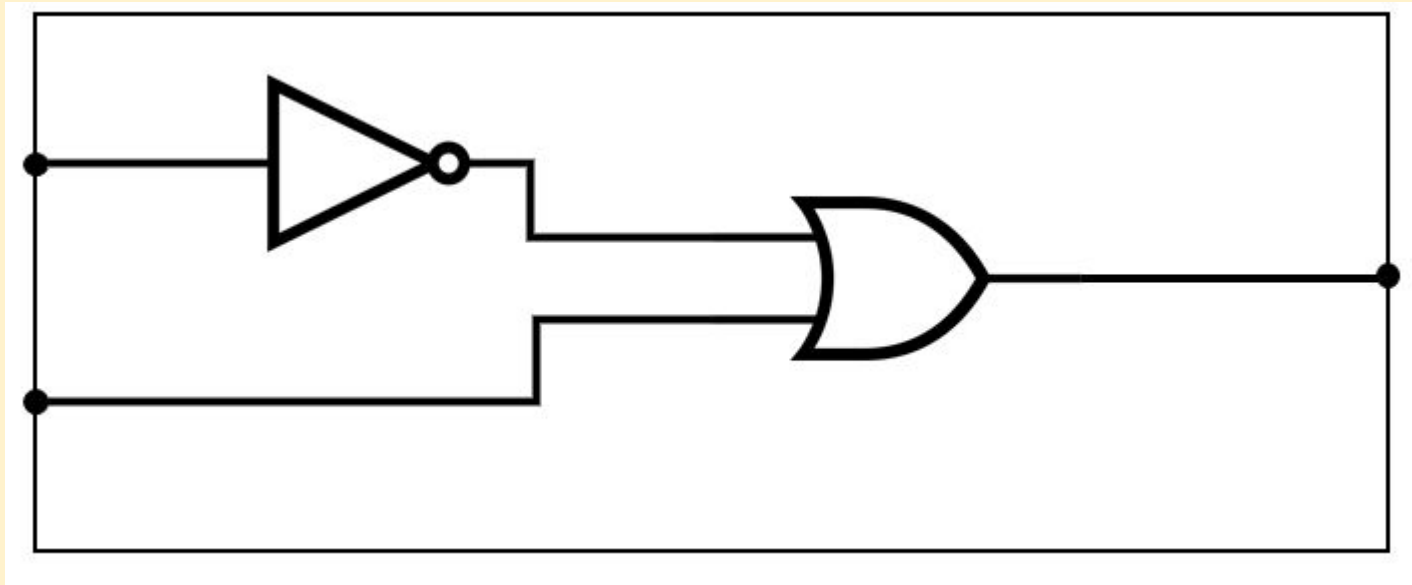
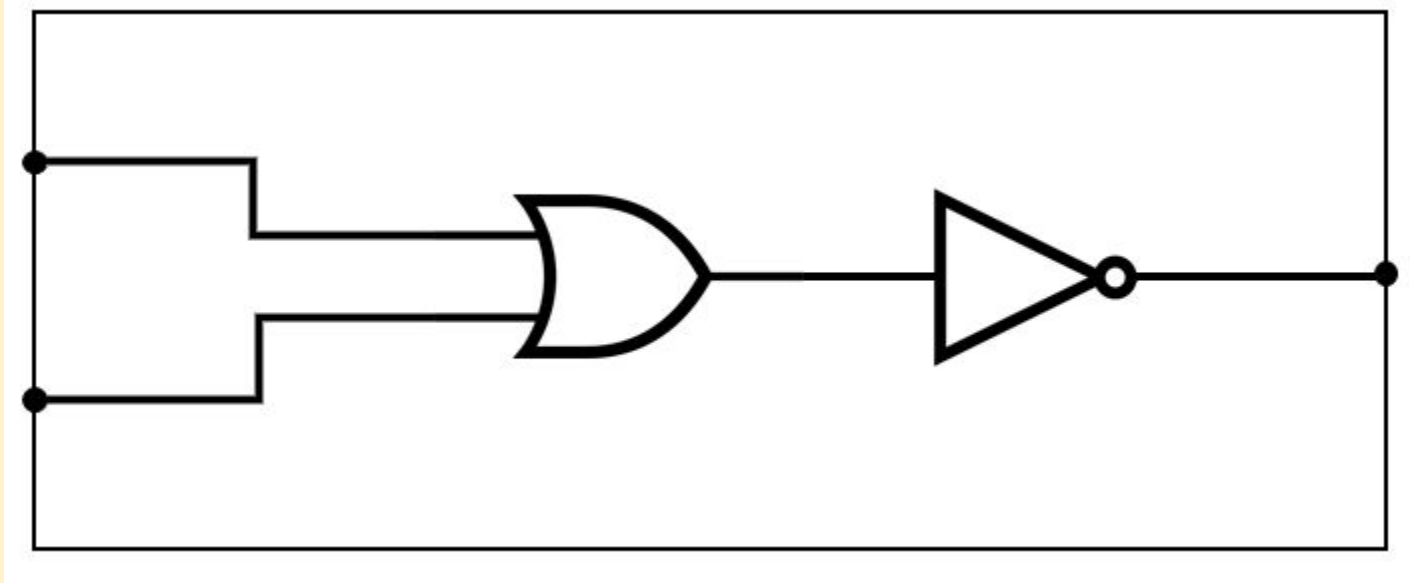


