



# FACULTAD DE INGENIERÍA

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## *Práctica 4* *Diseño Digital Moderno*

*Diseño y construcción de un sistema de supervisión en una casa, con prioridad*

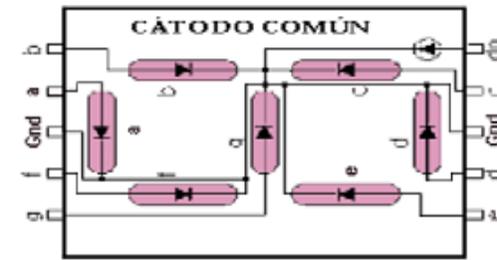
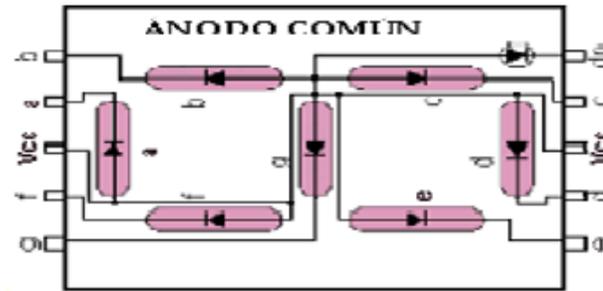
M.I. Norma Elva Chávez Rodríguez

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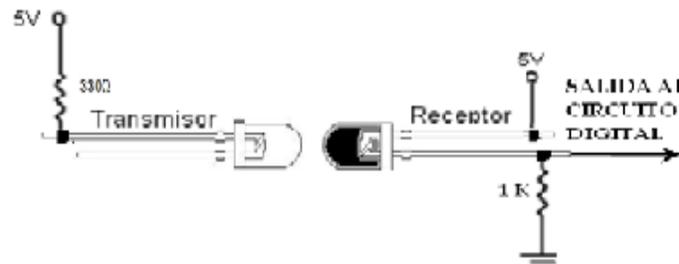
# Material requerido.

## El de la práctica anterior más:

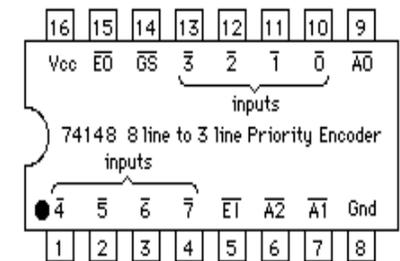
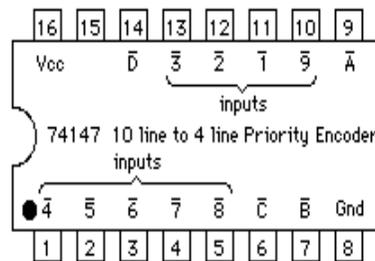
1 display 7 segmentos



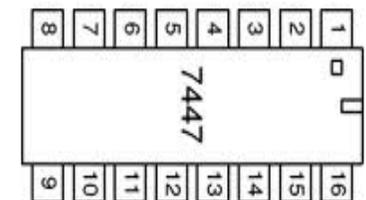
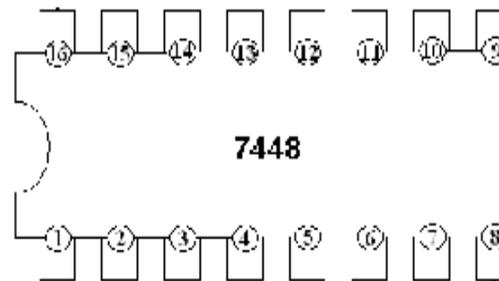
1 par de fototransmisor y fotoreceptor



