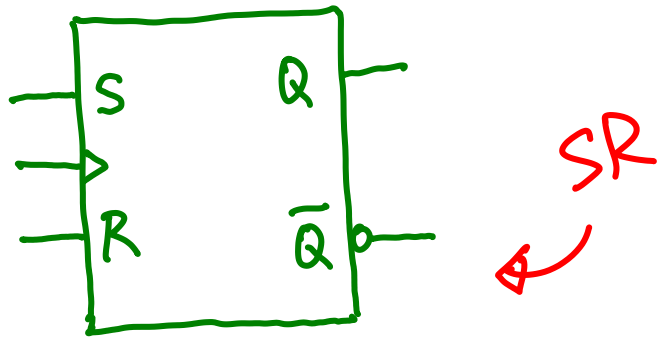


MAC0329

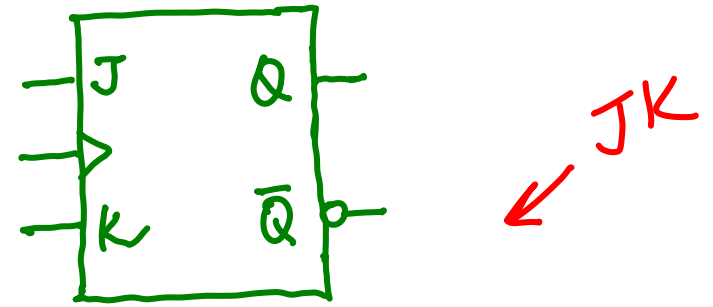
01/07/2021



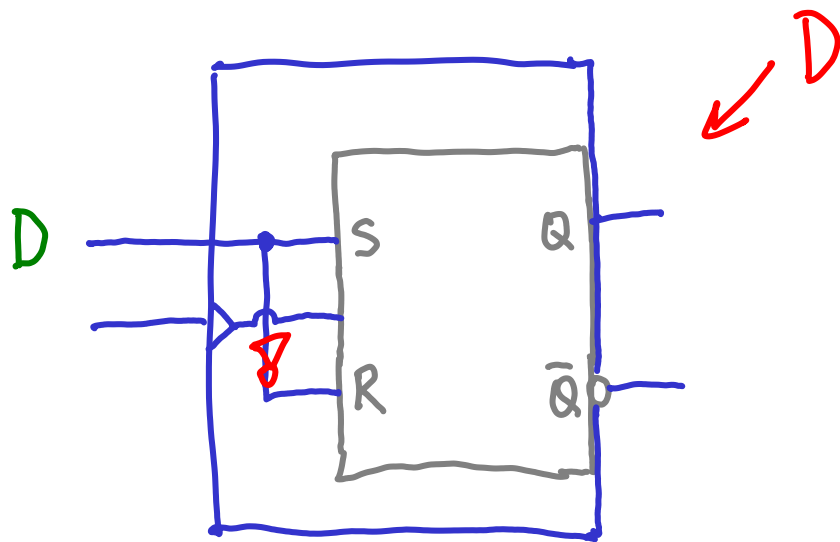


$$C=1 \Rightarrow \underline{Q^* = S + \bar{Q}R}$$