# Boolean Logic Diagrams

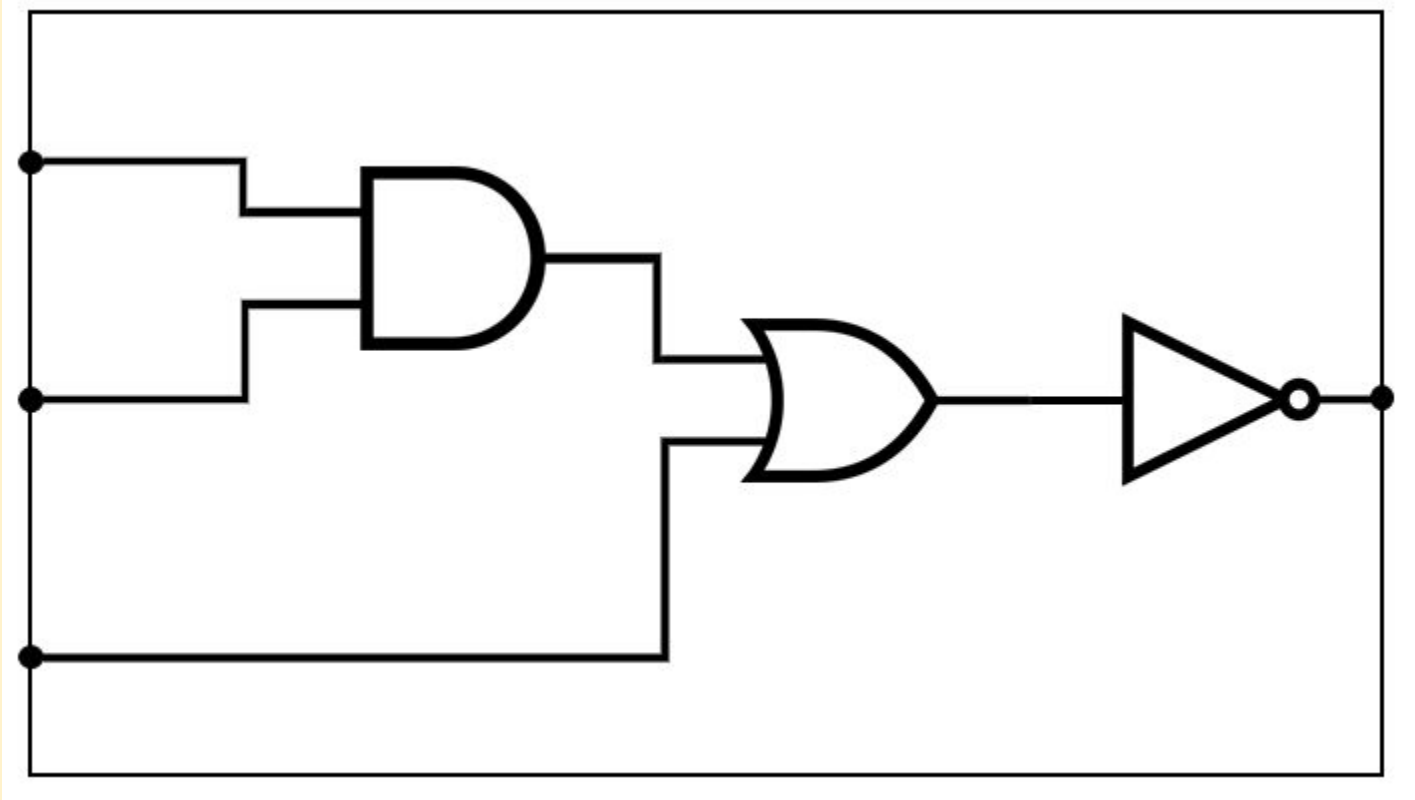
You need to be able to interpret and draw logic diagrams using the four logic gates