1 C.I. 74147 Ó 74148



1 C.I. 7447 Ó 7448



# OBJETIVO

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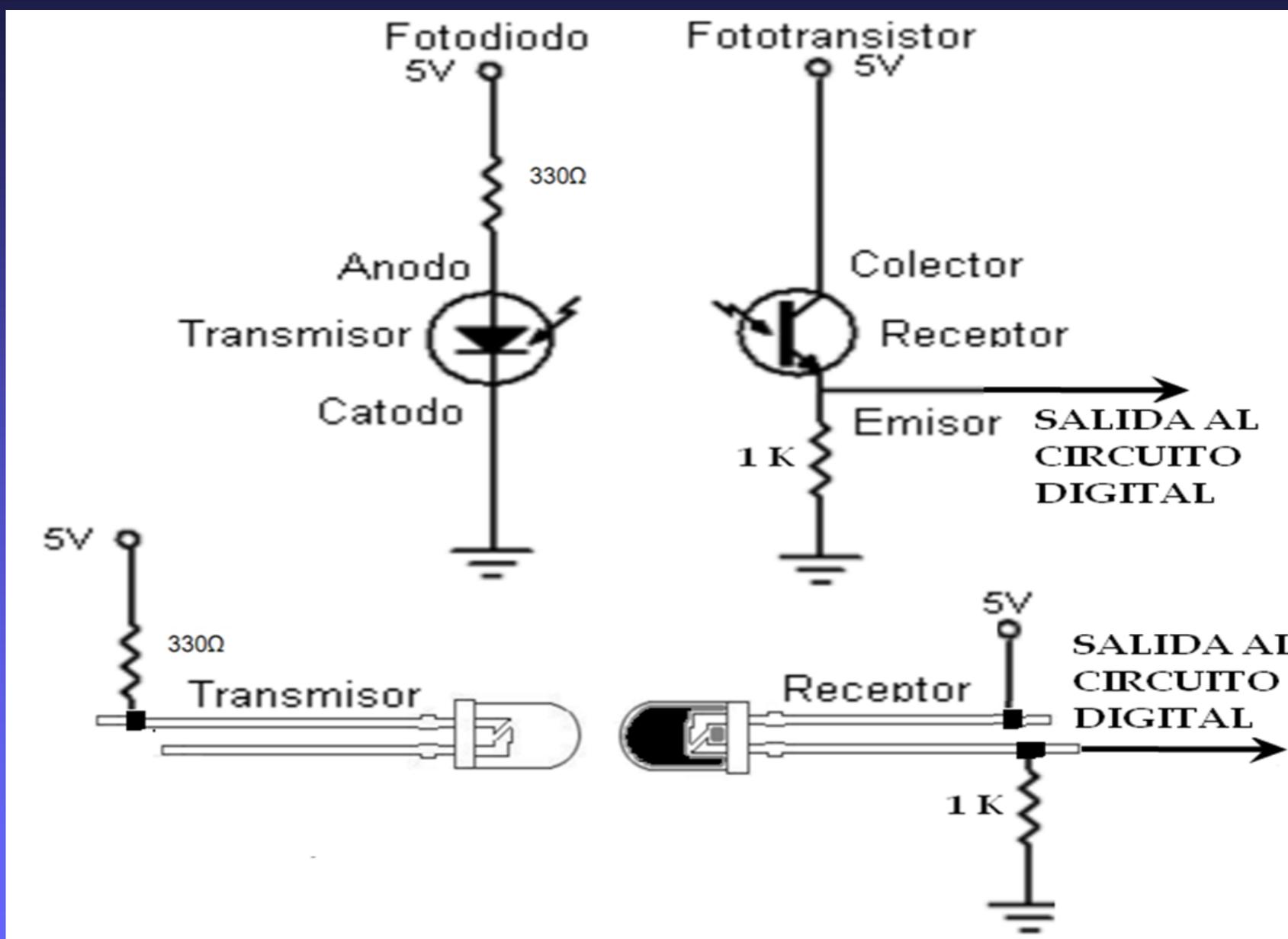
*Entender el concepto de transductor*

*Un transductor es un dispositivo capaz de transformar o