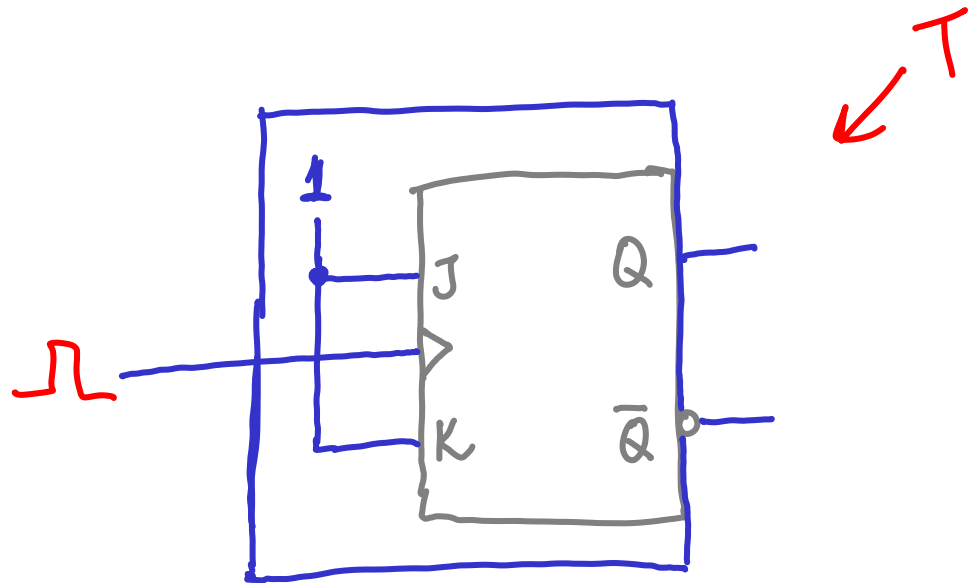
S=R=1 proibido



$$C=1 \Rightarrow \underline{Q^* = J\bar{Q} + \bar{K}Q}$$

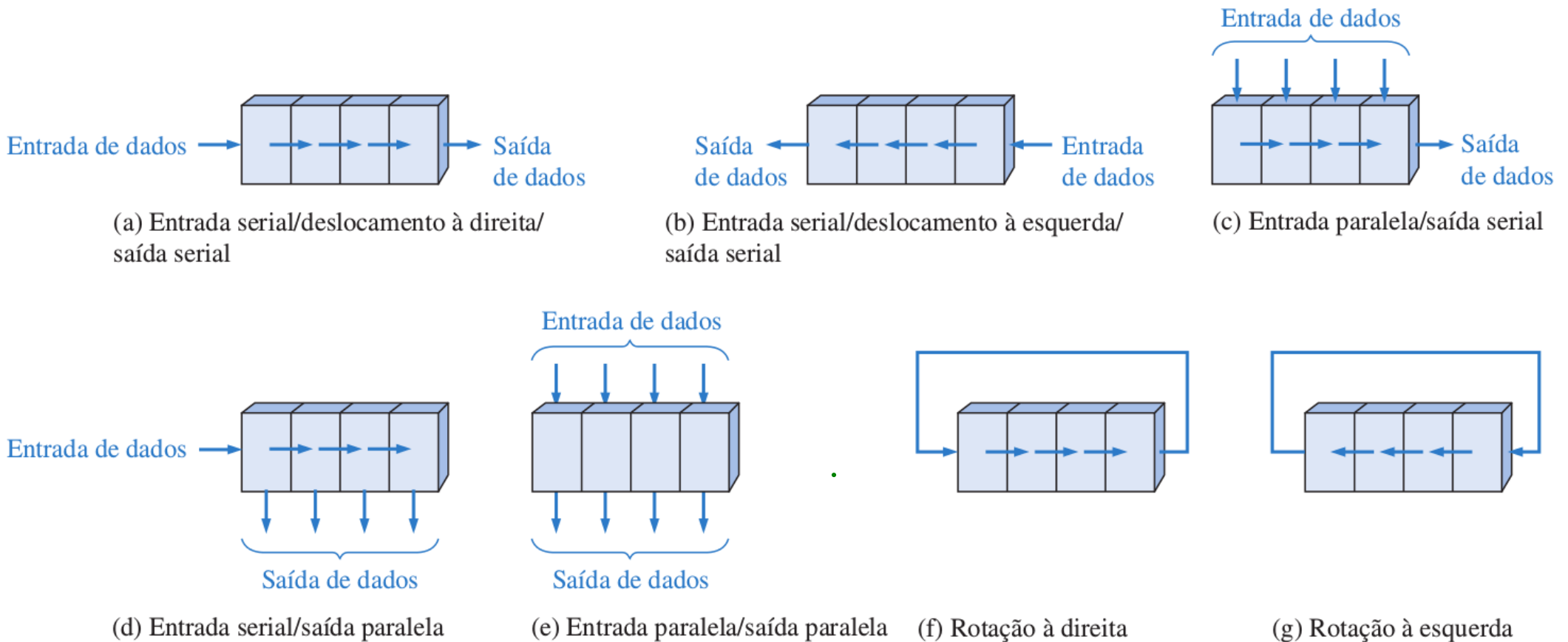


$$C=1 \Rightarrow Q^* = D$$



