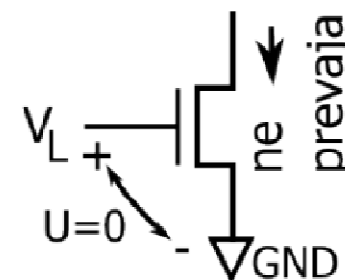
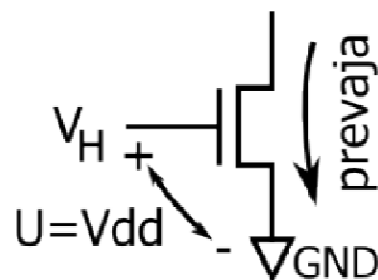
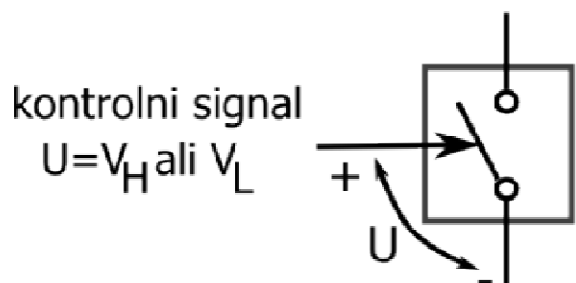
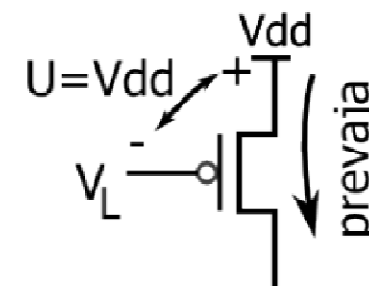
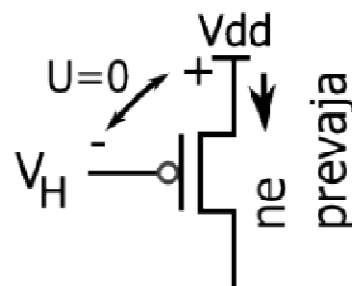
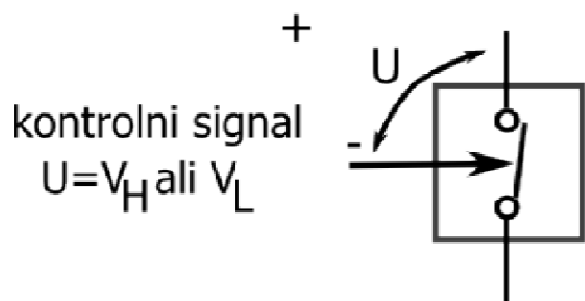


Elektronska stikala

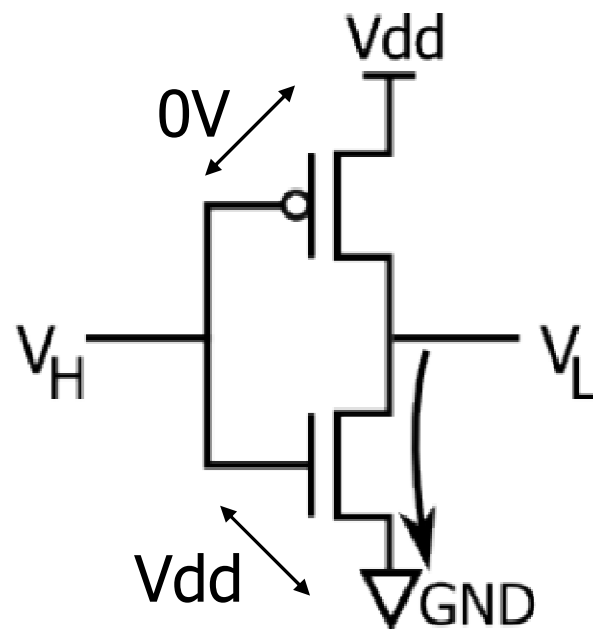
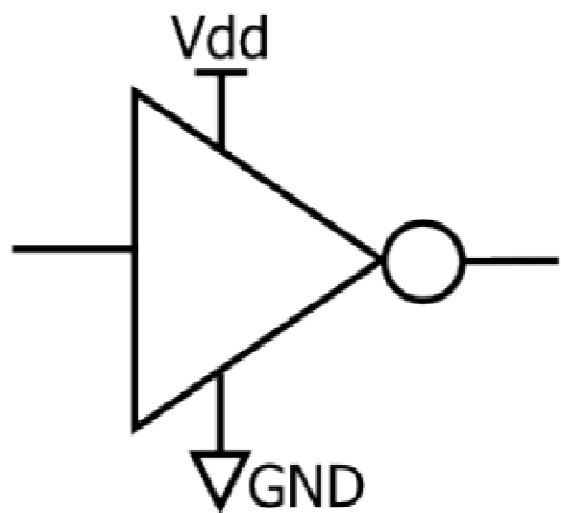
a) elektronsko stikalo: nMOS