convertir un determinado tipo de energía de entrada, en otra de diferente tipo a la salida.*

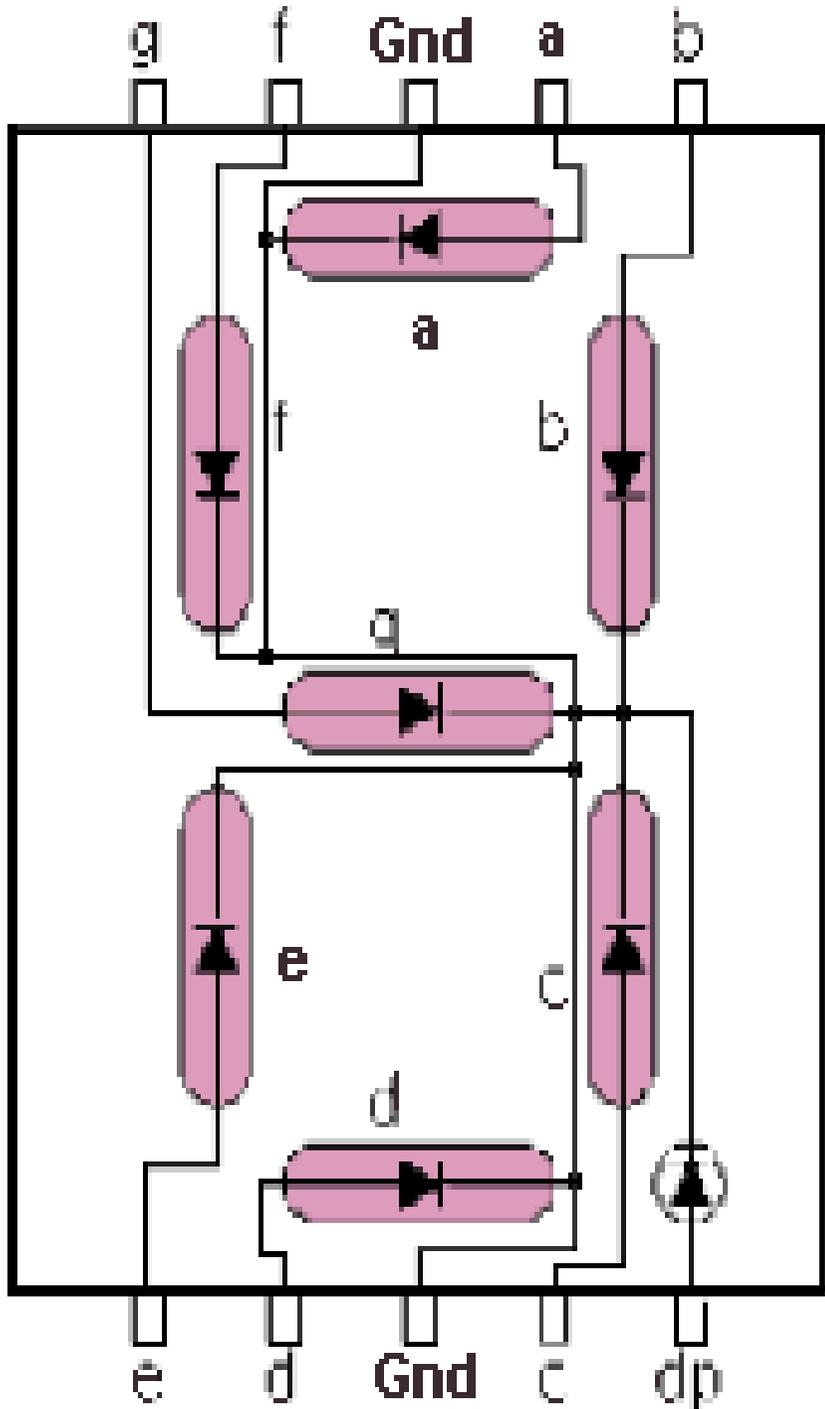
*Los transductores fotoeléctricos son aquellos que responden a la presencia de la luz generando un voltaje eléctrico*