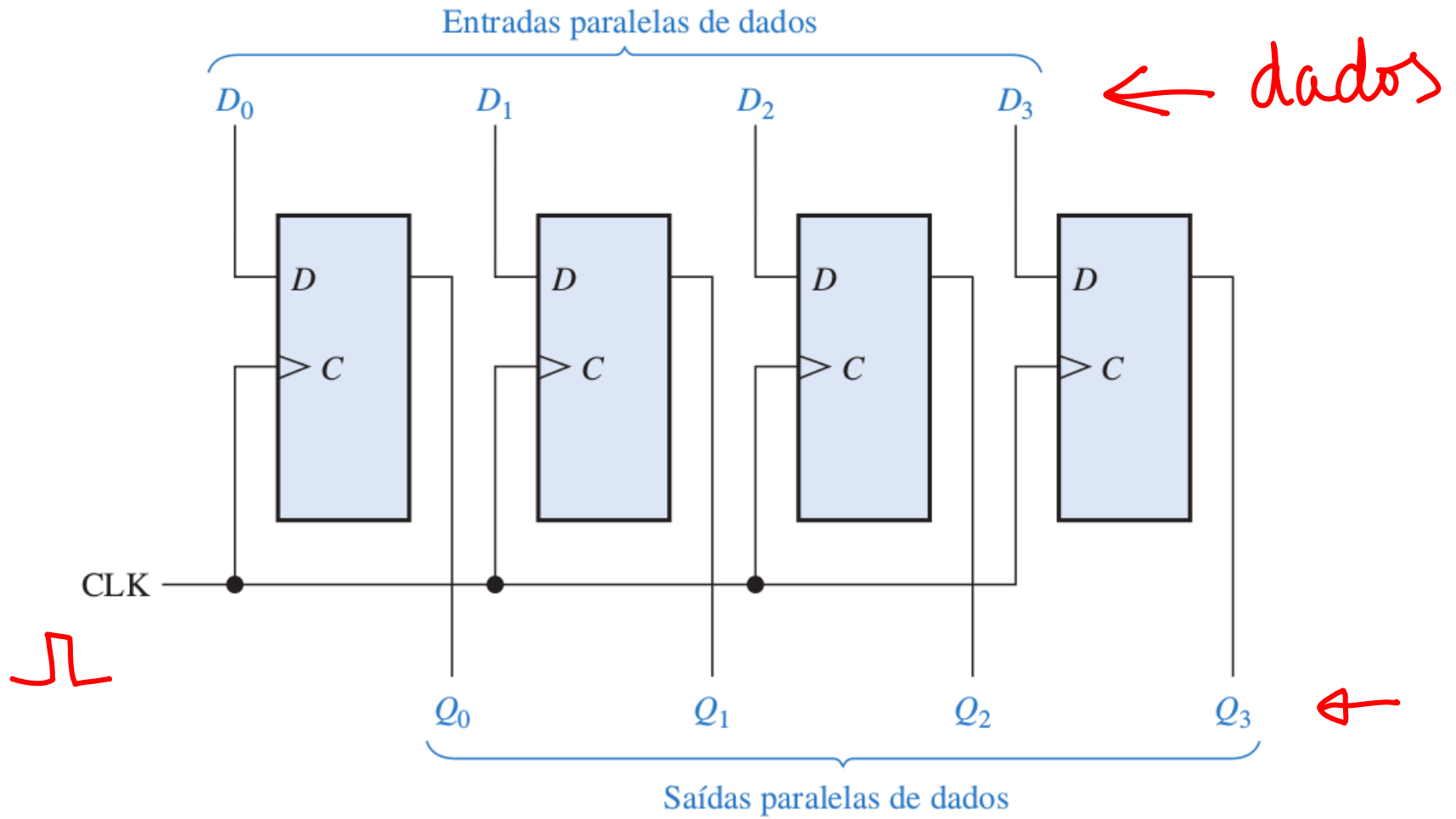
$$Q^* = \bar{Q}$$

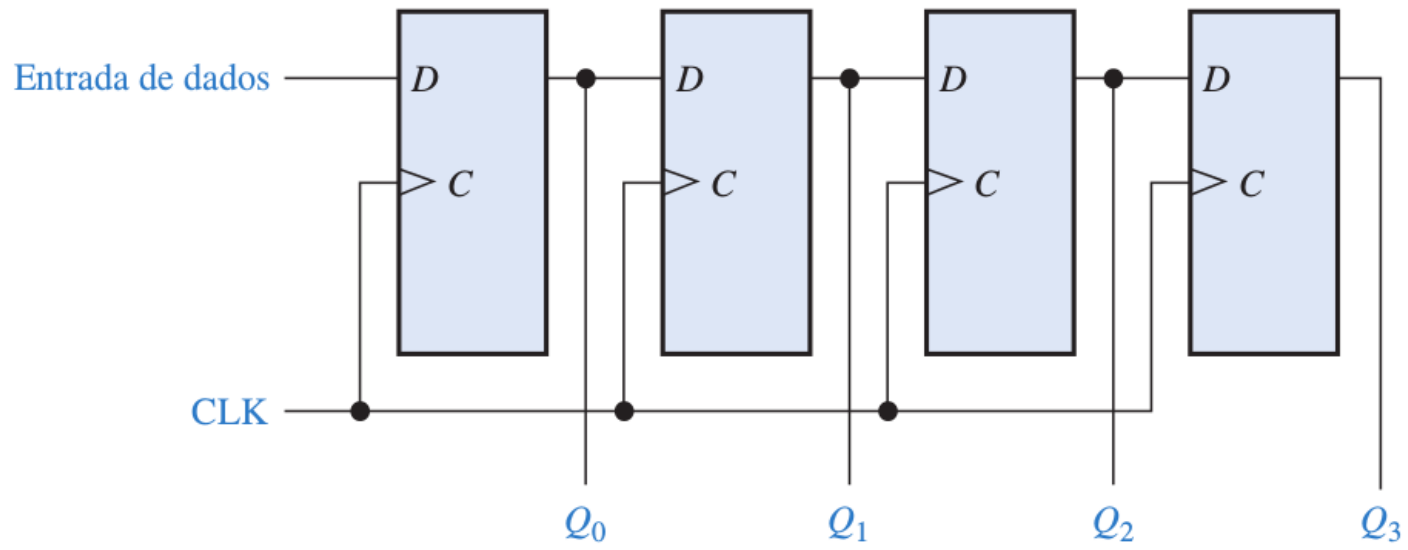
REGISTRADORES



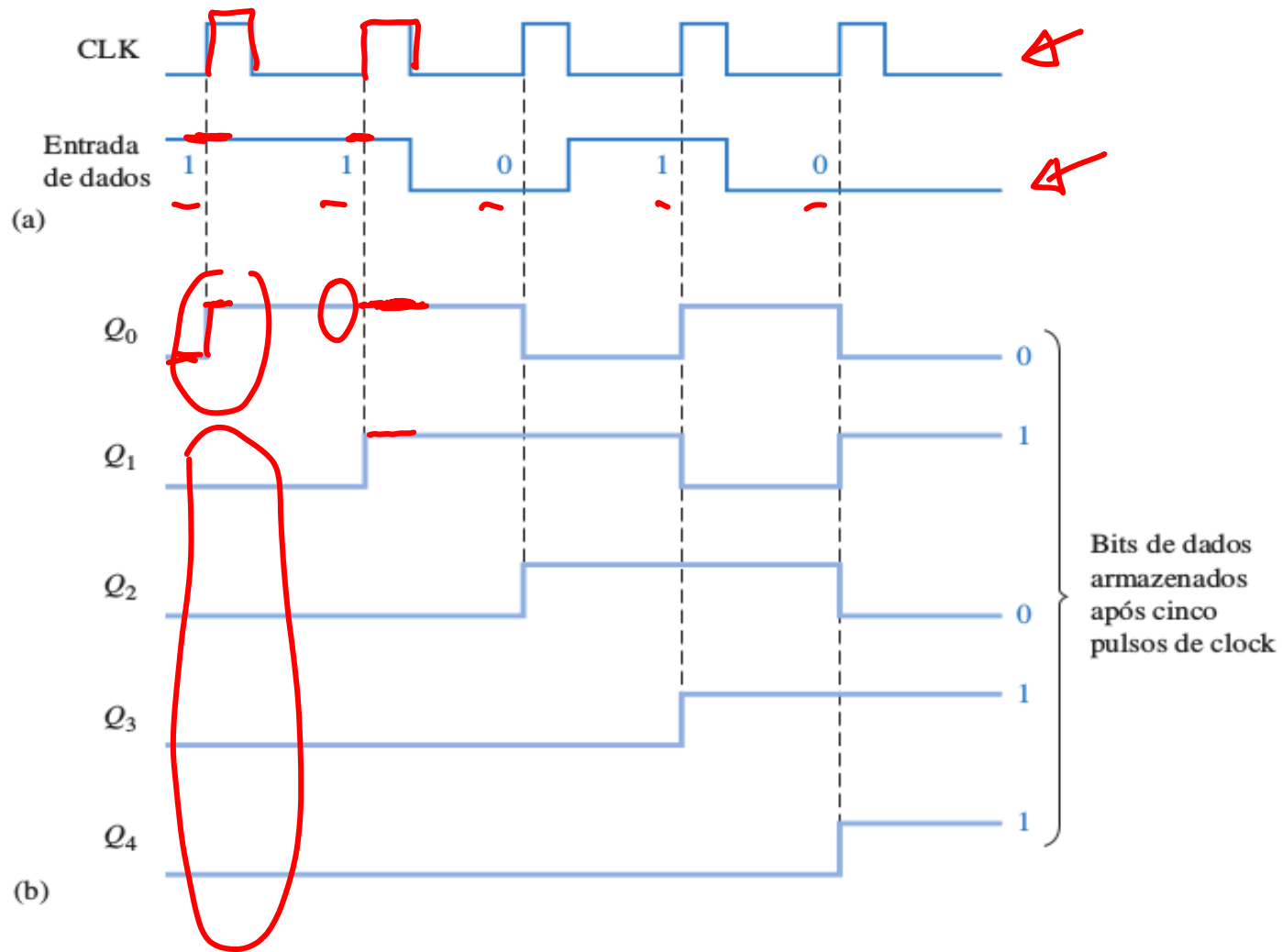
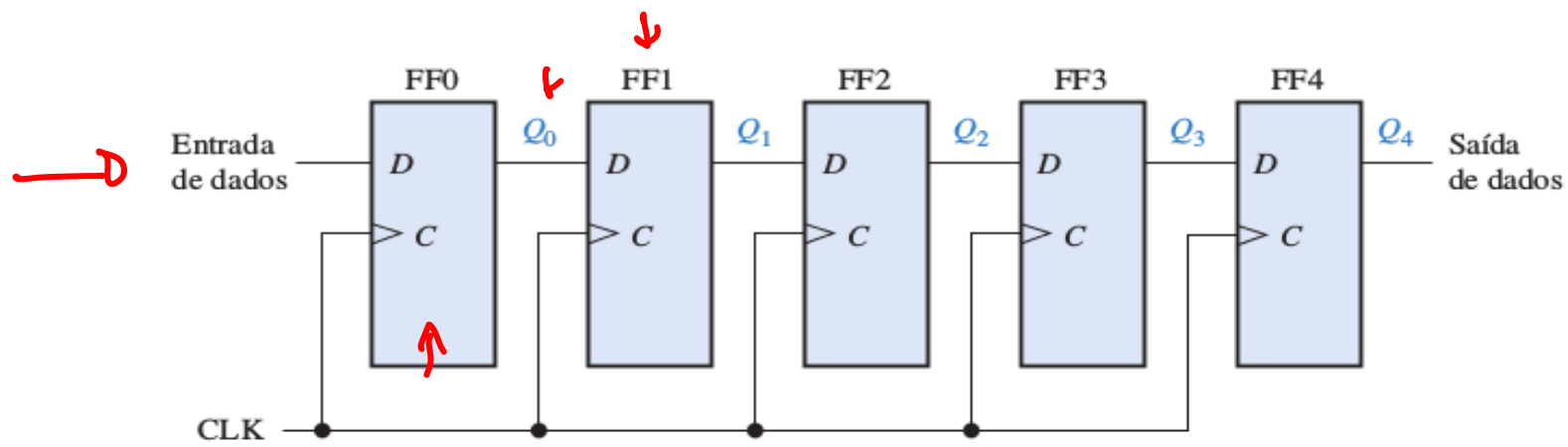
▲ FIGURA 9-2

