

Digital Counters

Computer and Electronics Engineering

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Digital Electronics

Objectives:

The objectives of this module are to:

- Become familiar with basic digital counter concepts
- Test counter circuits using circuit simulation software
- Build digital circuits using prototyping equipment

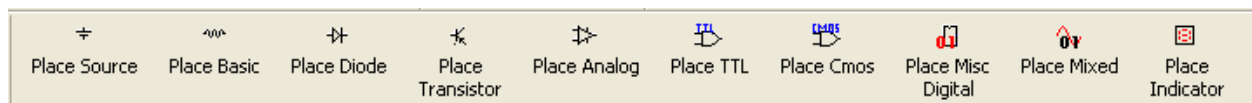
To accomplish the objectives, we will give you a short overview of electrical and digital logic concepts. You will then build circuits described later in the handout using the MultiSim simulation program. A variety of circuits are described; however, you may not have time to complete the simulation of all of them.

The simulation program we will be using is MultiSim 8 by Electronics Workbench. www.electronicworkbench.com. It is a user-friendly program which a user can create and test circuits in a relatively short time. It has a variety of components listed in a series of menus. One of the initial difficulties is finding the component you want. The circuits we are going to build start on page 11.

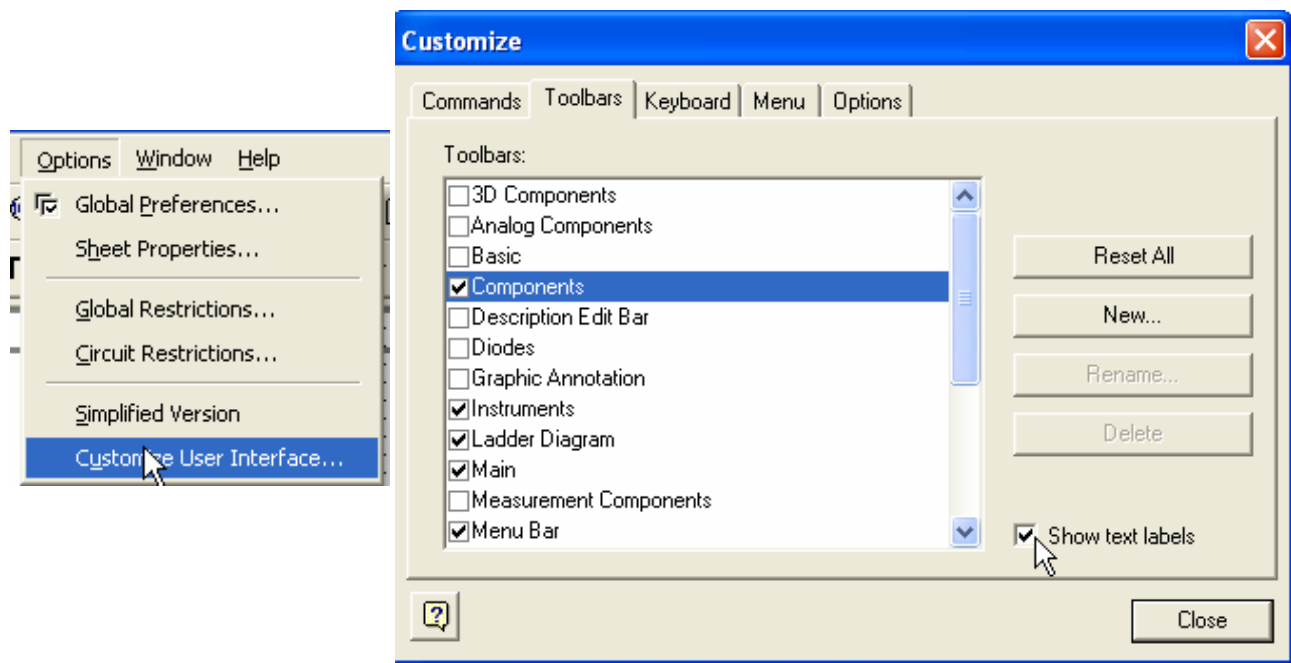
How to Find Components

A list of component icons is shown along with the menu selections used to access them. The order of presentation is the same as the order in which you will be constructing the circuits.

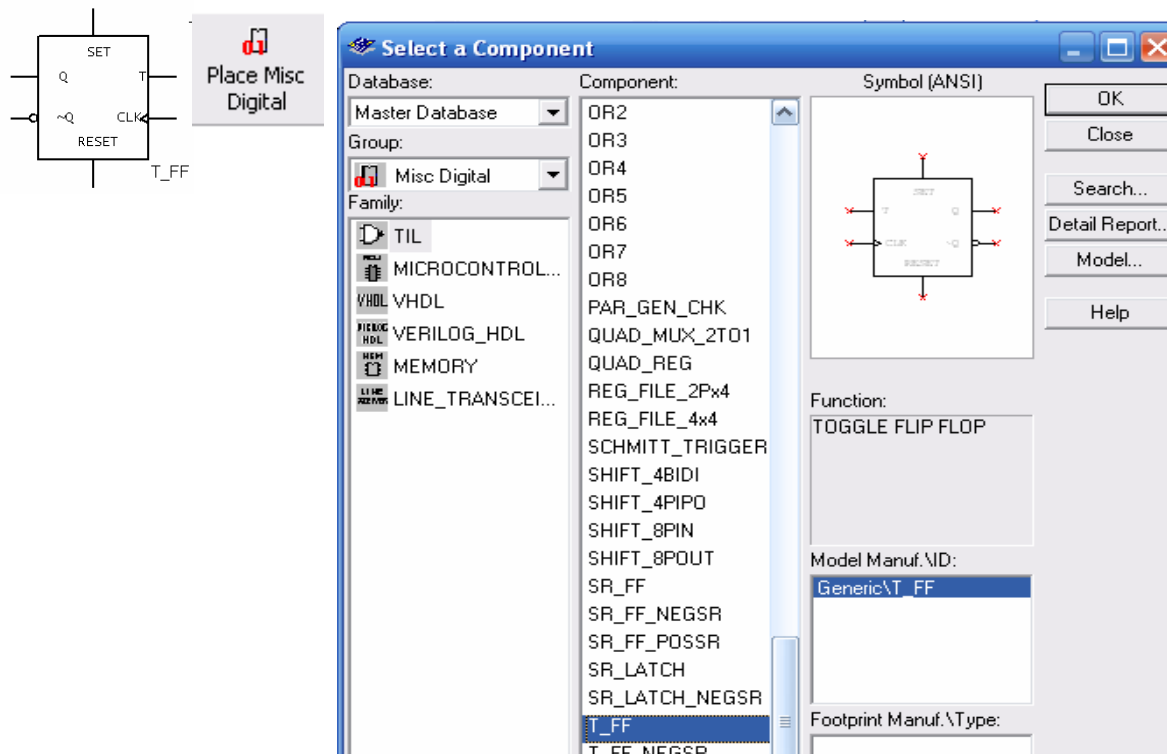
If your menu toolbar only shows icons without the text which identifies them, you need to turn on the text so the toolbar is as shown below:

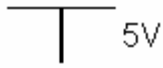


How to turn on the Toolbar text



Circuit 1:

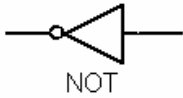




Place Source

Select a Component

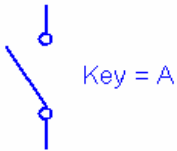
Database:	Component:	Symbol (ANSI)
Master Database	AC_POWER	
	DC_POWER	
Group: Sources	DGND	
	GROUND	
Family: POWER_SOURC...	NON_IDEAL_BATTERY	
	THREE_PHASE_DELTA	
	THREE_PHASE_WYE	
	VCC	
	VDD	



Place Misc Digital

Select a Component

Database:	Component:	Symbol (ANSI)
Master Database	NOR8	
	NOT	
Group: Misc Digital	OCTAL_REG	
	OR2	
	OR3	
	OR4	
	OR5	
	OR6	
	OR7	
	OR8	