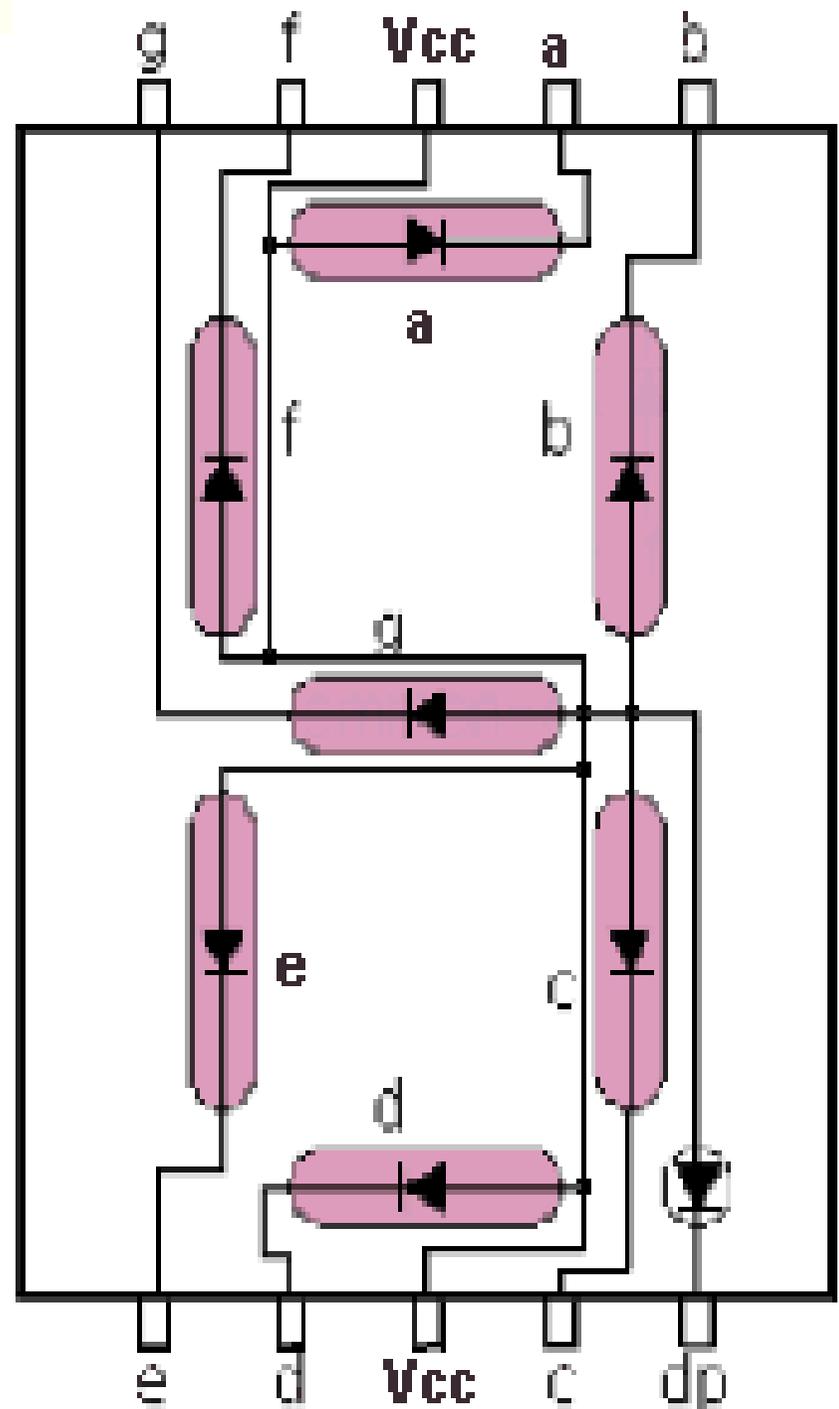
# Diagrama circuito fototransistores



# CÁTODO COMÚN



# ÁNODO COMÚN



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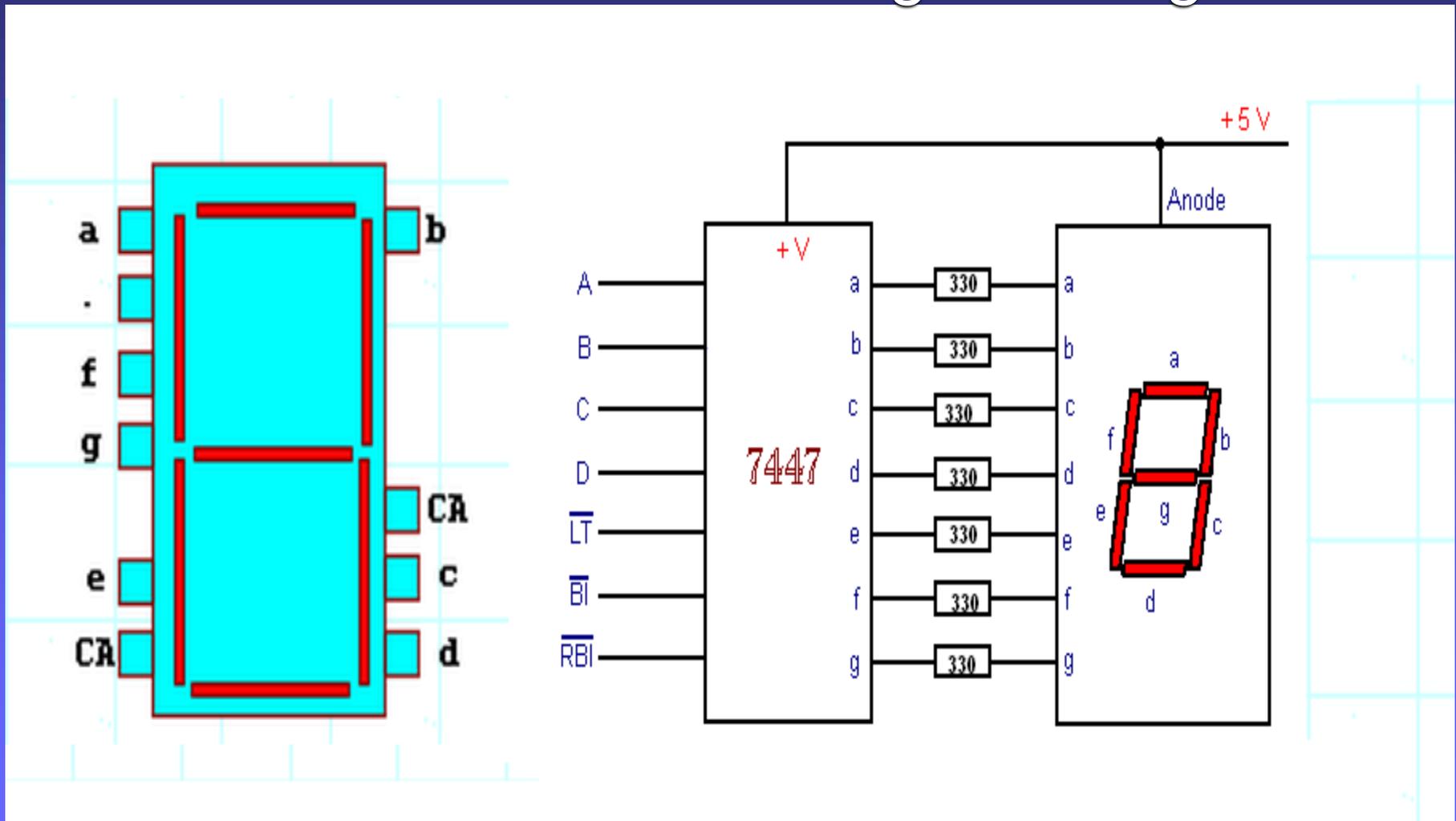
Para el caso del display ánodo común se requiere utilizar un decodificador con salidas activas en bajo (lógica negada) 74LS47 y una resistencia entre letra y letra.

Para el caso de un display cátodo común se requiere utilizar un decodificador con salidas activas en alto (lógica positiva) 74LS48

