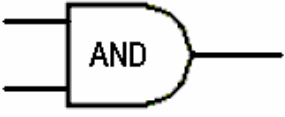
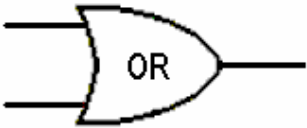
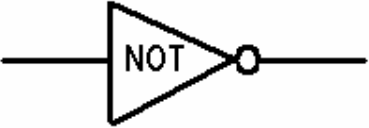



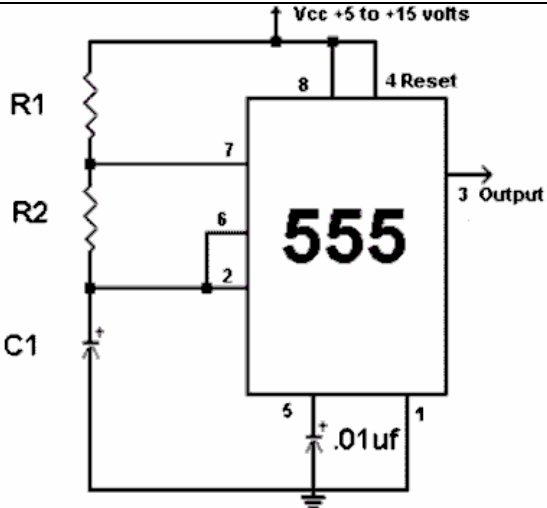
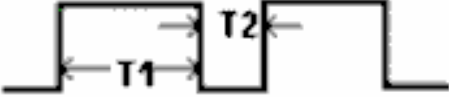
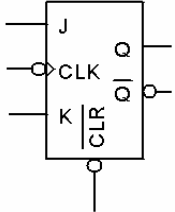
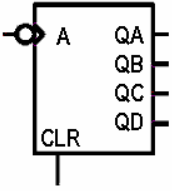
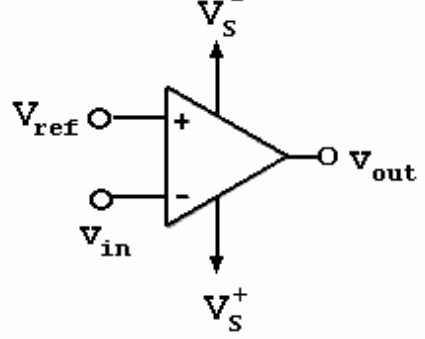
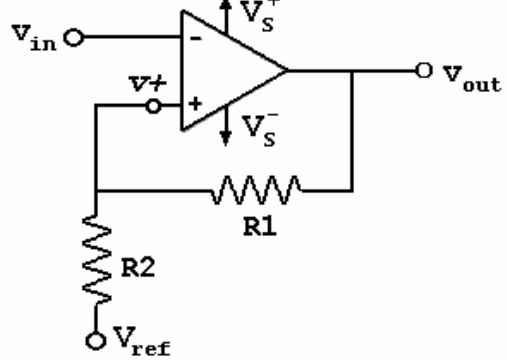


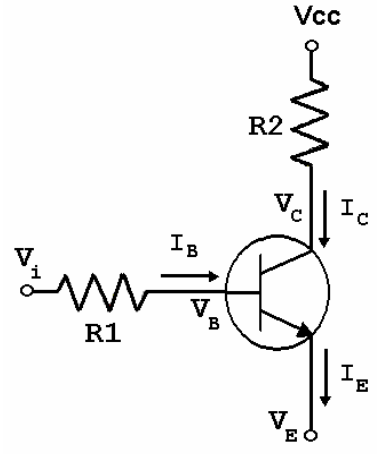
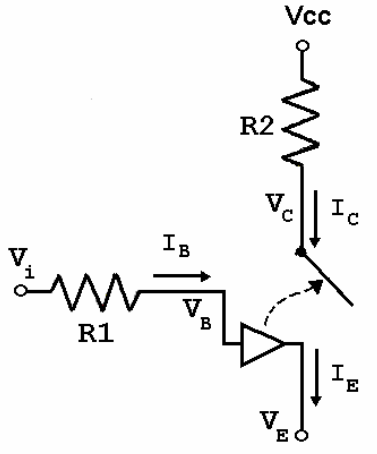
Logic Gates														
														
A	B	$Y = A \cdot B$	A	B	$Y = A + B$	<table border="1" style="margin: auto;"> <tr><td>A</td><td>$Y = \bar{A}$</td></tr> <tr><td>0</td><td>1</td></tr> <tr><td>1</td><td>0</td></tr> </table>			A	$Y = \bar{A}$	0	1	1	0
A	$Y = \bar{A}$													
0	1													
1	0													
0	0	0	0	0	0									
0	1	0	0	1	1									
1	0	0	1	0	1									
1	1	1	1	1	1									
														