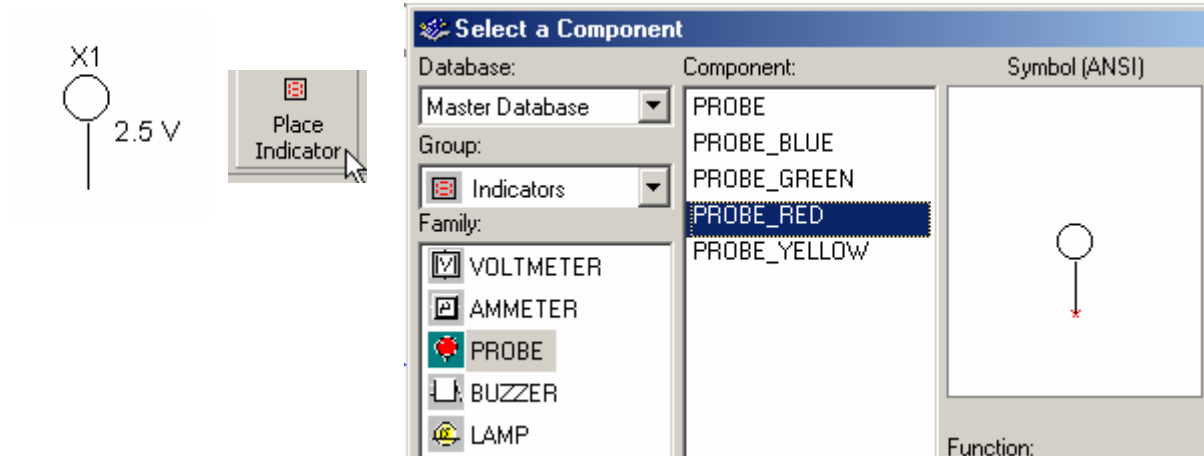
Place Basic

Select a Component

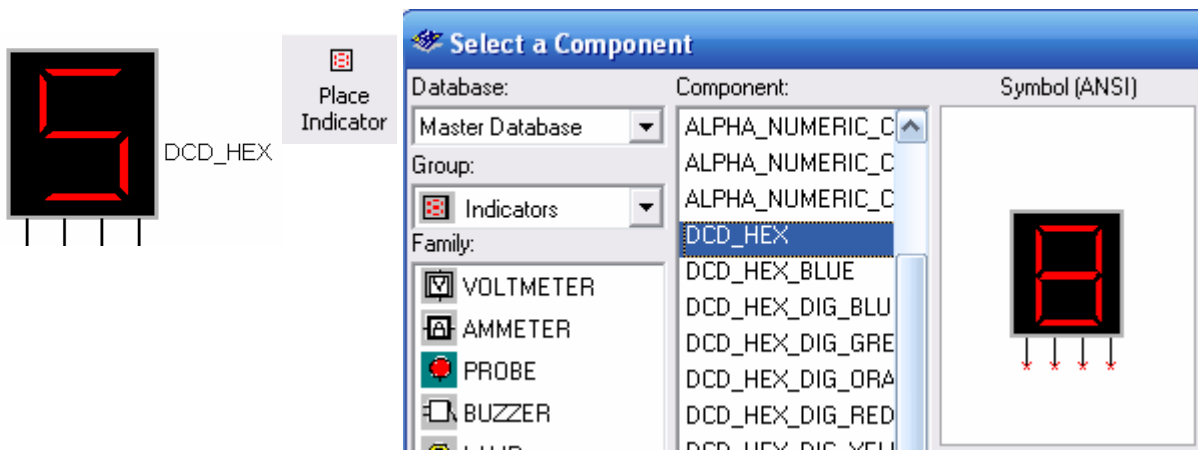
Database:	Component:	Symbol (ANSI)
Master Database	CURRENT_CONTROLLE	
	DIPSW1	
	DIPSW10	
	DIPSW2	
	DIPSW3	
	DIPSW4	
	DIPSW5	
	DIPSW6	
	DIPSW7	
	DIPSW8	
	DIPSW9	
	PB_DPST	
	SPDT	
	SPST	
	TD_SW1	
	VOLTAGE_CONTROLLE	

Function: SPST Switch

Model Manuf. ID: Generic\ILLUMINATED



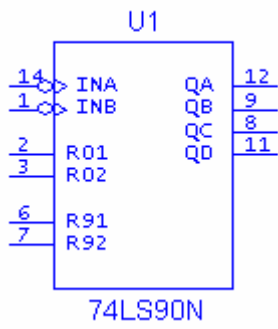
Circuit 2:



Circuit 3:

The screenshot shows a circuit editor interface. On the left, there is a ground symbol and a button labeled "Place Source". To the right, a "Select a Component" dialog box is open. The dialog has the following fields:

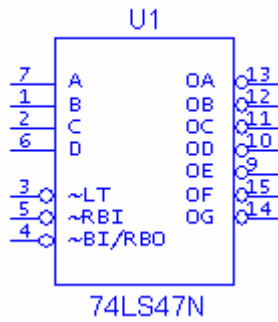
- Database: Master Database
- Group: Sources
- Family: POWER_SOURC..., SIGNAL_VOLTAG..., SIGNAL_CURRE..., CONTROL_FUNC..., CONTROLLED_V..., CONTROLLED_C...
- Component: AC_POWER, DC_POWER, DGND, **GROUND**, NON_IDEAL_BATTERY, THREE_PHASE_DELTA, THREE_PHASE_WYE, VCC, VDD, VEE, VSS
- Symbol (ANSI): [Ground symbol]
- Function: [Empty]



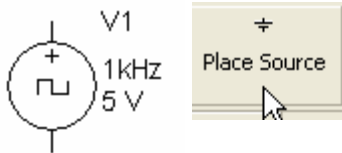
A button labeled "Place TTL" with a TTL symbol icon.

The screenshot shows a "Select a Component" dialog box. The dialog has the following fields:

- Database: Master Database
- Group: TTL
- Family: 74STD, 74S, 74LS, 74F, 74ALS, 74AS
- Component: 74LS69D, 74LS69N, 74LS73D, 74LS73N, 74LS74D, 74LS74N, 74LS75D, 74LS75N, 74LS76D, 74LS76N, 74LS77w, 74LS78D, 74LS78N, 74LS83D, 74LS83N, 74LS85D, 74LS85N, 74LS86D, 74LS86N, 74LS90D, **74LS90N**, 74LS91D
- Symbol (ANSI): [Pinout diagram of 74LS90N]
- Function: DECADE COUNTER
- Model Manuf. ID: Texas Instruments\74LS90N