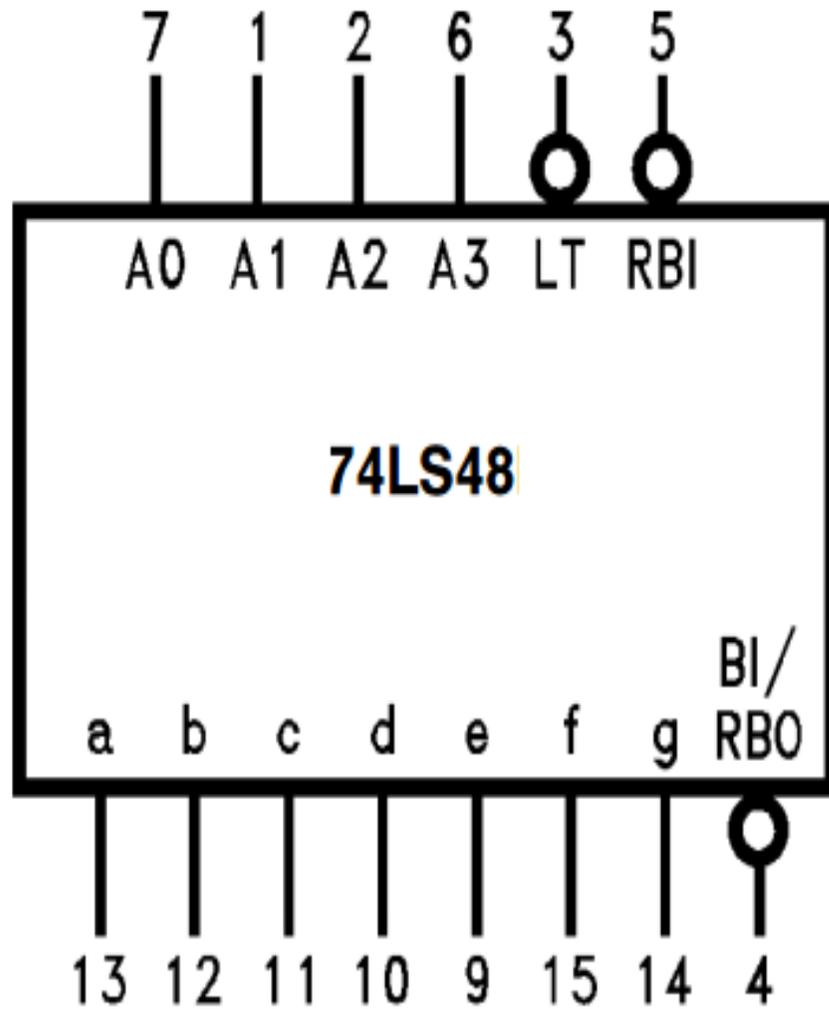
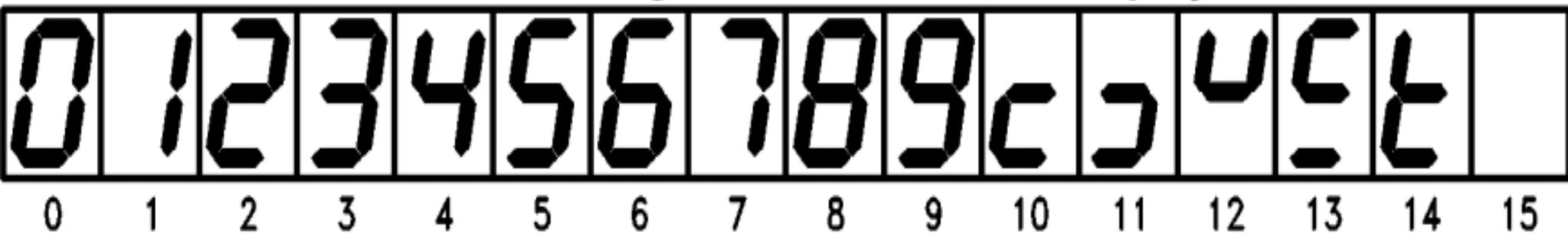
*Si utilizan el decodificador 7447*

*Requieren una resistencia de 330 entre cada letra*

*Como se muestra en la siguiente figura.*



# Numerical Designations—Resultant Displays



$V_{CC}$  = Pin 16

GND = Pin 8

# 7448 Truth Table

Decimal Or Function	Inputs						Outputs							
	$\overline{\text{LT}}$	$\overline{\text{RBI}}$	$A_3$	$A_2$	$A_1$	$A_0$	$\overline{\text{BI/RBO}}$	a	b	c	d	e	f	g
0 (Note 1)	H	H	L	L	L	L	H	H	H	H	H	H	H	L
1 (Note 1)	H	X	L	L	L	H	H	L	H	H	L	L	L	L
2	H	X	L	L	H	L	H	H	H	L	H	H	L	H
3	H	X	L	L	H	H	H	H	H	H	H	L	L	H
4	H	X	L	H	L	L	H	L	H	H	L	L	H	H
5	H	X	L	H	L	H	H	H	L	H	H	L	H	H
6	H	X	L	H	H	L	H	L	L	H	H	H	H	H
7	H	X	L	H	H	H	H	H	H	H	L	L	L	L
8	H	X	H	L	L	L	H	H	H	H	H	H	H	H
9	H	X	H	L	L	H	H	H	H	H	L	L	H	H
10	H	X	H	L	H	L	H	L	L	L	H	H	L	H
11	H	X	H	L	H	H	H	L	L	H	H	L	L	H
12	H	X	H	H	L	L	H	L	H	L	L	L	H	H
13	H	X	H	H	L	H	H	H	L	L	H	L	H	H
14	H	X	H	H	H	L	H	L	L	L	H	H	H	H
15	H	X	H	H	H	H	H	L	L	L	L	L	L	L
$\overline{\text{BI}}$ (Note 2)	X	X	X	X	X	X	L	L	L	L	L	L	L	L
$\overline{\text{RBI}}$ (Note 3)	H	L	L	L	L	L	L	L	L	L	L	L	L	L
$\overline{\text{LT}}$ (Note 4)	L	X	X	X	X	X	H	H	H	H	H	H	H	H