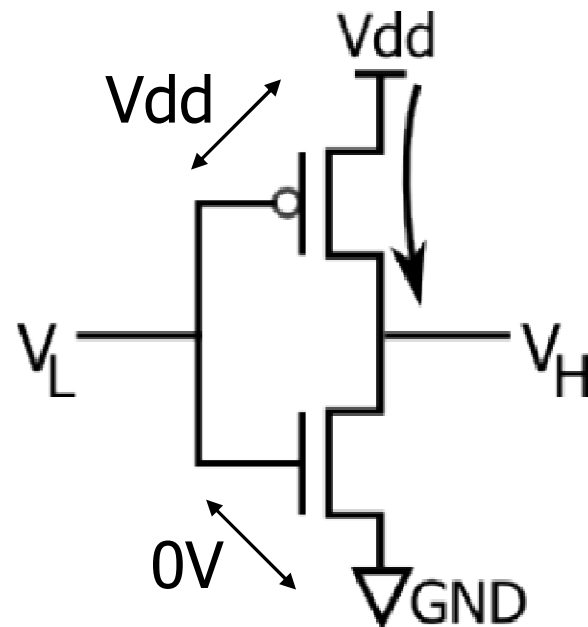
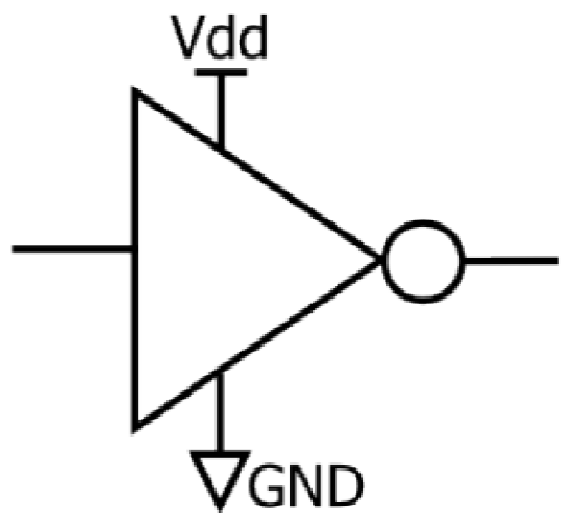
b) elektronsko stikalo: pMOS



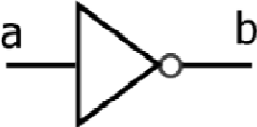
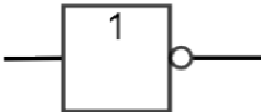
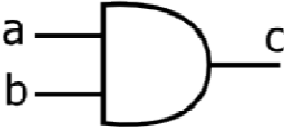


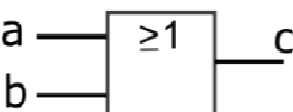
Negator v izvedbi CMOS



Negator v izvedbi CMOS

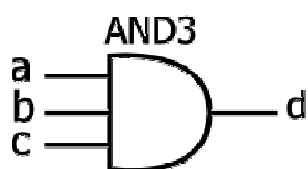


Boolova logična vrata

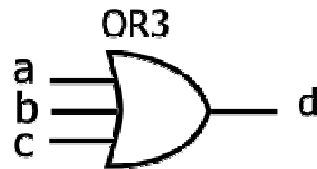
operacija	simbol	pravilnostna tabela															
$b = \text{NOT}(a)$	enostaven: 	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> </tr> </tbody> </table>	a	b	0	1	1	0									
	a		b														
0	1																
1	0																
IEEE: 																	
$c = a \text{ AND } b$	enostaven: 	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> <th>c</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	a	b	c	0	0	0	0	1	0	1	0	0	1	1	1
	a		b	c													
0	0	0															
0	1	0															
1	0	0															
1	1	1															
IEEE: 																	
$c = a \text{ OR } b$	enostaven: 	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> <th>c</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	a	b	c	0	0	0	0	1	1	1	0	1	1	1	1
	a		b	c													
0	0	0															
0	1	1															
1	0	1															
1	1	1															
IEEE: 																	

Logična vrata

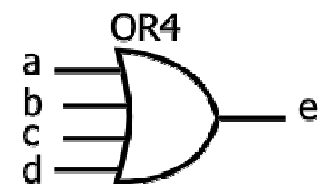
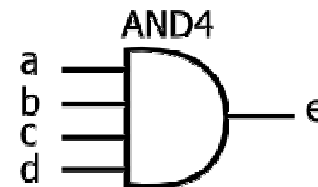
- ▶ Logična vrata AND in OR z več vhodi



a	b	c	d
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	1



a	b	c	d
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1



- ▶ Negator lahko združimo z logičnimi vrati