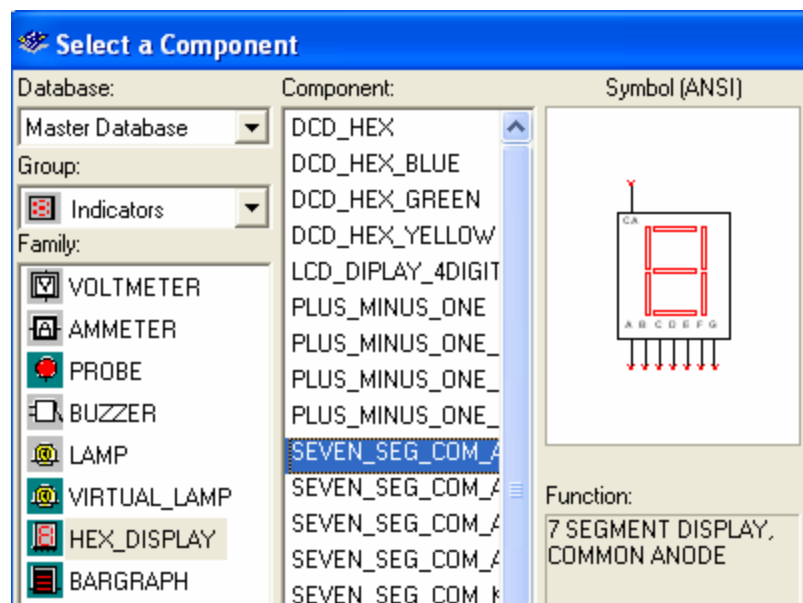
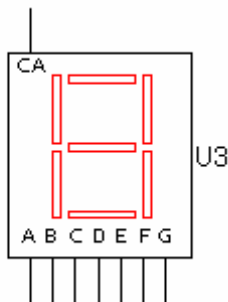
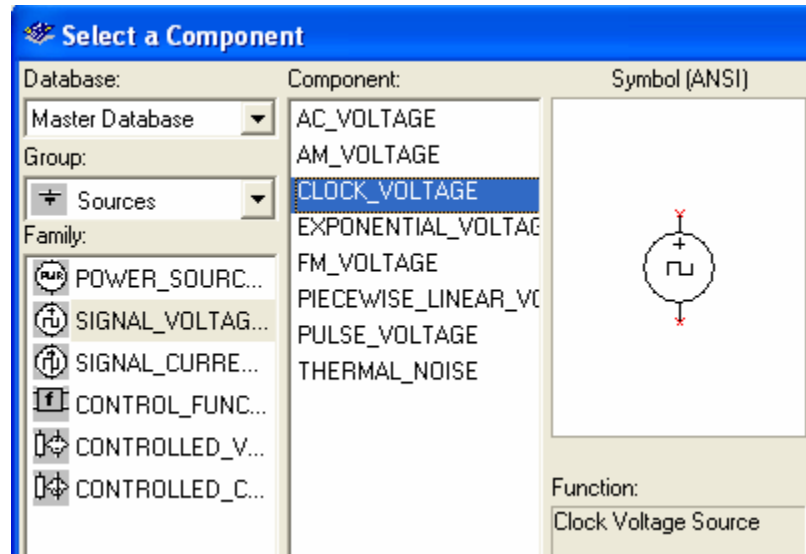


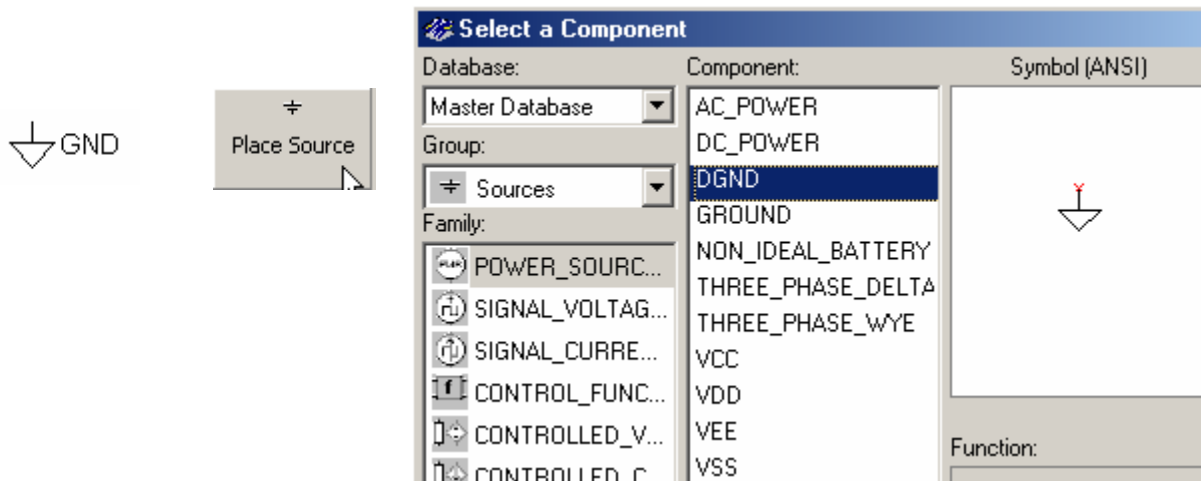
Same as the 74LS90N except select 74LS47N.



Double click on symbol to set values on the device.

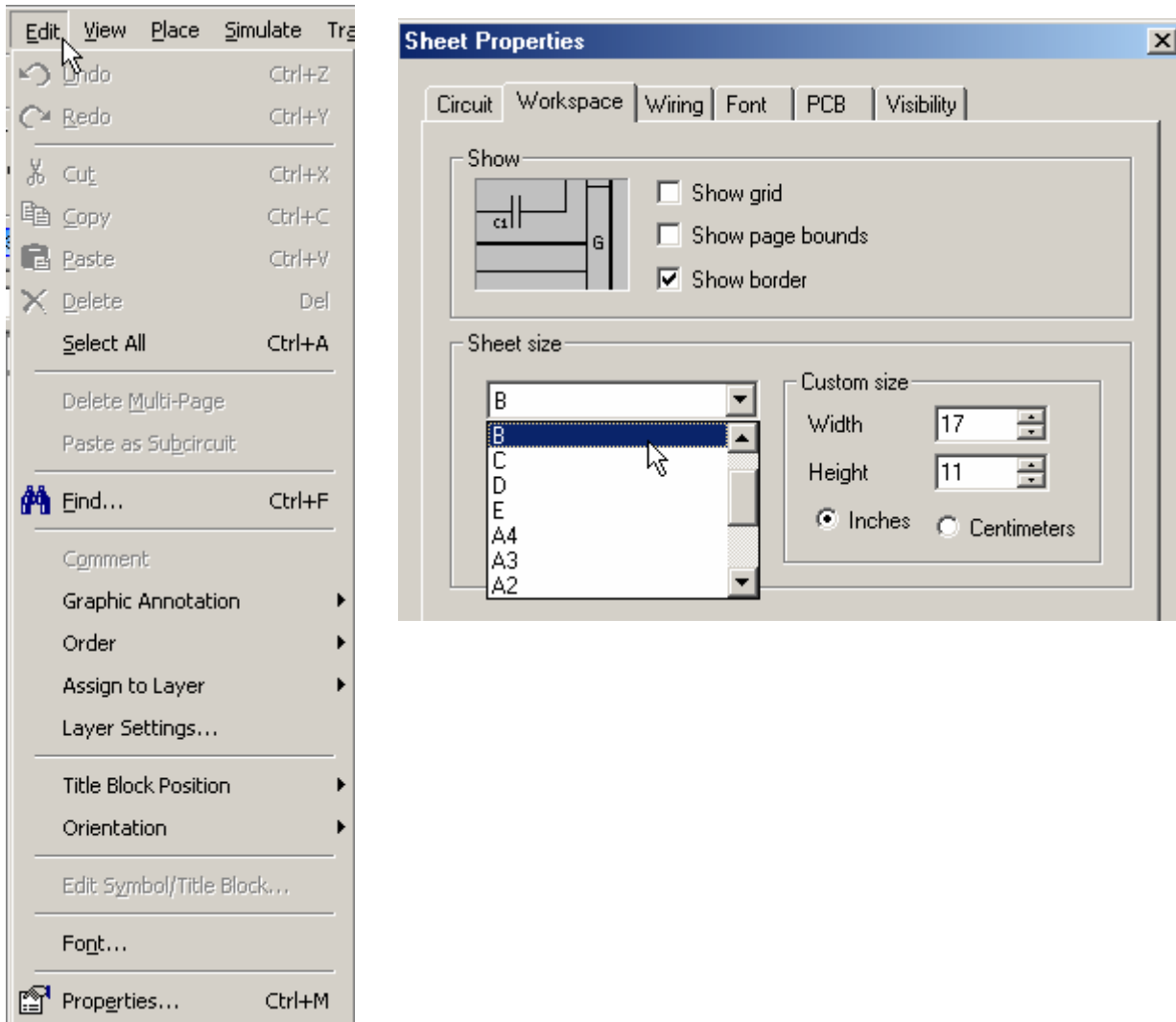
If the circuit is running when You change its speed, you will have to stop it and start it again for the new value to be recognized.