Movimentos básicos de dados em registradores de deslocamento. (São usados quatro bits como ilustração. Os bits se movem na direção das setas.)



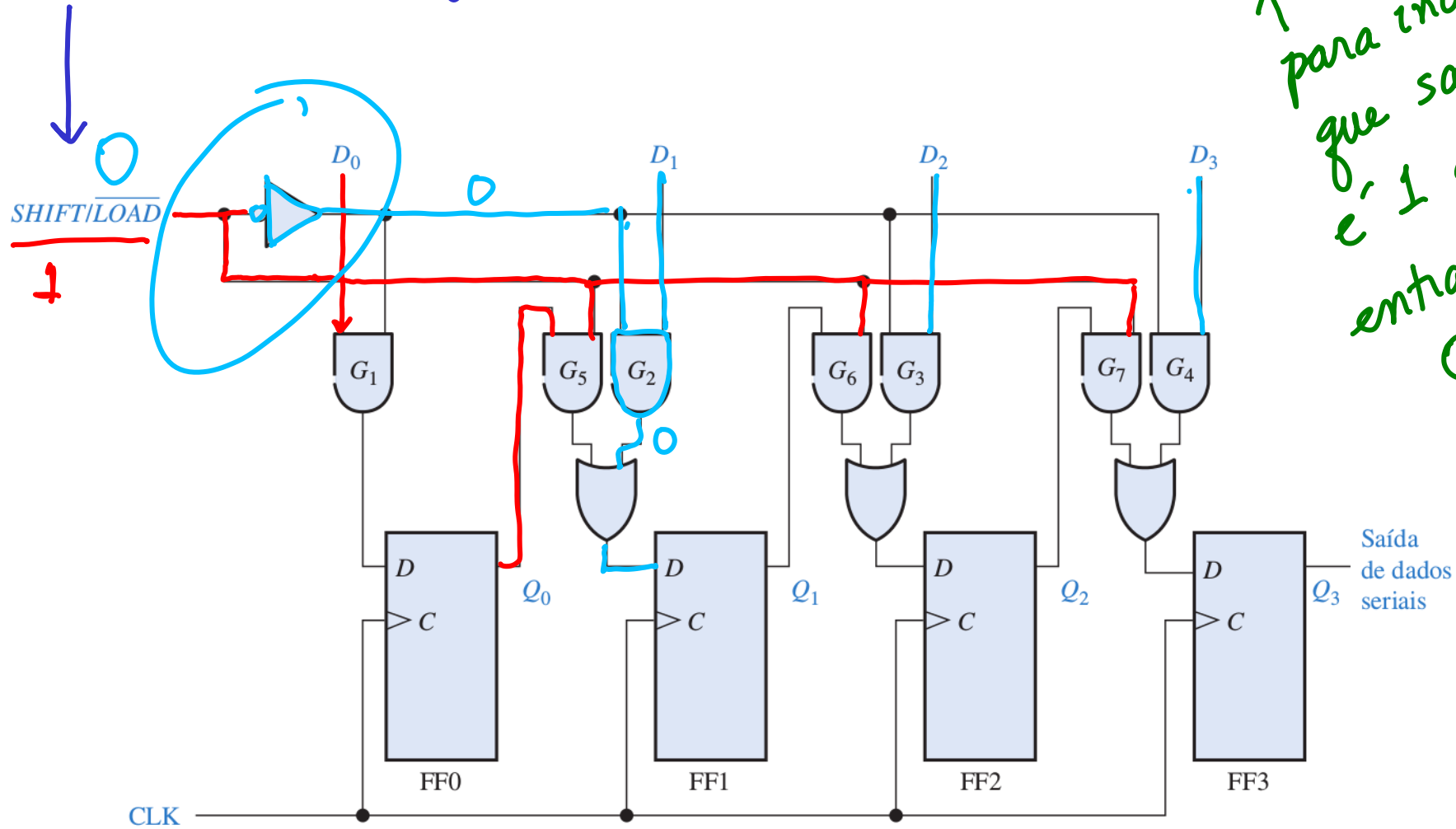



(a)



