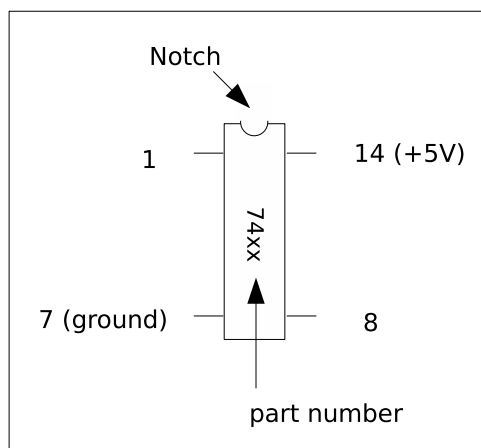


CSC211
Laboratory 2

Background Information

TTL logic chips:

TTL logic chips look approximately like this. They are 14-pin “dual in-line packages” (DIPs), meaning that the chips are long and narrow with 7 pins on each side. Each chip has a small notch in one end for orientation. When the notch is pointed upward as in the diagram, the pins are numbered from 1 to 14 starting in the upper-left corner and proceeding counter-clockwise.



We will use standard TTL chips that implement AND, OR, and NOT-gates in this lab. I will provide a *pinout diagram*, showing what each pin on each chip is for. Please note that the pinout for different chip types (AND, OR, etc) is different.

Please note carefully, that you must connect each chip to power and to ground. **It is important that you use the correct pins for this!** Reversing the two will damage the chip.

Seating chips in the board: Please refer to the protoboard diagram provided in the Lab 1 handout, to locate the “valleys” between banks of pin connection points. To *seat* a chip in the protoboard, orient it such that its notch is facing upward as in the diagram, then place its two rows of pins such that they straddle one of the valleys in the board. This helps you attach power and ground to the correct pins, and ensures that none of the pins are connected together.

The chips may take some careful coaxing to seat them properly. I suggest placing one row of pins loosely into their holes in the board, and then using a fingernail to get the other row of pins lined up and started into their holes. Once all pins have been started correctly, you can press firmly, and the chip should snap into place. (Please be gentle until the pins are started well, or they will get bent, but then do press firmly to make sure the chip is fully inserted and that each pin makes a good connection with the board.)

Chip puller: This is the yellow U-shaped tool in your toolbox. Please use it to pull chips out of the board when you are finished. Doing so reduces the likelihood that pins will get bent as you remove the chip. Alternatively, the small screwdriver can also work well if you gently insert it in the valley underneath the chip and pull upwards a little bit at a time on each end of the chip. But you are advised not to pull the chips with your fingers: from time to time, this can lead to chip pins getting embedded in your thumb!

Pull-down resistors: Recall that these are the resistors you need in your circuit to connect each switch to ground. In the previous lab, and in class notes, we used 15K resistors for this purpose. For this lab, you should use 150 Ω resistors instead.

Informally, this is because the input pins on a TTL chip are made to float to a voltage mid-range between low and high. We can override that with a pull-down resistor connected to ground, but to do so we need to

use a resistance that is smaller than that used internally in the chip.

Logic probe: Your logic probe should be set to TTL, not CMOS, for use with TTL logic chips.

Laboratory Exercises

This laboratory is divided between pencil-and-paper exercises, and a physical implementation. Since the implementation is likely to take a full class period, you should complete steps 1 through 3 before the laboratory session.

Problem: There is an old puzzle in which a farmer F must transport a wolf W , a goose G , and a sack of corn C across a river. However, the farmer can only transport one of W , G , or C across the river at a time, and if left together and unattended, the wolf will eat the goose and the goose will eat the corn. Let $F = 0$ indicate the presence of the farmer on the west bank of the river and $F = 1$ indicate presence on the east bank. Use similar definitions for W , G , and C .

1. Derive a truth table defining a function which gives 1 if the farmer is in danger of losing the goose or the corn. You may assume that a trip across the river can be made instantaneously, so that if an item (or farmer) is not on one side of the river it must be on the other side.
2. Use a Karnaugh map to generate a sum-of-products expression for this function. Then simplify the expression further with boolean algebra. Your final result should include only 8 variables, including repeated occurrences of the same variable.
3. (a) Draw a logic circuit that implements your function from step 2.
(b) Add analog components (i.e., LED, switches, and resistors) that will allow you to test your circuit.
4. Using TTL logic chips, construct and test a circuit that implements your circuit diagram from step 3. Because this circuit is fairly complex, here are some hints to make the task easier:
 - Check the part number on each chip carefully as you get it from the supply cabinet, *and as you put it back*. (If you can not see the number well, hold it under a bright light. This is can be surprisingly helpful.)
 - Make a diagram of your physical circuit as you build it, recording where each gate in your circuit diagram is located.
 - As you make each physical connection between logic gates, check the connection off in your circuit diagram.
 - Either arrange your switches for F , W , G , and C in the same order as they are in your truth table, or be very careful to translate between the two correctly when testing your circuit.
5. *If you have sufficient time:* Suppose that F , W , G , and C are initially on the west bank and must be transported to the east bank. Propose a solution to the puzzle and use your circuit to check your solution.