❑ Types of memories: RAM, ROM, EEPROM
- ❑ Control circuits of memories
- ❑ Multi-byte data organization
  - Big-Endian and Little-Endian processors
- ❑ Properties of cache memory and Virtual memory
  
- ❑ Interface circuits for input, output and I/O devices