SHIFT=1 \Rightarrow desloca pl direita

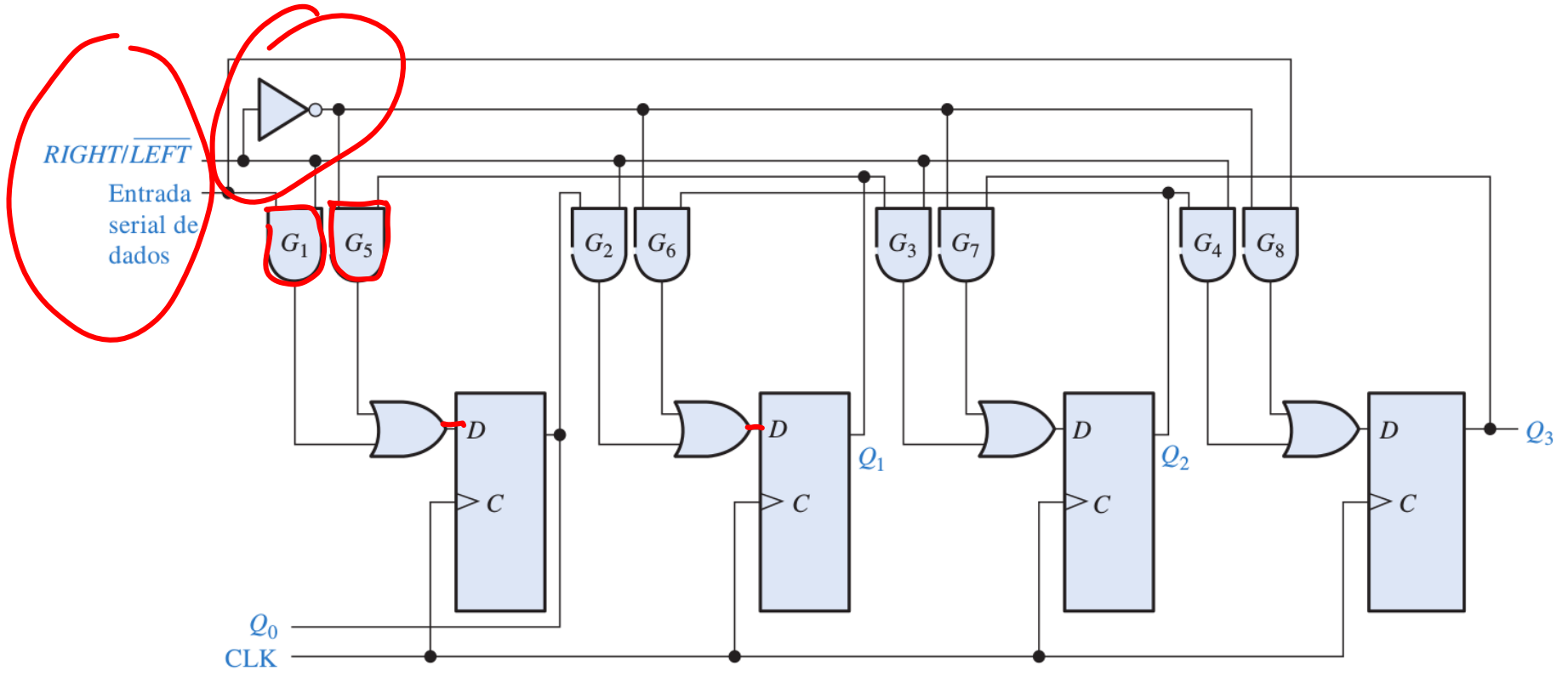
LOAD=1 \Rightarrow carregamento paralelo