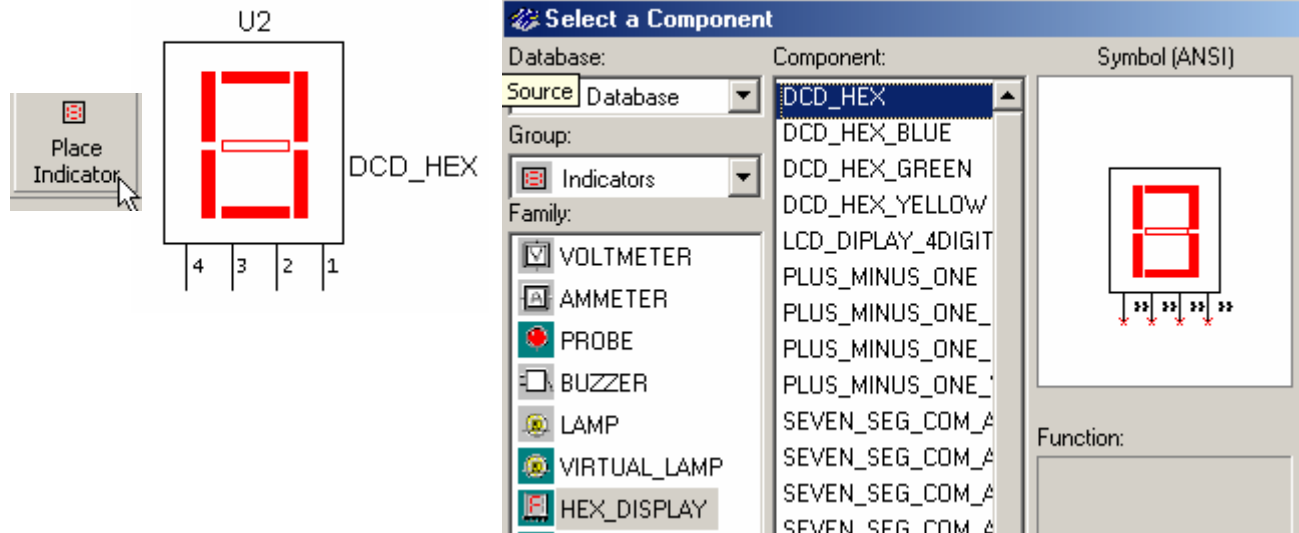


Circuit 4:

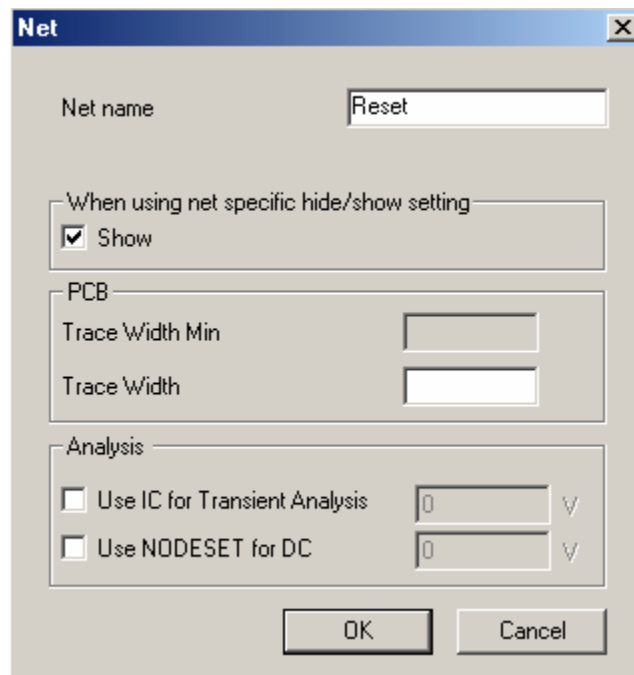
Changing Page Size: Edit | Properties |



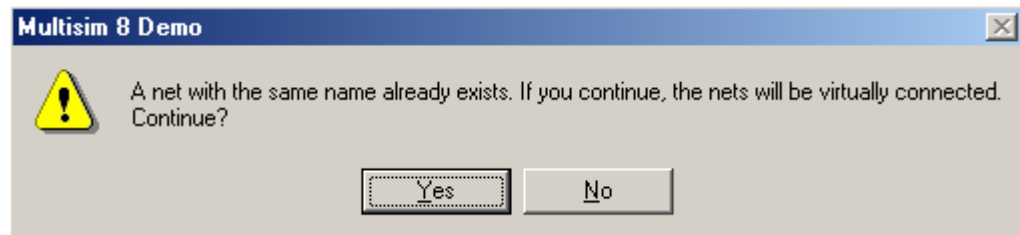
Circuit 5:



Naming a Wire



A warning you get if you have previously used the same name.



Simulating Circuits

The circuits which we will construct and simulate are digital. In a digital circuit we are only concerned if a signal is present or not. A switch is an example of a digital circuit. It is either on or off. Terms used for the presence of a signal are **on**, **high**, **true**, and **one**. Terms used for the absence of a signal are **off**, **low**, **false** and **zero**.

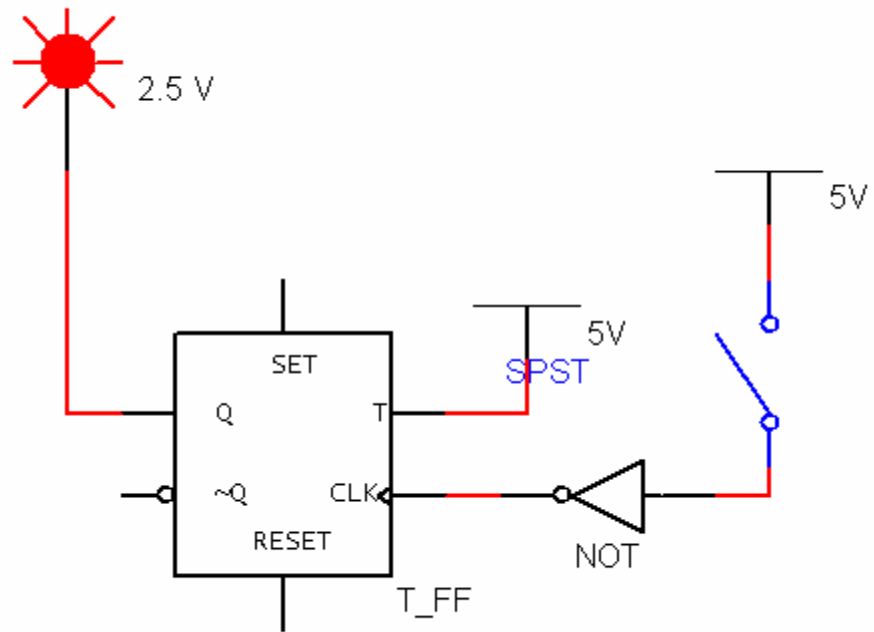
Decimal Numbers in Computers

Many applications require the use of a counter. The next circuit will count from 0 to 9 in binary. The binary number system uses base 2. Characters in the right column (sometimes labeled a) have the value 2^0 . In the next column to the left (labeled b) they have the value 2^1 . The next column (labeled c) is 2^2 . The next (d) is 2^3 . They evaluate from left to right as 8 - 4 - 2 - 1. The binary numbers from zero through 9 are:

