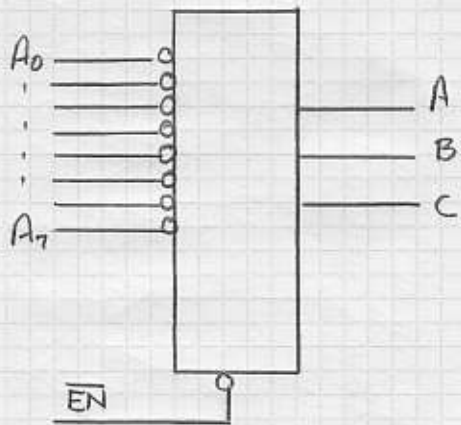
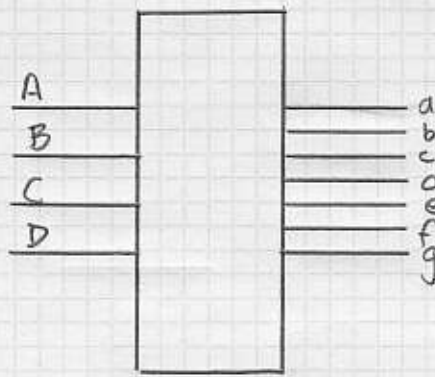


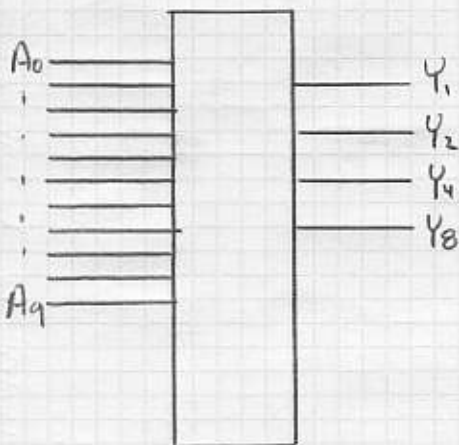
# IDENTIFY EACH DEVICE (15 pts. ea)



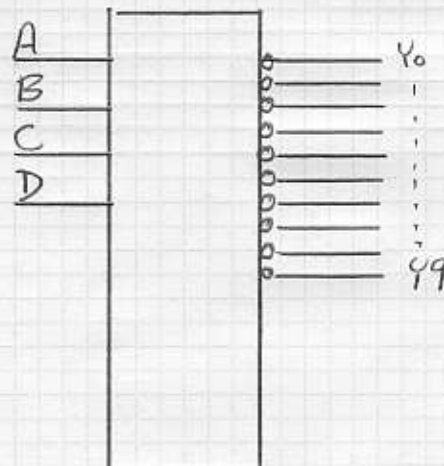
\_\_\_\_\_ to \_\_\_\_\_ coder



\_\_\_\_\_ to \_\_\_\_\_ coder



\_\_\_\_\_ to \_\_\_\_\_ coder



\_\_\_\_\_ to \_\_\_\_\_ coder

## MATCHING (3 pts. ea.)

- |  |                            |
|--|----------------------------|
| ___ A one or a zero                        | a. one-shot                |
| ___ Electrically disconnected              | b. open                    |
| ___ Enabled with a zero                    | c. sequential              |
| ___ Disabled/inhibited with a zero         | d. bit                     |
| ___ Number of count values                 | e. modulus                 |
| ___ Flip-flops 'n' latches                 | f. OR                      |
| ___ de Morgan's Theorem                    | g. universal gates         |
| ___ Percentage of the period pulse is high | h. AND                     |
| ___ Makes pulses                           | i. latch                   |
| ___ level triggered                        | j. propagation delay       |
| ___ Q follows input when enabled           | k. duty cycle              |
| ___ Can toggle                             | l. JK FF                   |
| ___ Time it takes to process input         | m. great pyramid at Cheops |
| ___ Duration of a repeating waveform       | n. period                  |
| ___ Test for inequality                    | o. decoder                 |
| ___ Used to detect a numerical value       | p. D-latch                 |
| ___ OR gate for zeros                      | q. zero                    |
|  | r. NAND                    |
|  | s. XOR                     |