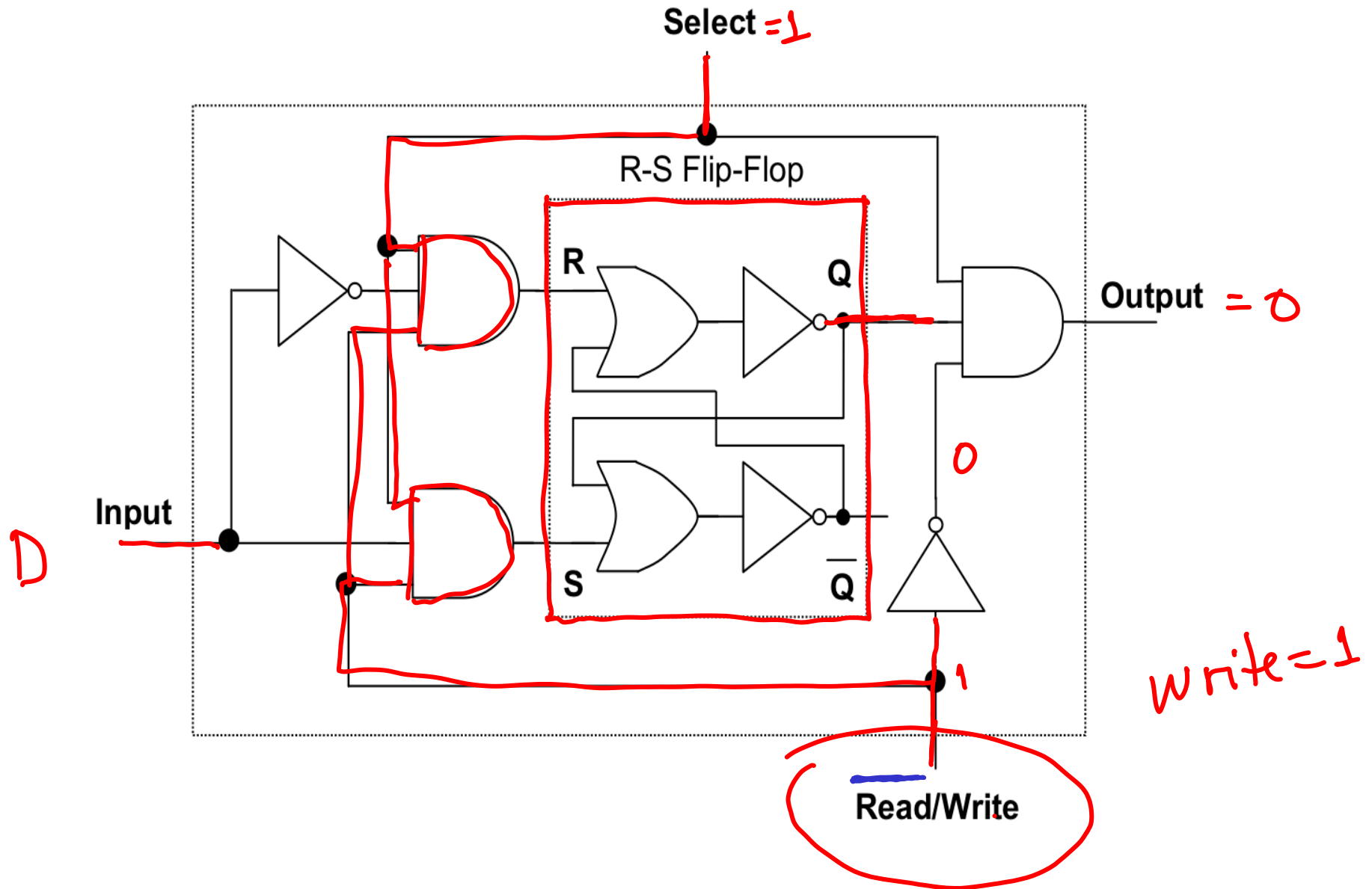

 \uparrow para indicar que saída e' 1 qdo entrada e' 0

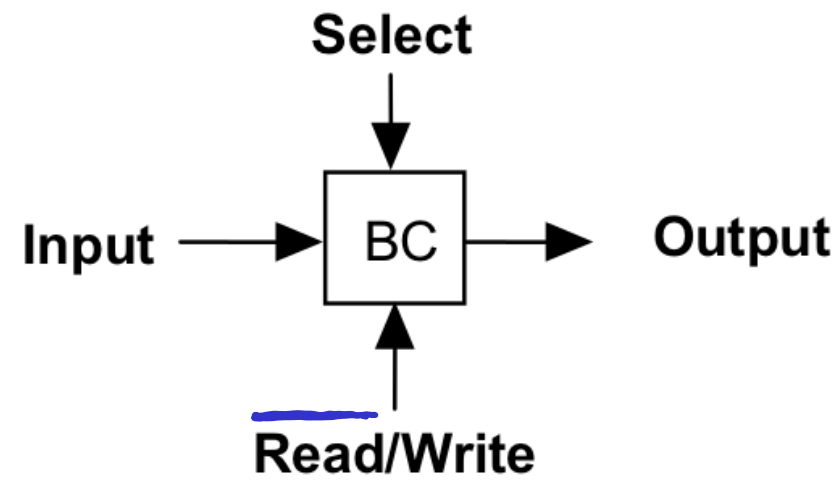
RIGHT = 1 \Rightarrow deslocamento p/à direita