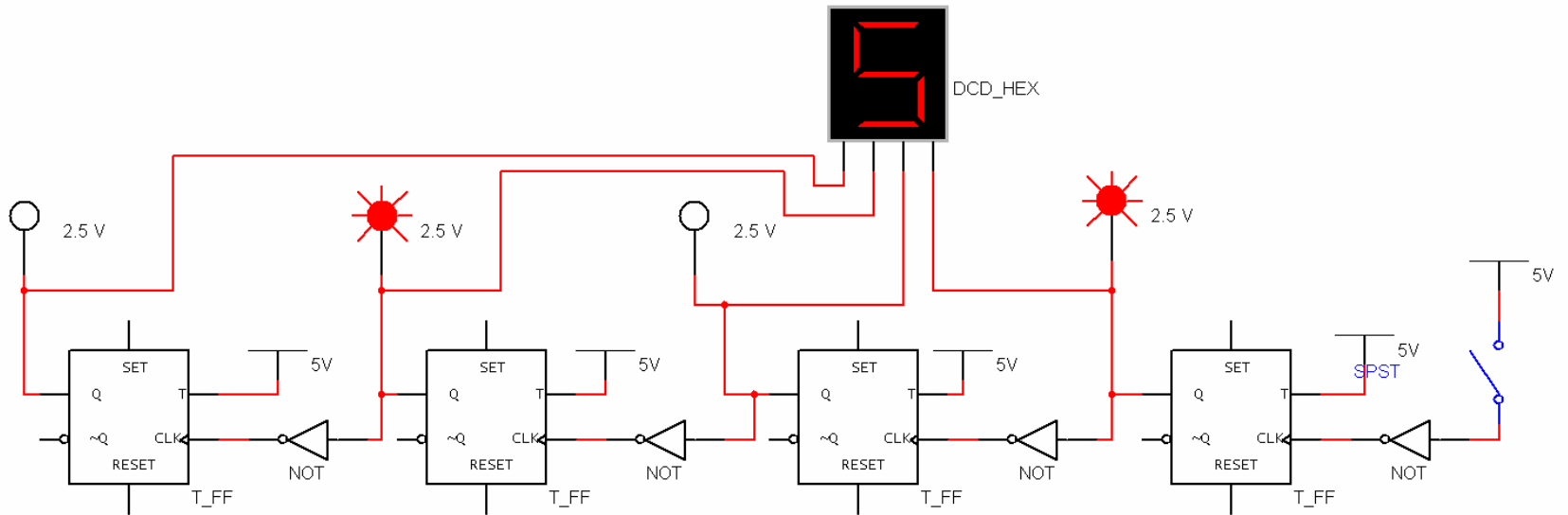
For ease of use, we are using a modified binary system which only has values of zero through nine. This is referred to as binary coded decimal (BCD).

Binary	Decimal
d c b a	
8 4 2 1	
0 0 0 0	0
0 0 0 1	1
0 0 1 0	2
0 0 1 1	3
0 1 0 0	4
0 1 0 1	5
0 1 1 0	6
0 1 1 1	7
1 0 0 0	8
1 0 0 1	9

To flip the components so they are oriented as shown, use Edit | Orientation | Flip Horizontal



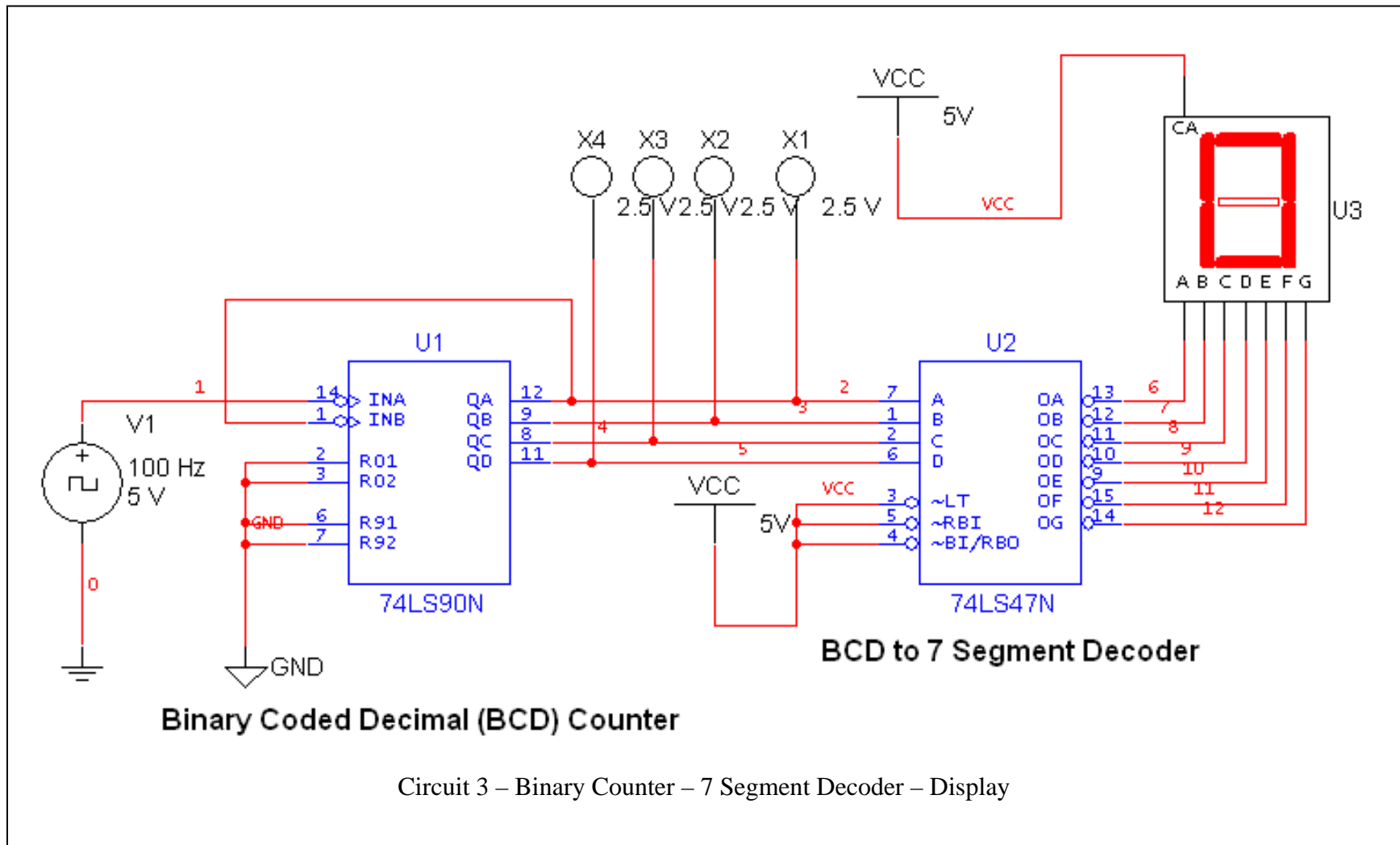
Circuit 1: Toggle Flip Flop



Circuit 2: Four Bit Binary Counter1



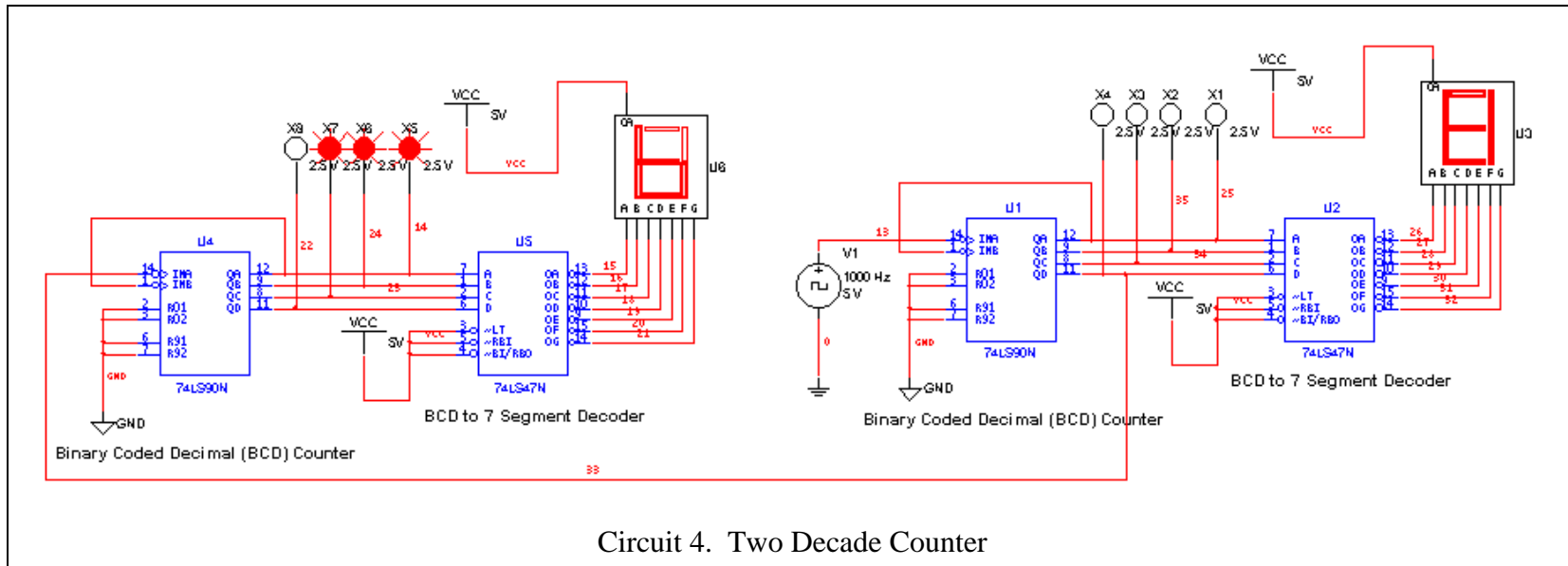
The next circuit consists of a signal generator set to give one transition per second. The counter integrated circuit, 7490, counts the transitions in binary and the value is shown on the four LED displays. The binary signals need to be converted to drive a 7 segment display. The binary to 7 segment decoder performs this task.