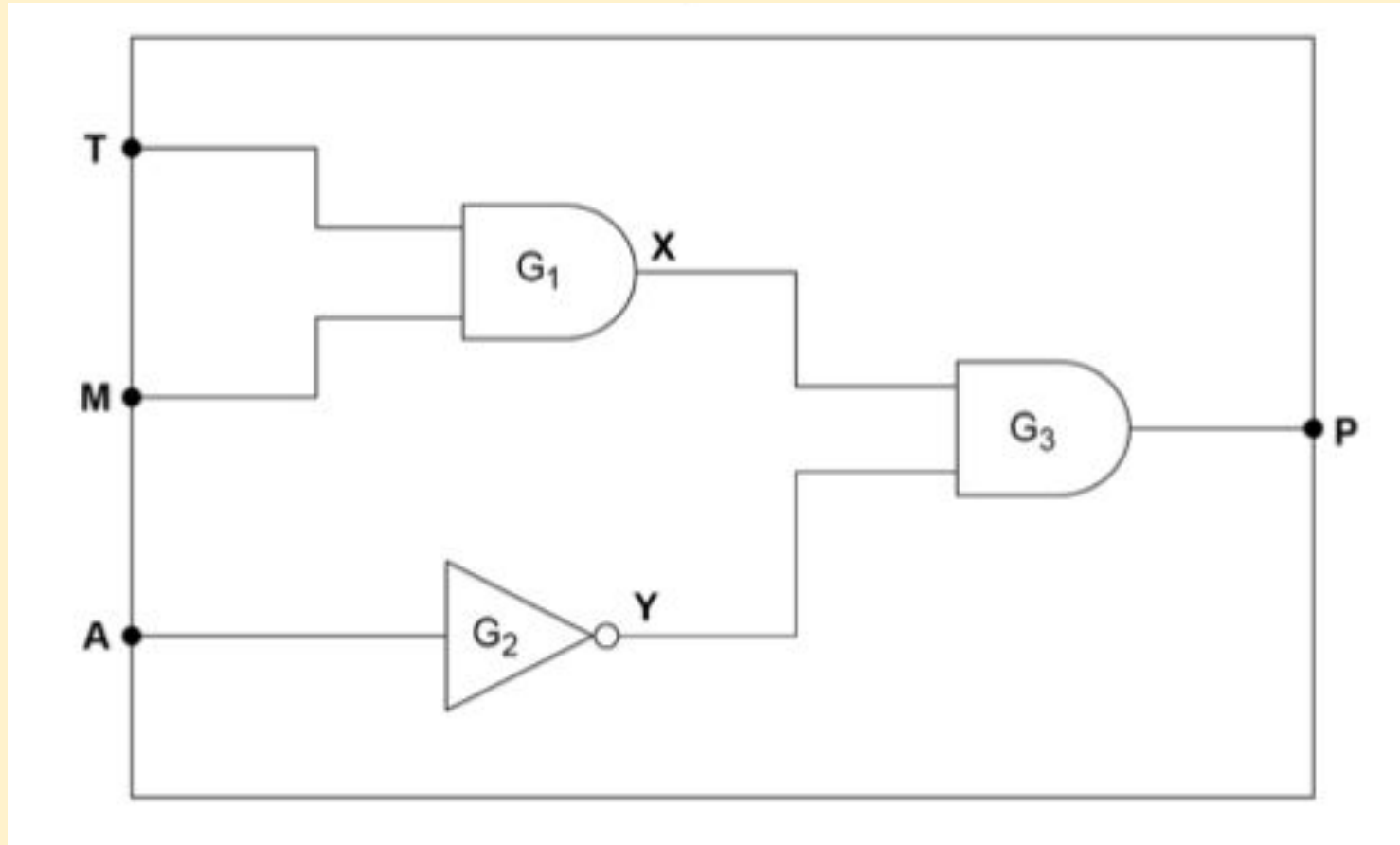
# Boolean Logic Diagrams



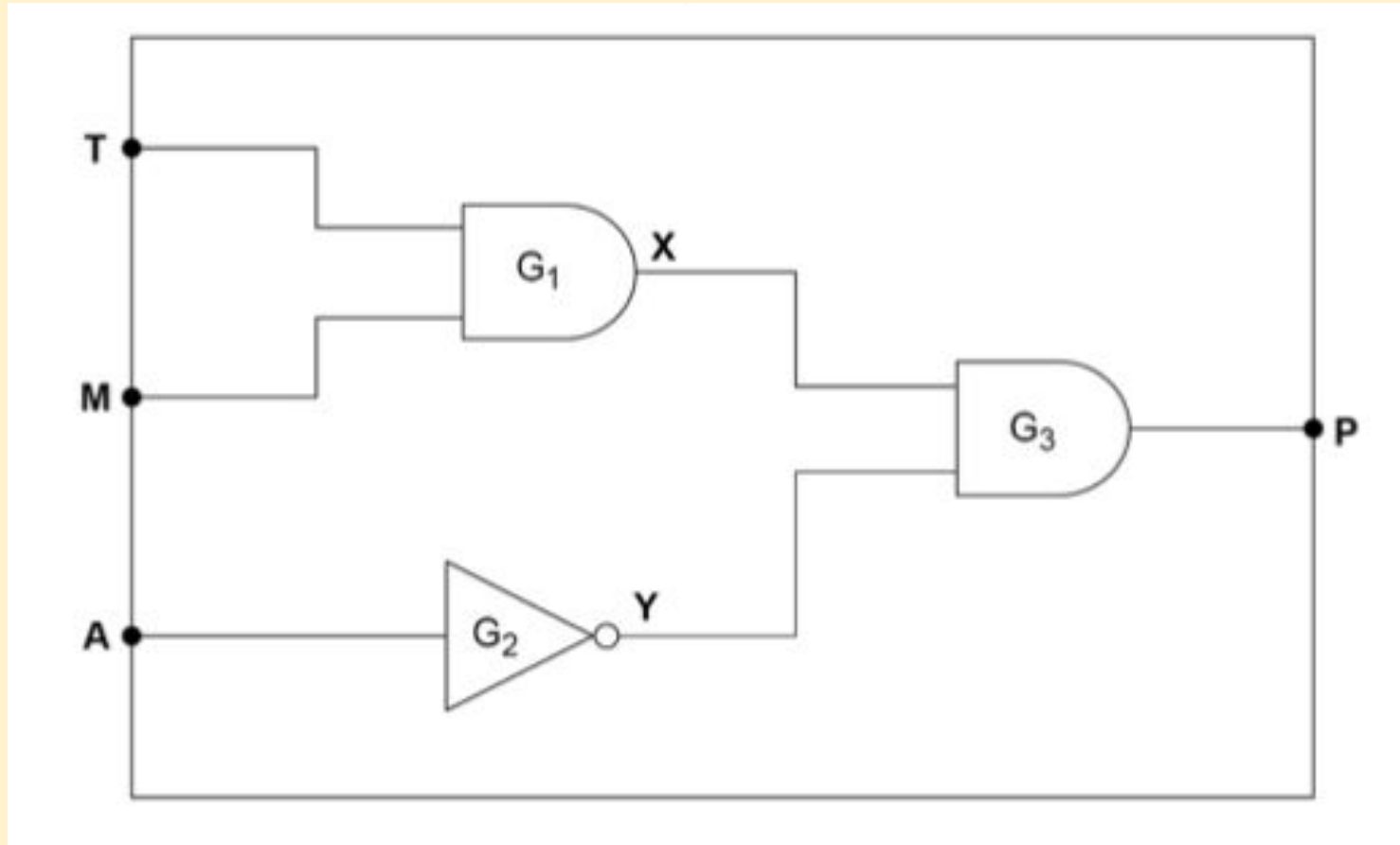
# Boolean Logic Diagrams



# Boolean Logic Diagrams



# Boolean Logic Diagrams

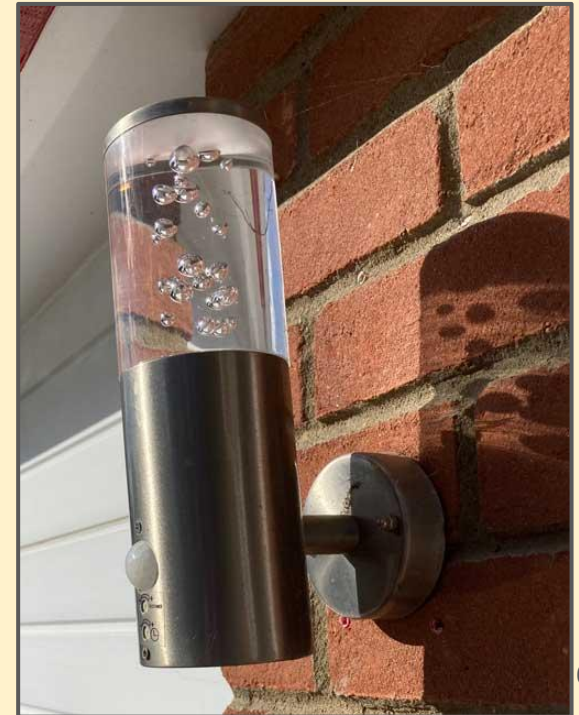


# Boolean Logic Diagrams

My neighbour Steve has this light outside his house. It has a light sensor and a movement sensor. The light turns on if it is dark and something moves.

How many inputs?

How many gates?





A: light sensor  
B: movement sensor  
Q: output

# Boolean Logic Diagrams

There's also a light switch inside Steve's house.  
This has to be turned on for the light to activate.

How many inputs?

How many gates?



A



B



C



Q

A: light sensor  
B: movement sensor  
C: switch  
Q: output

# Boolean Logic Diagrams

A logic circuit is being developed for a bird scaring device in a garden.

The system has two sensors, **A** and **B**, that detect movement. The bird scarer should operate if either of these sensors is activated

The system has a switch, **C**, which can be turned on or off when required. The bird scarer should only operate if this switch is turned on

The output from the circuit is **Q**

Complete the logic circuit for this system.

A



B



C



Q



A: movement sensor  
B: movement sensor  
C: switch  
Q: output

0 8 . 2

A logic circuit is being developed for an audio advert in a shop that plays automatically if a customer is detected nearby.

- The system has two sensors,  $A_1$  and  $A_2$ , that detect if a customer is near. The audio plays if either of these sensors is activated.
- The system should only play if another audio system,  $S$ , is not playing.
- The output from the circuit, for whether the advert should play or not, is  $Q$ .

Complete the logic circuit for this system.

[3 marks]