LEFT = 1 \Rightarrow deslocamento p/à esquerda



Célula (1 bit) de RAM

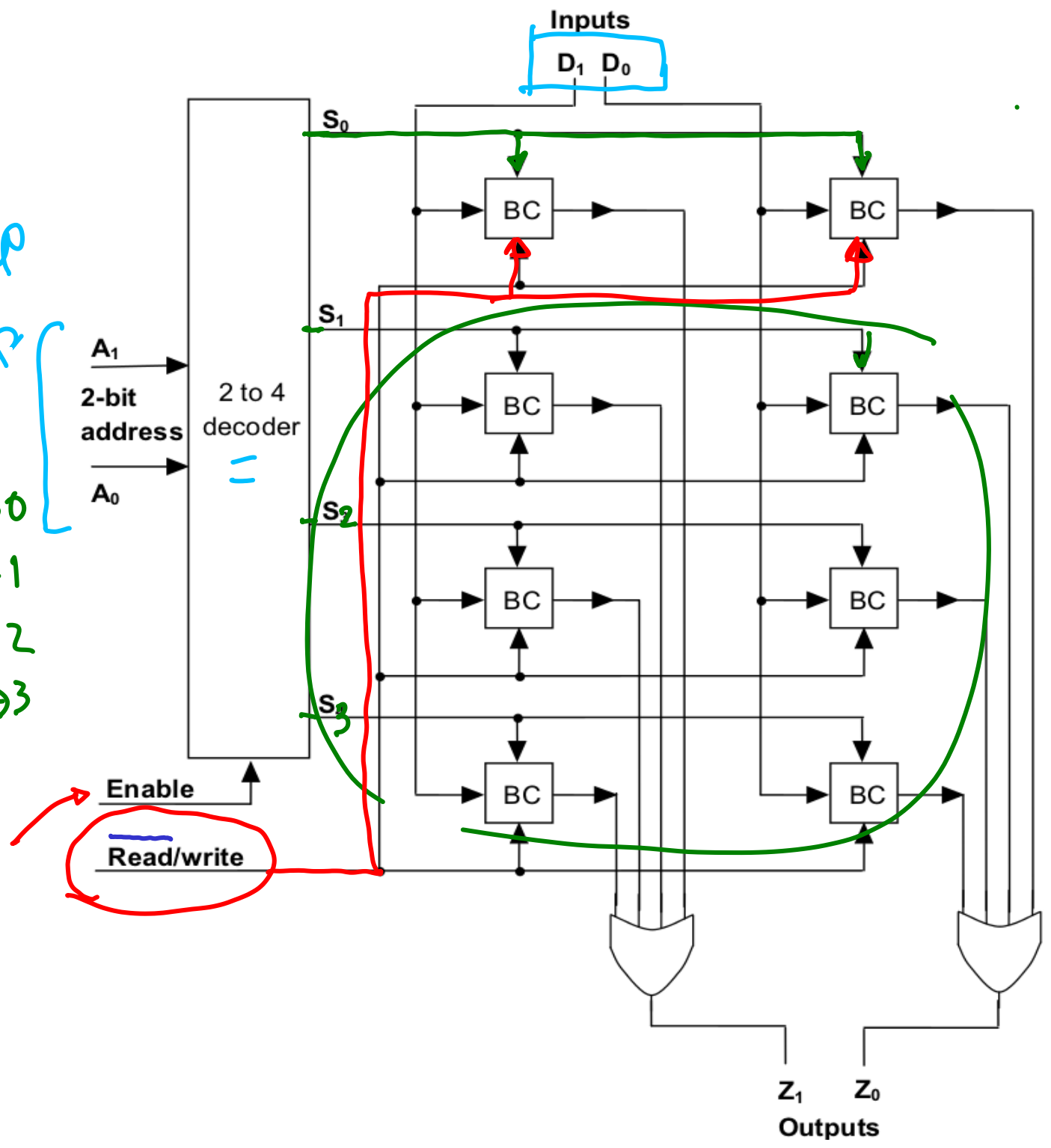




2 bits

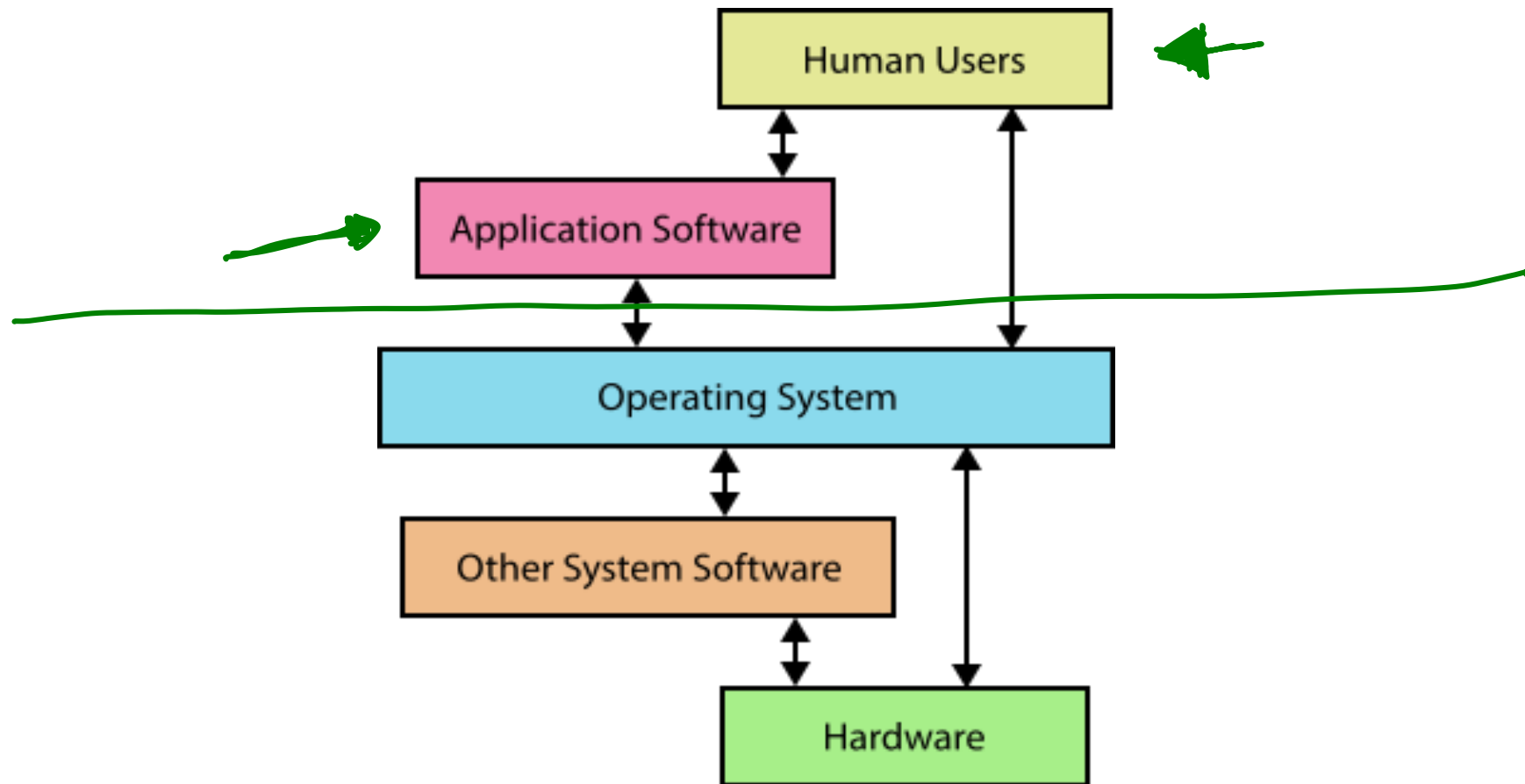
Endereço de 2 bits

- 00 → 0
- 01 → 1
- 10 → 2
- 11 → 3



Enable
Read/write