A	B	$Y = \overline{A \cdot B}$	A	B	$Y = \overline{A + B}$	A	B	$Y = A \oplus B$						
0	0	1	0	0	1	0	0	0						
0	1	1	0	1	0	0	1	1						
1	0	1	1	0	0	1	0	1						
1	1	0	1	1	0	1	1	0						

Boolean Algebra Properties			
$A \cdot 0 = 0$ $A + 0 = A$ $A \cdot 1 = A$ $A + 1 = 1$ $A \cdot A = A$ $A + A = A$ $\overline{\overline{A}} = A$	$A \cdot \bar{A} = 0$ $A + \bar{A} = 1$ $A \oplus B = \bar{A} \cdot B + A \cdot \bar{B}$ $\overline{A \oplus B} = \bar{A} \cdot \bar{B} + A \cdot B$ $A \cdot B = B \cdot A$ $A + B = B + A$	$A + A \cdot B = A$ $A \cdot (A + B) = A$ $A \cdot (\bar{A} + B) = A \cdot B$ $A + \bar{A} \cdot B = A + B$ $\bar{A} + A \cdot B = \bar{A} + B$ $\bar{A} + A \cdot \bar{B} = \bar{A} + \bar{B}$	$A \cdot (B + C) = A \cdot B + A \cdot C$ $A + B \cdot C = (A + B) \cdot (A + C)$ $A \cdot (B \cdot C) = (A \cdot B) \cdot C$ $A + (B + C) = (A + B) + C$ $\overline{A \cdot B} = \bar{A} + \bar{B}$ $\overline{A + B} = \bar{A} \cdot \bar{B}$

555-Timer	
	 <p>Charge Cycle: $T1 = 0.693(R1 + R2)C1$ $\tau1 = (R1 + R2)C1$</p> <p>Off Time: $T2 = 0.693(R2)C1$ $\tau2 = (R2)C1$</p> <p>Frequency: $f = \frac{0.144}{(R1 + 2R2)C1}$</p> <p>Period: $T = T1 + T2$</p> <p>Duty Cycle (percentage): $D = \frac{T1}{T} \times 100$</p>

J-K flip-flop	4-bit Counter																																																												
 <table border="1" style="margin-left: 20px; border-collapse: collapse;"> <thead> <tr> <th>J</th> <th>K</th> <th>C</th> <th>Q</th> <th>Q̄</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>p</td> <td>no change</td> <td></td> </tr> <tr> <td>0</td> <td>1</td> <td>p</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>p</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>p</td> <td>toggle</td> <td></td> </tr> </tbody> </table>	J	K	C	Q	Q̄	0	0	p	no change		0	1	p	0	1	1	0	p	1	0	1	1	p	toggle		 <table border="1" style="margin-left: 20px; border-collapse: collapse;"> <thead> <tr> <th>C</th> <th>QD</th> <th>QC</th> <th>QB</th> <th>QA</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>0</td> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>p</td> <td>0</td> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>p</td> <td>0</td> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>p</td> <td>0</td> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>p</td> <td>0</td> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td>(etc.)</td> </tr> </tbody> </table> <p style="text-align: center;">$Q_D \times 2^3 + Q_C \times 2^2 + Q_B \times 2^1 + Q_A \times 2^0$</p>	C	QD	QC	QB	QA	-	0	0	0	0	p	0	0	0	1	p	0	0	1	0	p	0	0	1	1	p	0	1	0	0					(etc.)
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				(etc.)																																																									

Inverting Comparator	Schmitt Trigger
	
<p><i>if $v_{in} > V_{ref}$ then $v_{out} = V_S^-$</i></p> <p><i>if $v_{in} < V_{ref}$ then $v_{out} = V_S^+$</i></p>	<p>$v+ = \left(\frac{R_2}{R_1 + R_2} \right) (v_{out} - V_{ref}) + V_{ref}$</p> <p><i>if $v_{in} > v+$ then $v_{out} = V_S^-$</i></p> <p><i>if $v_{in} < v+$ then $v_{out} = V_S^+$</i></p>

Transistor as a switch		
<p style="text-align: center;">Transistor circuit</p> 	<p style="text-align: center;">Transistor model</p> 	<p>if $(V_i - V_E) < 0.7$</p> <ul style="list-style-type: none"> * transistor is off * switch is open * $I_C = 0$ mA * $V_C = V_{CC}$ <p>if $(V_i - V_E) > 0.7$</p> <ul style="list-style-type: none"> * transistor is on * switch is closed * $I_C \gg I_B$ * $(V_B - V_E) = 0.7$ * $V_{R1} = (V_i - (0.7 + V_E))$ * $V_C = V_E$