CEC Robotics

Name:_____ Date:_____

Circuit Lab 10 – 4-Bit Adder

Required Equipment and Supplies

- Circuit Simulator (software) ٠
- Resistors: $22k\Omega$ (8), $1.8k\Omega$ (5) •
- ICs: 7483 4-Bit Adder DIP-16 (1) •
- DIP Switch Module 4 Position (2) •

Part I. 4-Bit Adder Logic Simulation

- Indicator LEDs (5)
- Bench-top DC power supply
- Breadboard
- Cables and 22ga wire as needed •

Build the following logic circuit in a simulator, then test the arithmetic logic.

Note: It is quickest to build a two bit full-adder, then copy/paste and connect the carry outputs to carry inputs.



<u>1a.</u>					
A1	0	B1	0	S1	
A2	1	B 2	0	S2	
A3	0	B 3	1	S 3	
A4	1	B 4	1	S4	
				C-out	

(convert to decimal) and check $A + B = S^*$

2a.					
A1	1	B1	0	S1	
A2	0	B2	0	S2	
A3	1	B 3	1	S 3	
A4	1	B4	0	S4	
				C-out	

(convert to decimal) and check $A + B = S^*$

3 c .					
A1	1	B1	1	S1	
A2	0	B 2	1	S2	
A3	1	B 3	1	S 3	
A4	0	B4	1	S4	
				C-out	

(convert to decimal) and check $A + B = S^*$

*note the carry bit.

Part II. Testing a 4-Bit Adder IC

Wire the 7483 4-Bit Adder IC in a DIP-16 package to test the outputs from part **I** in physical circuit. The pin configuration of the 7483 DIP-16 is described below.



Use a 4-pin DIP Switch to represent the 4 A bits and the 4 B bits. The Sum and Carry bits will be visible as LEDs that are illuminated for a '1', and off for a '0'. To verify that the circuit is functional, try each input combination from **I.a**, **I.b**, and **I.c**. You should get identical results to the simulator when your circuit is working properly.

	Q & Q V+ B Q Q A	+ + + +	+ + + +
C G S S S S J J J J LEPS			
	$(\mathbf{x}, \mathbf{A}, \mathbf{B}, \mathbf{E}) = (\mathbf{x}, \mathbf{B}, \mathbf{B})$	22H [X X X X X X X X X X X X X X X X X X	W W 22 W V V V V

Notes about the above wiring scheme:

- Values will be read such that the **least significant bit** is the **farthest right** on both the input switches and output lights.

- The **DIP Switch** modules are **upside down** *on purpose*:

A binary **1** corresponds to the **UP** position (switch **OFF**). A binary **0** corresponds to the **DOWN** position (switch **ON**).