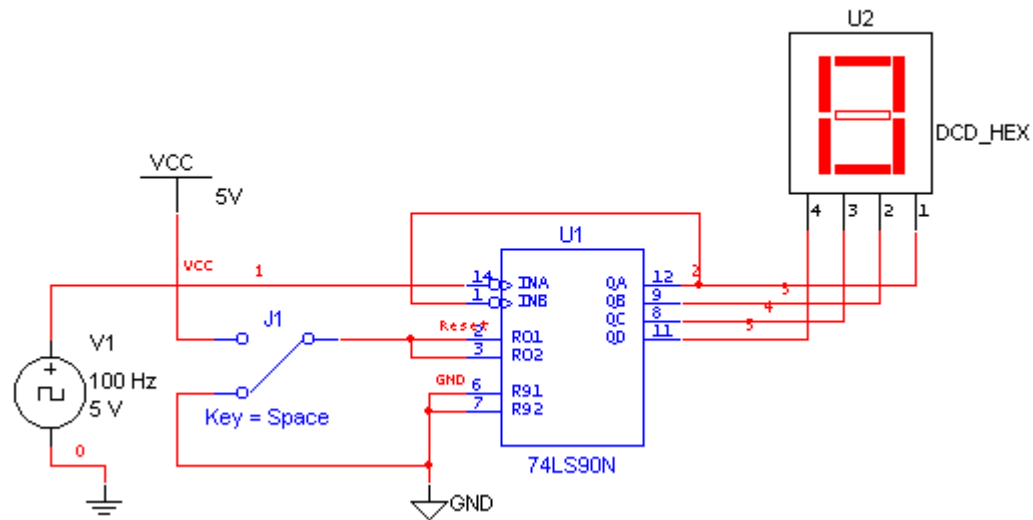
Circuit 3 – Binary Counter – 7 Segment Decoder – Display

After you have completed the above circuits to your satisfaction, you can, as time permits, experiment with the remaining circuits.

Next we will make a two decade counter which will count from 00 to 99. Change the size of the drawing sheet to size B. Move the circuit to the right side of the page by doing Edit | Select All (control A) and dragging the components to the desired position. Make a copy of the circuit by Select All and Paste (control V). Delete the signal generator on the left counter. The QD signal of the least significant digit will be used to clock the next stage. Place a wire from INA to QD.

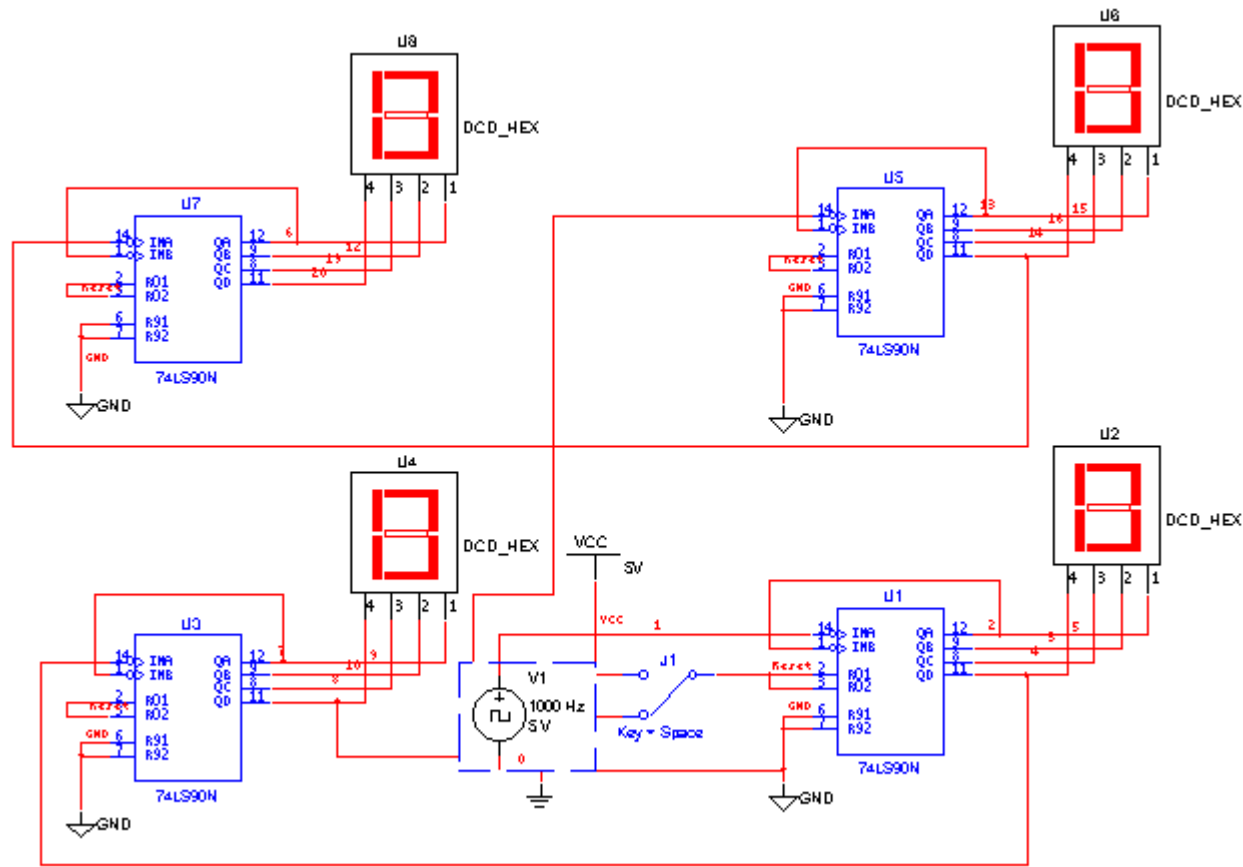


Create the following circuit. Use the DGND for the GND component. Use the DCD_HEX component which combines the decoding and display in one component. This will speed simulation so the circuit will count faster. The switch will cause the counter to reset when connected to Vcc and to count normally when connected to ground. Double click on the wire connected to R01 and name the net Reset.



Circuit 5. Counter with Display

Copy the circuit three times to make a four digit counter. Double click the wire connected to R01 and name it Reset. You should get a warning that that name has been used. Click OK. This will make a connection between both wire named Reset without having to draw the line. Do the same to the other two counters. Connect the QD of a counter to the INA of the next counter. Set the clock frequency to 1000Hz. Remember to stop and then start the simulation after changing the clock speed.