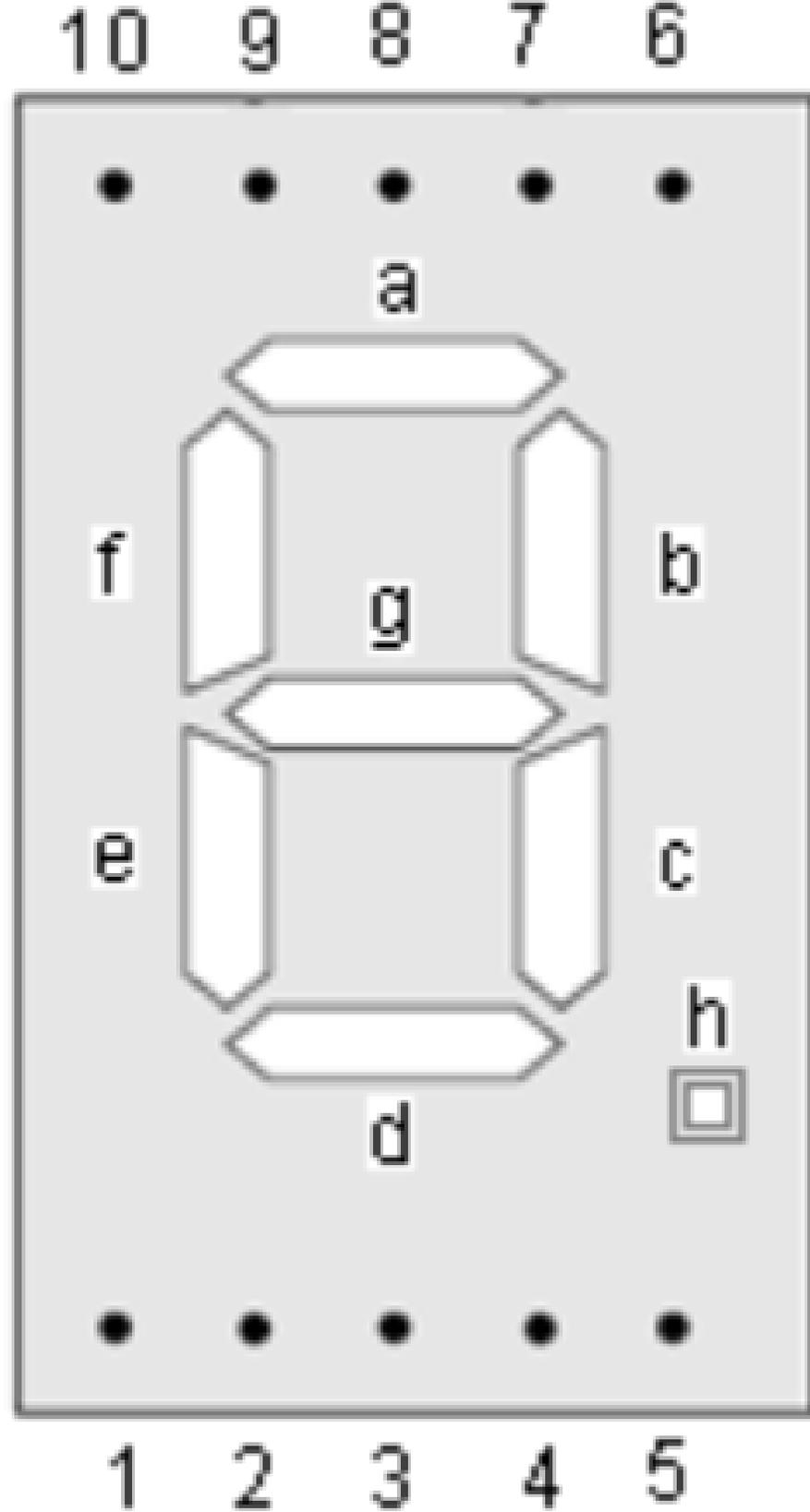
**Note 1:**  $\overline{\text{BI/RBO}}$  is wired-AND logic serving as blanking input ( $\overline{\text{BI}}$ ) and/or ripple-blanking output ( $\overline{\text{RBO}}$ ). The blanking out ( $\overline{\text{BI}}$ ) must be open or held at a HIGH level when output functions 0 through 15 are desired, and ripple-blanking input ( $\overline{\text{RBI}}$ ) must be open or at a HIGH level if blanking of a decimal 0 is not desired. X = input may be HIGH or LOW.

