

4. An MN flip-flop works as follows: (22%)
 If $MN = 00$, the next state of the flip-flop is 0.
 If $MN = 01$, the next state of the flip-flop is the same as the present state.
 If $MN = 10$, the next state of the flip-flop is the complement of the present state.
 If $MN = 11$, the next state of the flip-flop is 1.
- (a) (6%) Complete the excitation table of the MN flip-flop. (Use don't care when possible.)
 (b) (12%) Using the above table and Karnaugh maps, derive and minimize the input equations for a counter composed of three MN flip-flops which counts in the following sequence:
 $ABC = 000, 001, 011, 111, 110, 100, 000 \dots$
 (c) (2%) Explain if your design in (b) is a self-correcting counter.
5. Design a serial 2's completer with a right shift register and a D-type flip-flop, both of them triggered by the same clock pulse.
- (a) Plot the state diagram with clear definition of each state. (8%)
 (b) Plot the logic circuit diagram of the serial 2's completer. You can use a block with a serial input, a serial output, and a clock input to represent the shift register. The binary number is shifted out from the side of LSB and its 2's complement is shifted into MSB of the register. (8%)
6. (a) What kind of programmable logic device (PLD) is shown in Figure 4? (4%)
 (b) Design a PROM to replace it and mark the fuse map with the cross 'x' sign. (10%)

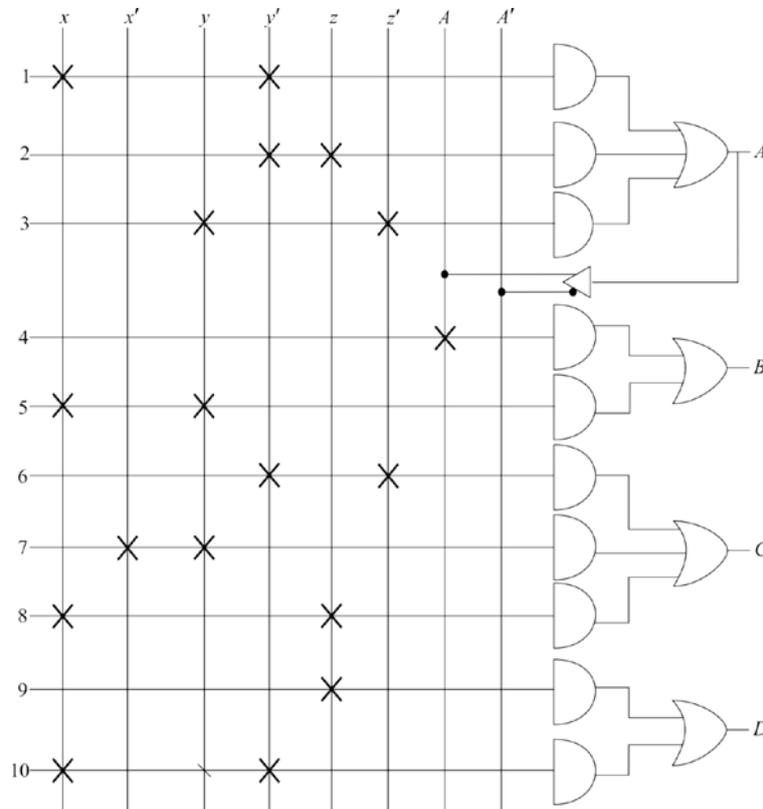


Figure 4

7. A $64K \times 16$ memory uses coincident decoding by splitting the internal decoder equally into X -selection and Y -selection.
- (a) What is the size of each decoder? (4%)
 - (b) Determine the X and Y selection lines that are enabled when the input address is the binary equivalent of 36952. (6%)

Happy new year and enjoy your winter vacation!