Z₁ Z₀
Outputs



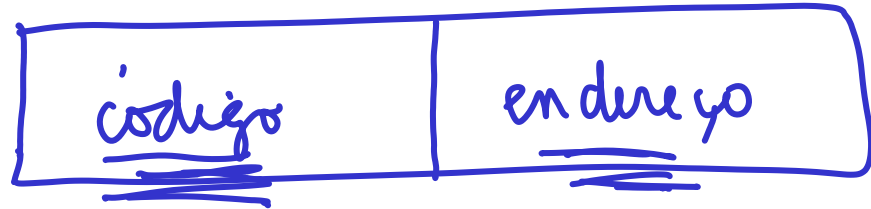
Programa C

↓ compilador

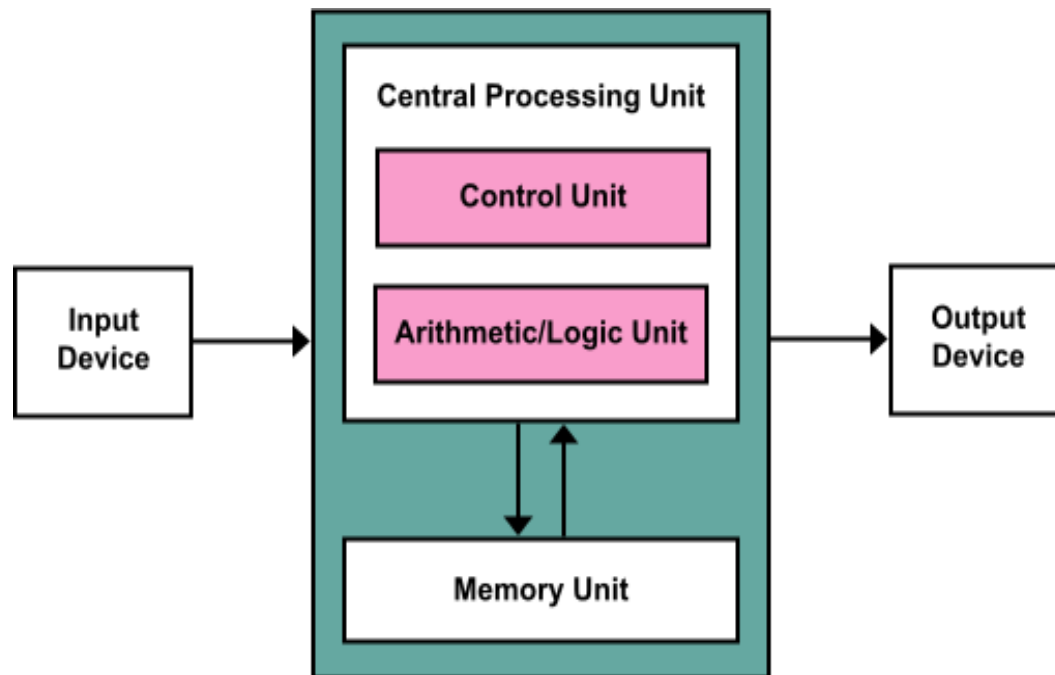
Programa binário



instruções de máquina



Código binário



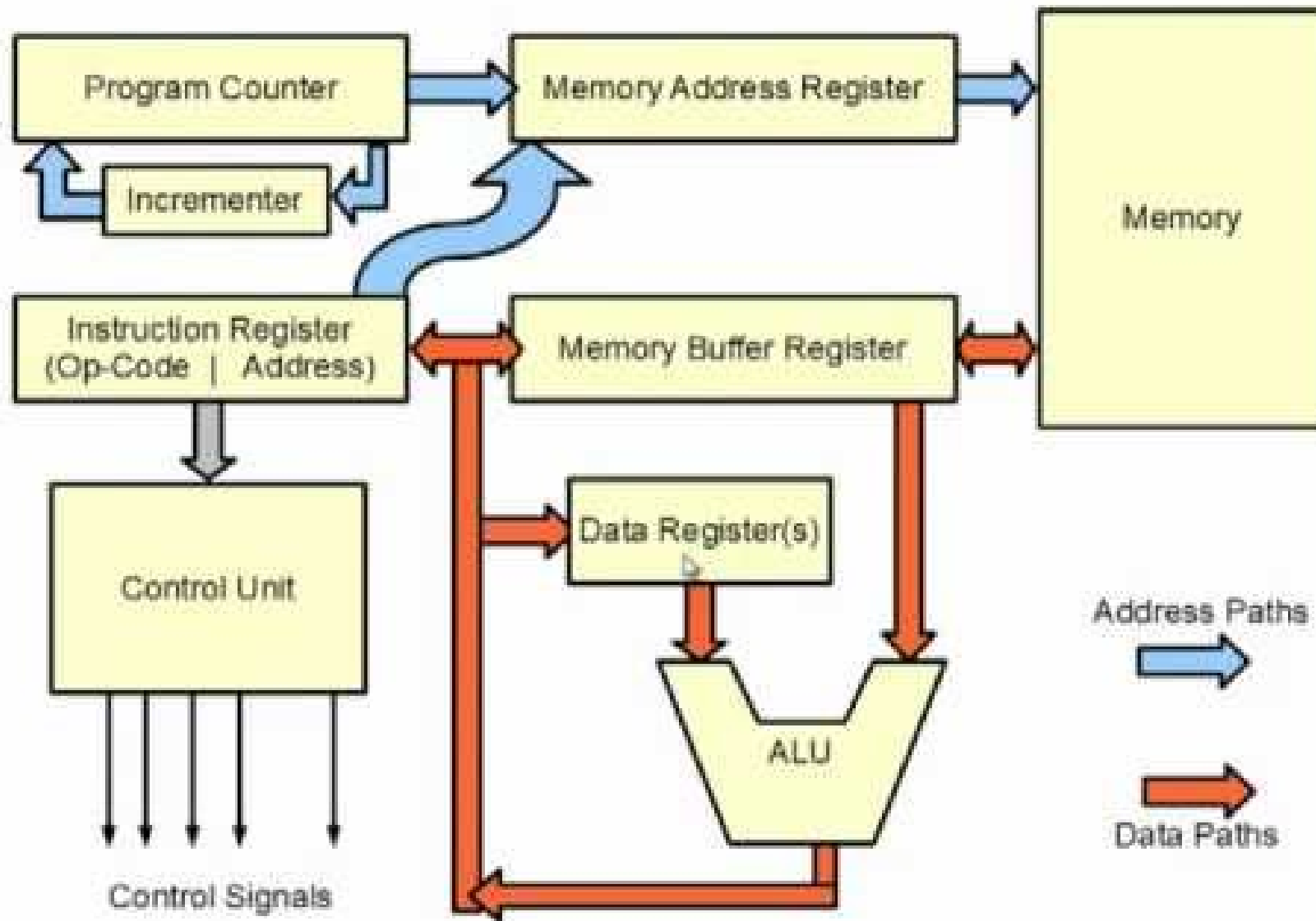


Figure 1.1.1