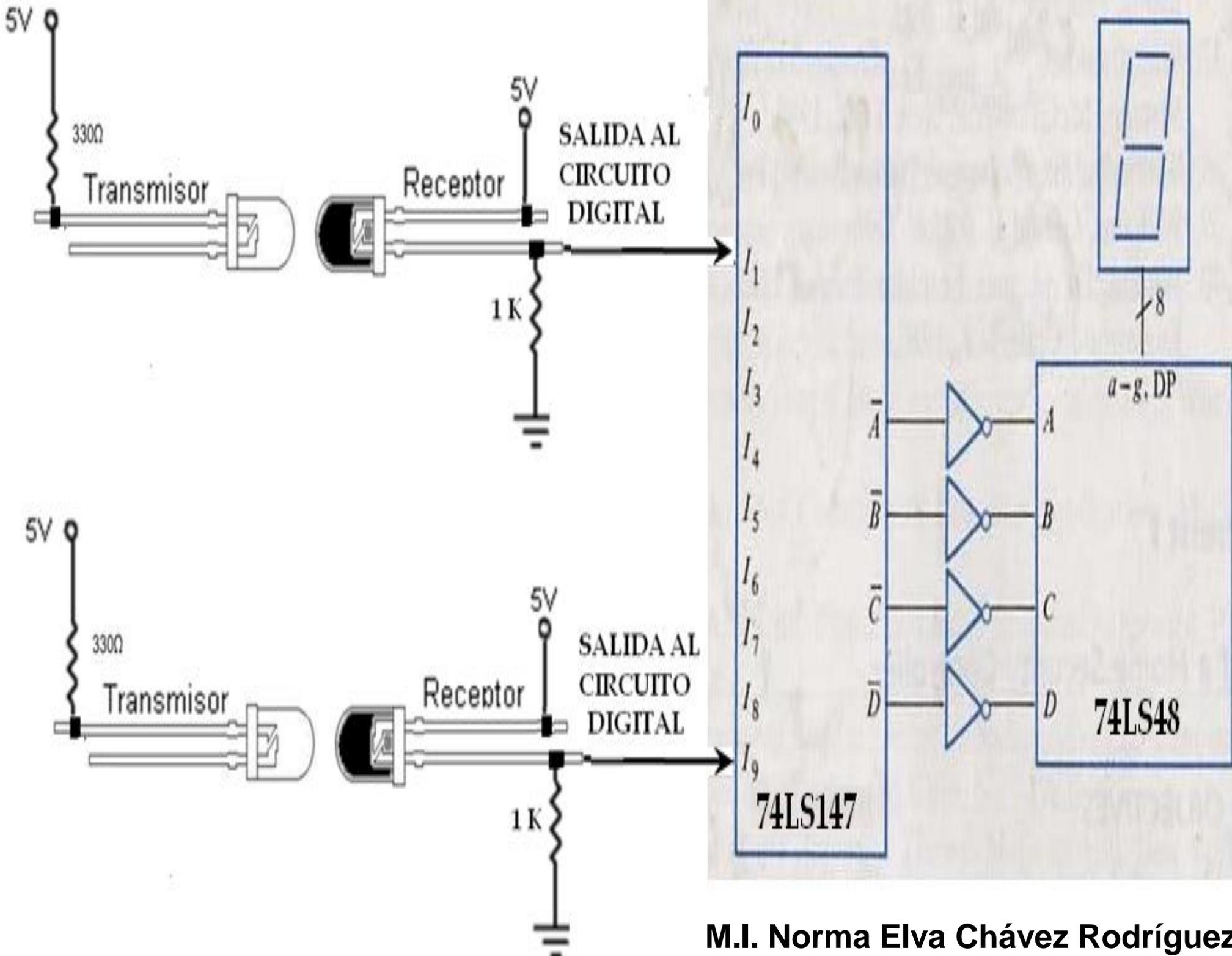
**Note 2:** When a LOW level is applied to the blanking input (forced condition) all segment outputs go to a LOW level, regardless of the state of any other input condition.

**Note 3:** When ripple-blanking input ( $\overline{\text{RBI}}$ ) and inputs  $A_0$ ,  $A_1$ ,  $A_2$ , and  $A_3$  are at LOW level, with the lamp test input at HIGH level, all segment outputs go to a LOW level and the ripple-blanking output ( $\overline{\text{RBO}}$ ) goes to a LOW level (response condition).

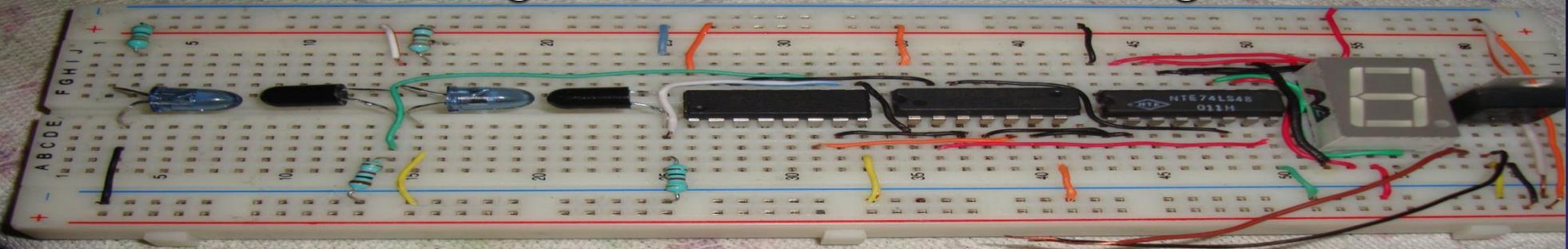
**Note 4:** When the blanking input/ripple-blanking output ( $\overline{\text{BI/RBO}}$ ) is open or held at a HIGH level, and a LOW level is applied to lamp test input, all segment outputs go to a HIGH level.