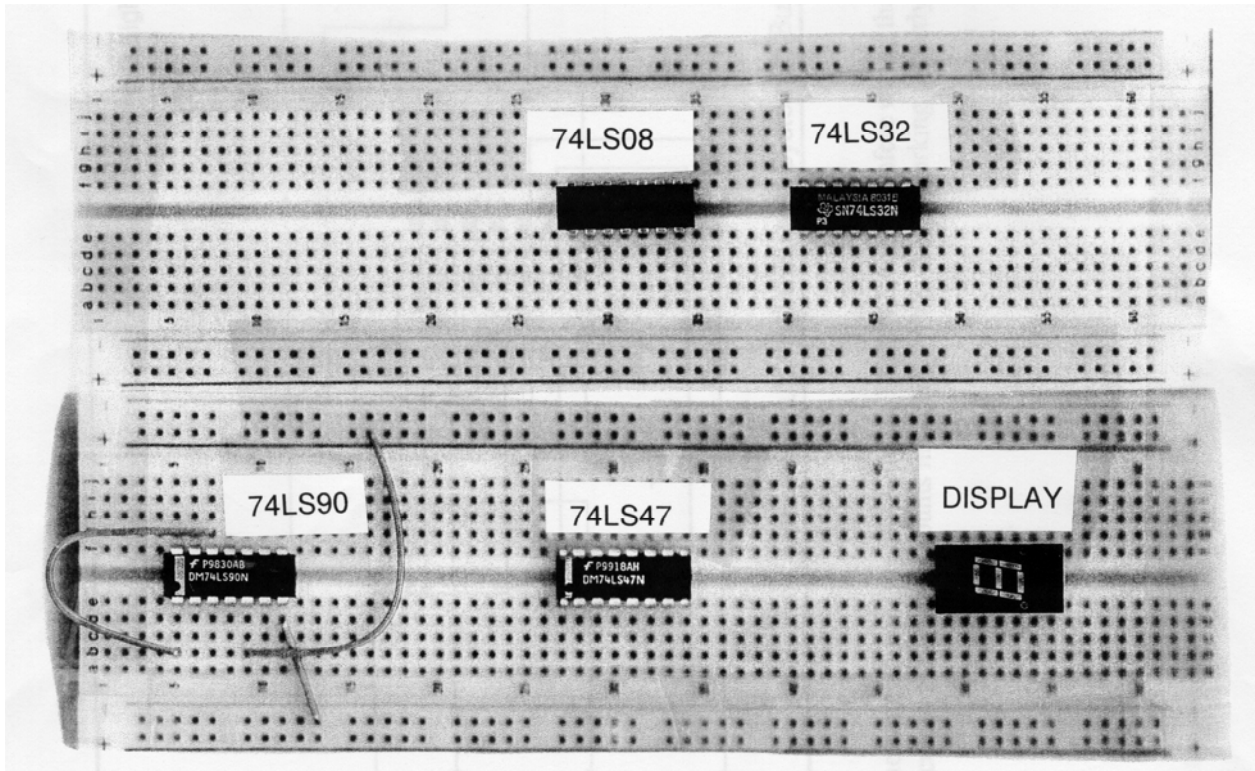
Circuit 6

Use of the Breadboarding Trainers

The trainers we will be using are a self-contained unit which has its own power source, switches, displays and an area in which to build prototype circuits. The integrated circuits have already been placed horizontally on the breadboard. This orientation places pin 1 on the lower left corner. The pin numbering progresses counter clockwise. The largest pin number will be on the top left corner. The 74LS08, 74LS32, and the 74LS90 have 14 pins. The 74LS47 has 16 pins.

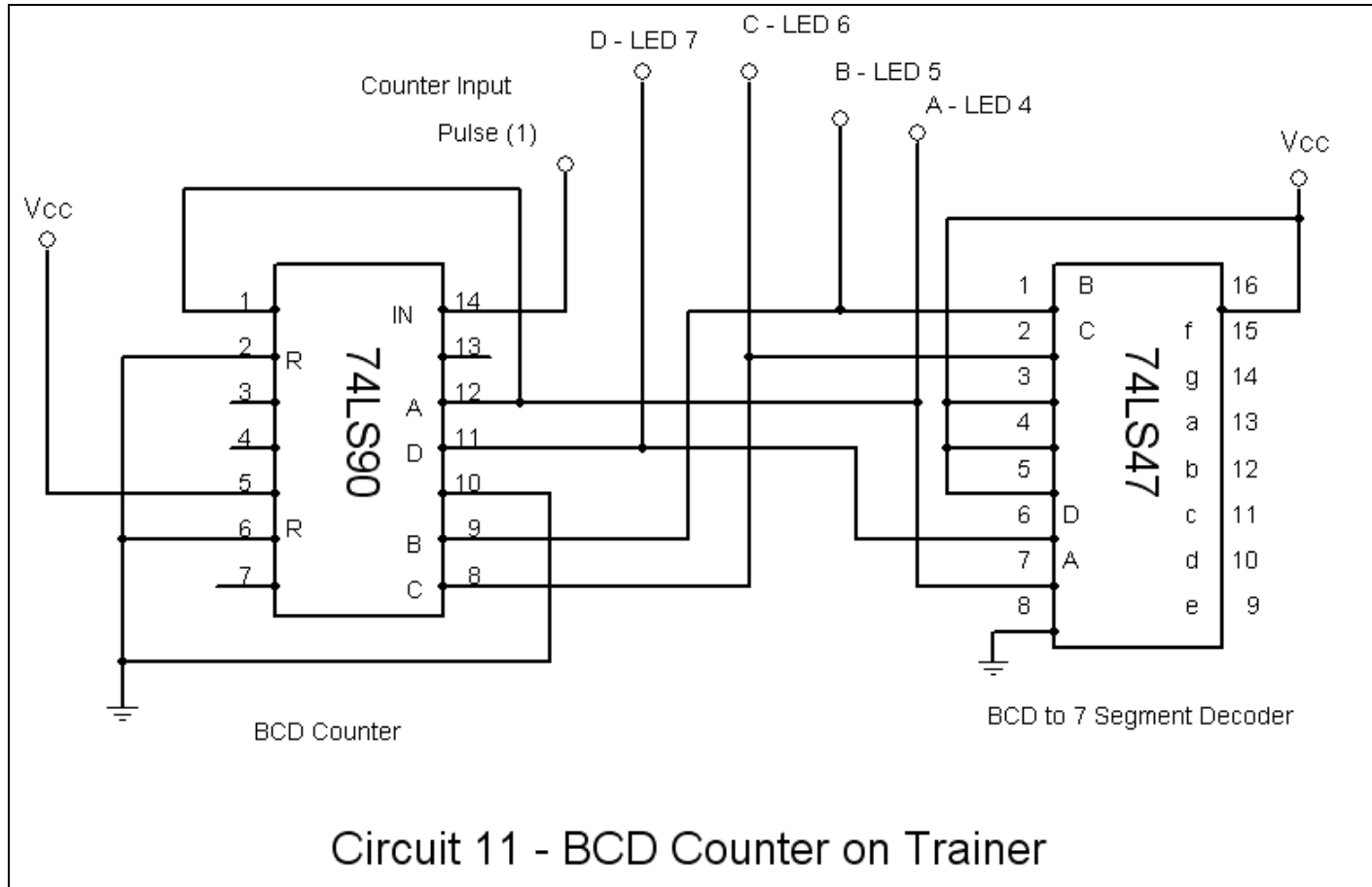
Jumper wires are placed in the holes adjacent to pins which are to be connected. The horizontal rows of pins adjacent to the red lines have been connected to +5 volts (Vcc). The horizontal rows of pins adjacent to the blue lines have been connected to ground.

The figure below shows where the integrated circuits are installed on the breadboard. On the 74LS90, a wire connects pin 1 to pin 12, another wire connects pin 7 to the ground strip, and another connects pin 5 to the Vcc strip. The four holes which are vertical to a pin are connected together so it doesn't matter which of the four holes is used. The upper row is used for the first circuit and the bottom row is used for the second circuit.



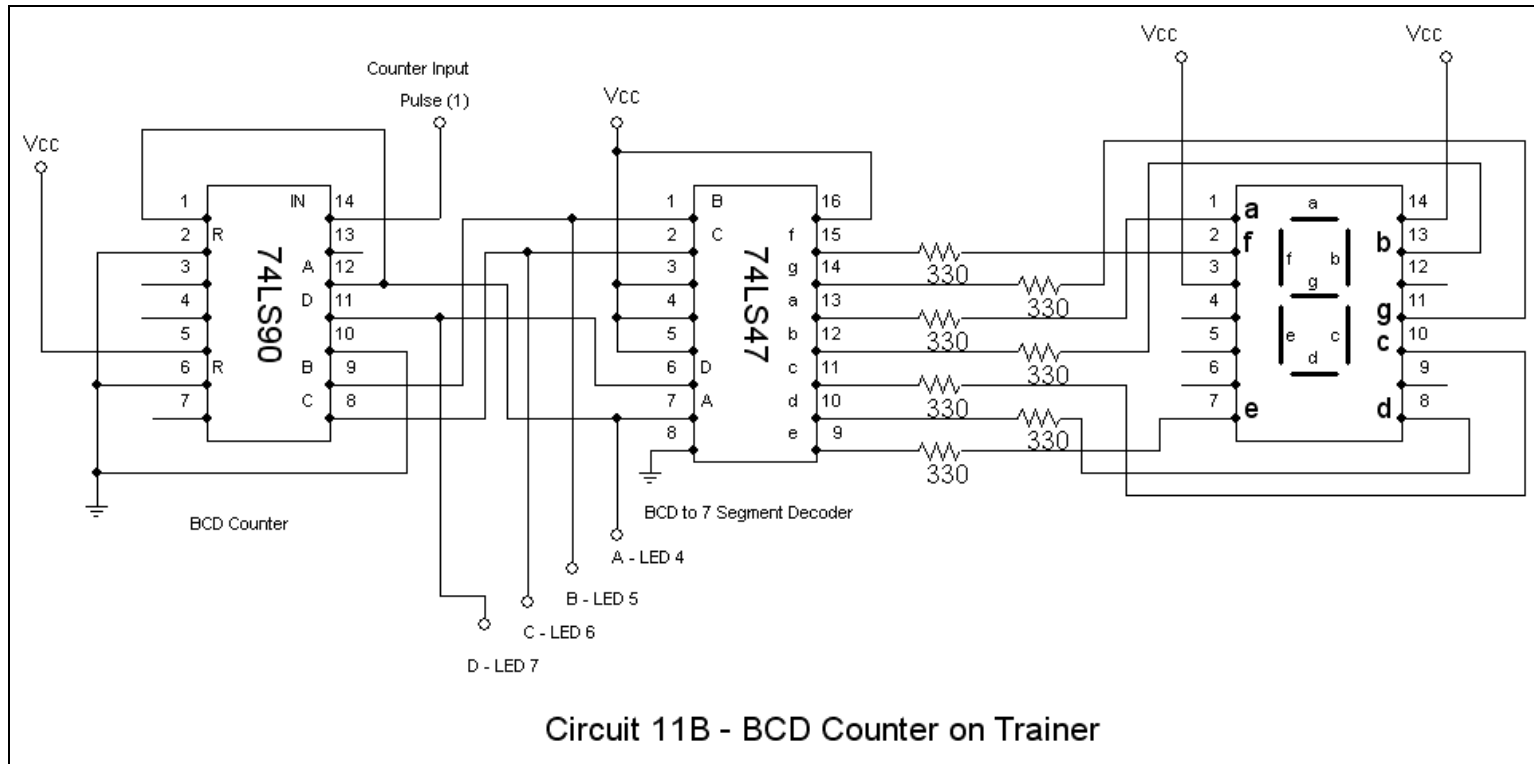
The automobile buzzer circuit and the counter circuit will be built on the prototyping boards. It can be confusing as to what has been wired and what still needs to be wired. A good method of keeping track of which wires have been connected is to put a check mark on the schematic or highlight wires as they are connected.

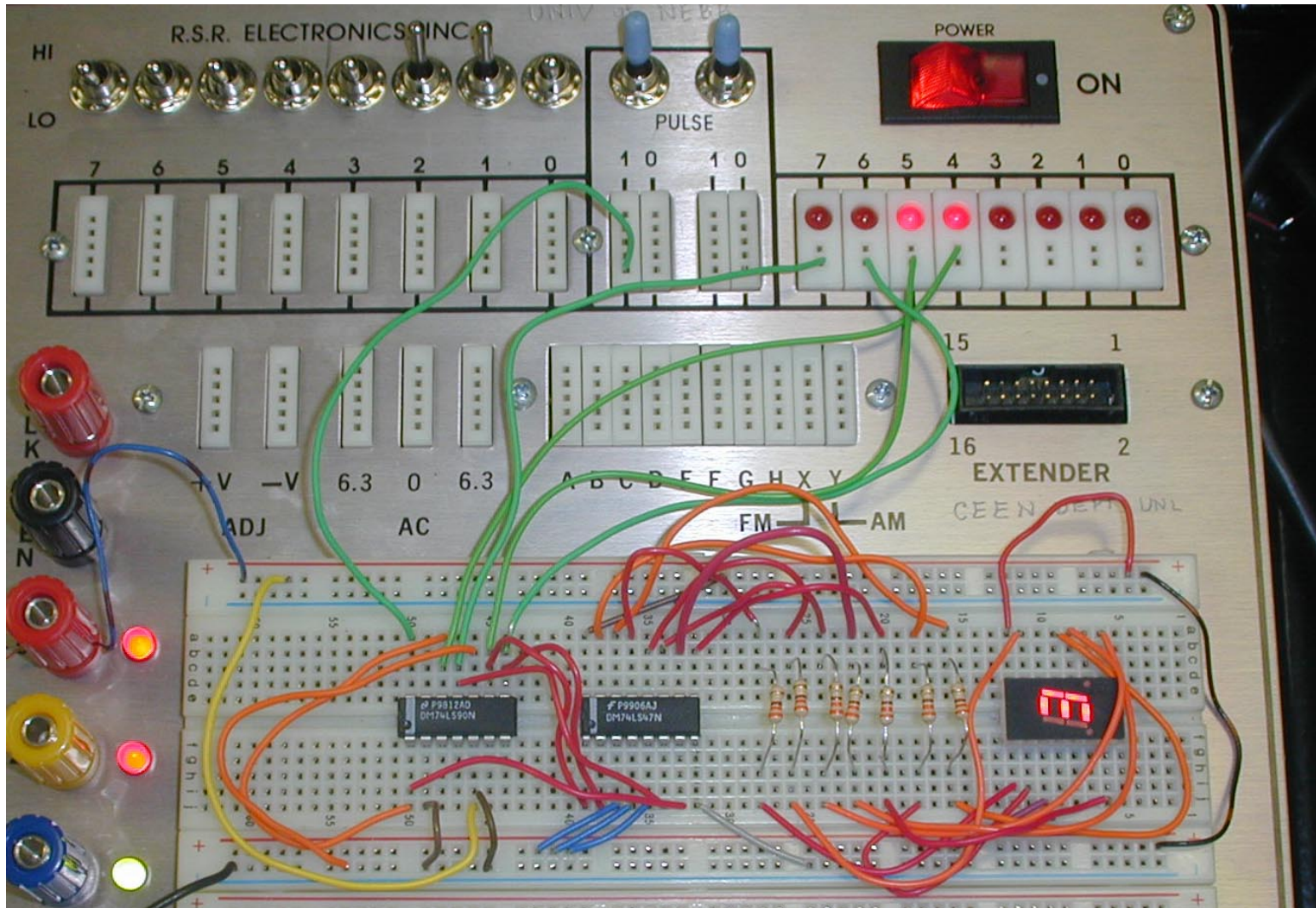
To help keep track of which wires have been placed, place a checkmark on the wire or highlight the wire on the schematic.



This is the first part of the counter circuit you will build in the lab. Wire the 7490 and 7447. Connect the counter outputs to LEDs 4, 5, 6, & 7 on the trainer. Apply power and toggle the Pulse switch. The LEDs should count in

binary from 0 through 9. When this is working properly, connect the remainder of the circuit as shown on the following page. A picture on page 17 shows how the completed circuit will look.





References:

Simulation Software:

Electronics Workbench USA
60 Industrial Park, #068
Cheektowaga, NY 14227

www.electronicworkbench.com

Electronic Components:

Jameco Electronic Components
1355 Shoreway Road
Belmont, CA 94002

www.jameco.com

Breadboard:

PAD_234 Digital/Analog Trainer

Electronix Express
365 Blair Road
Avene I, New Jersey 07001

www.elexp.com/tst_234.htm