1. segmento e
2. segmento d
3. ánodo o cátodo común
4. segmento c
5. segmento h
6. segmento b
7. segmento a
8. ánodo o cátodo común
9. segmento f
10. segmento g

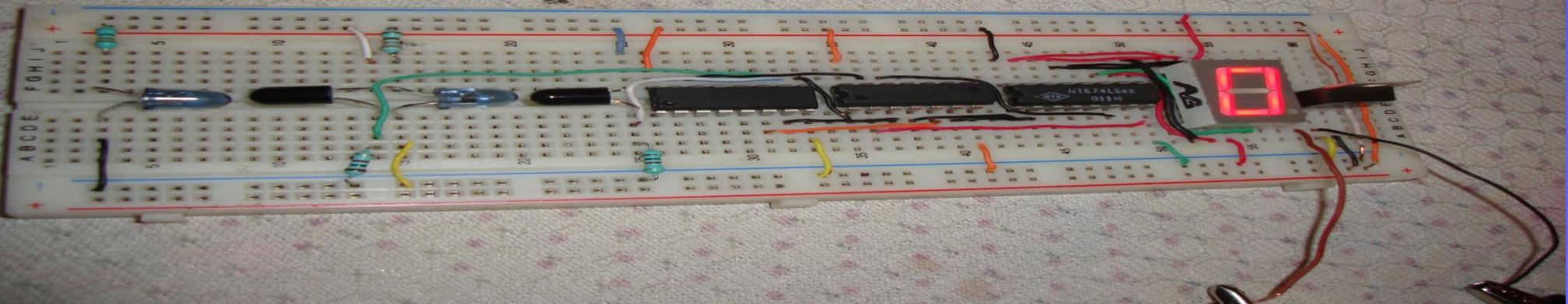




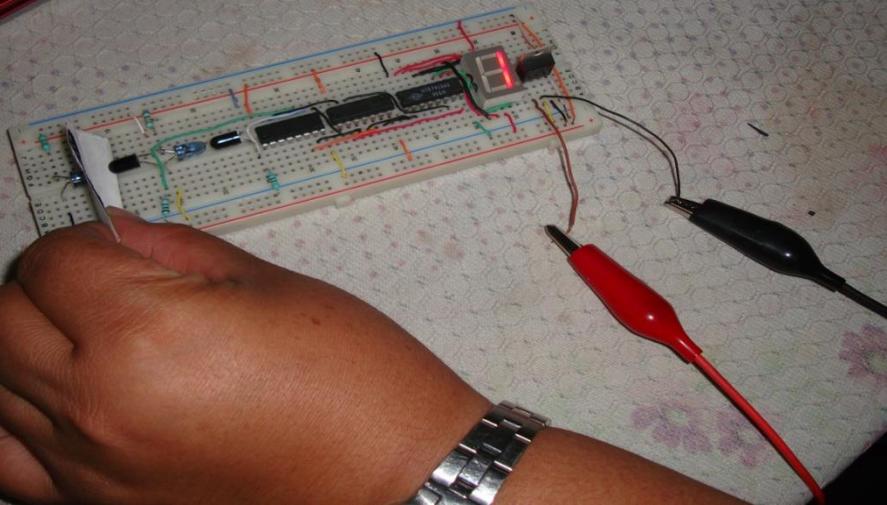
*Fotografía circuito sin energía*



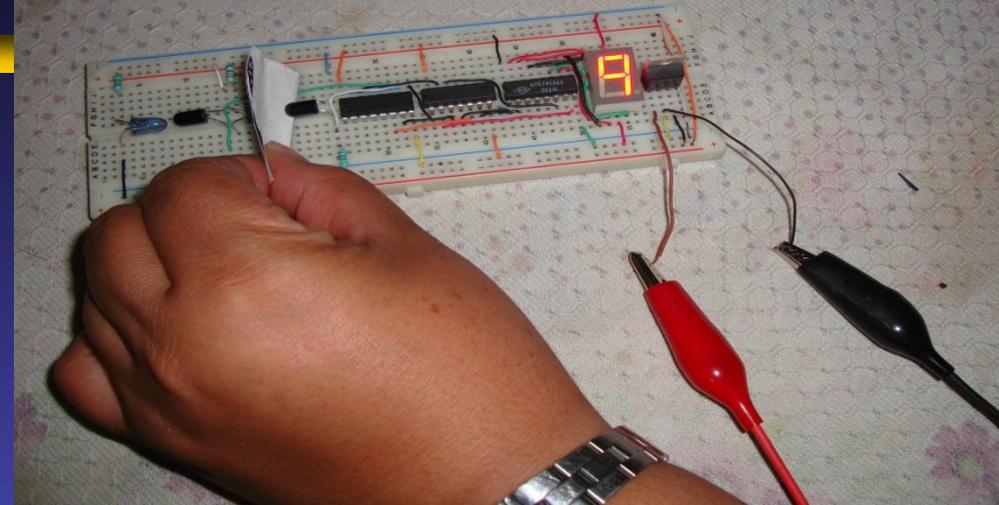
*Fotografía circuito con energía*



*Fotografía sensor 1 activado*



*Fotografía sensor 9 activado*



*Fotografía sensor 9 y sensor 1 activados al mismo tiempo*

