

LES FONCTIONS LOGIQUES - 1

Représentation graphique d'une fonction logique

Fig. 1

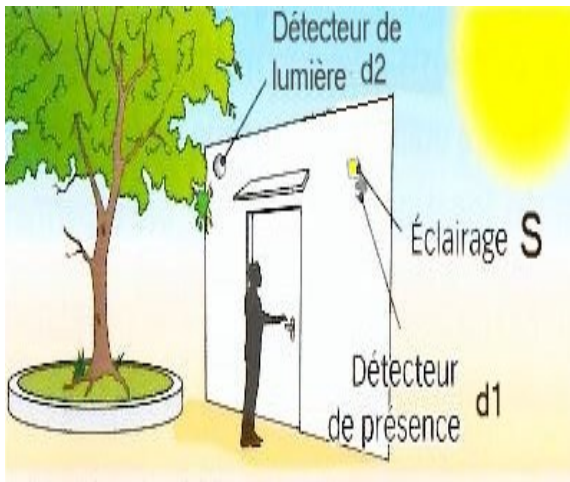
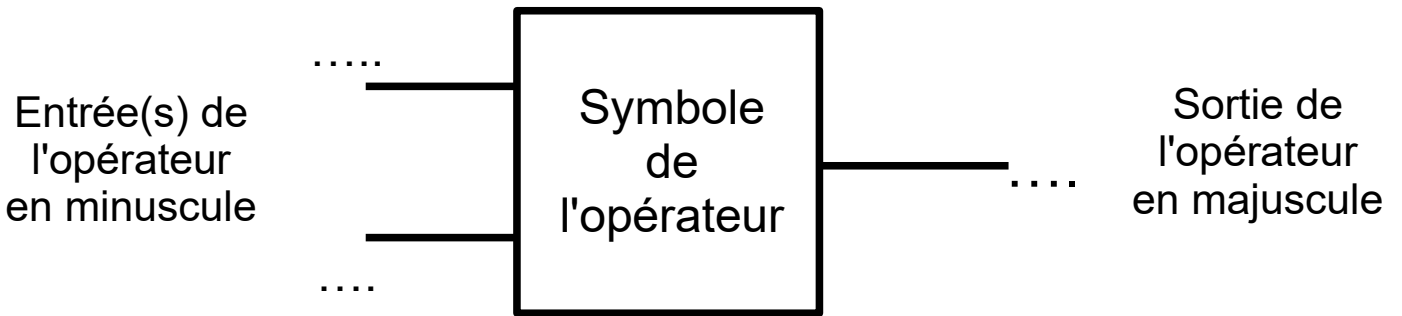


Fig. 2

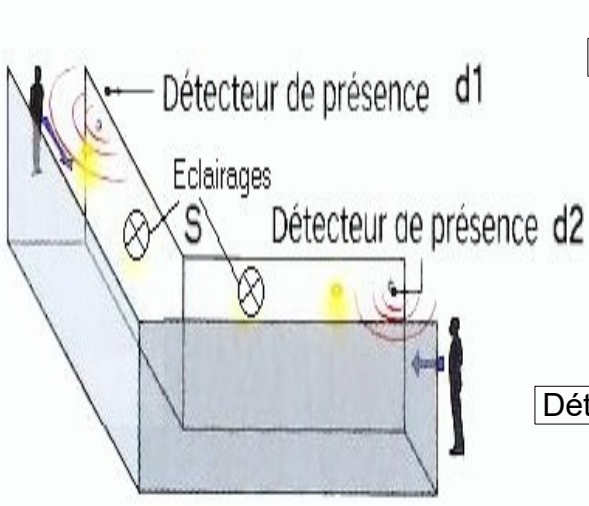
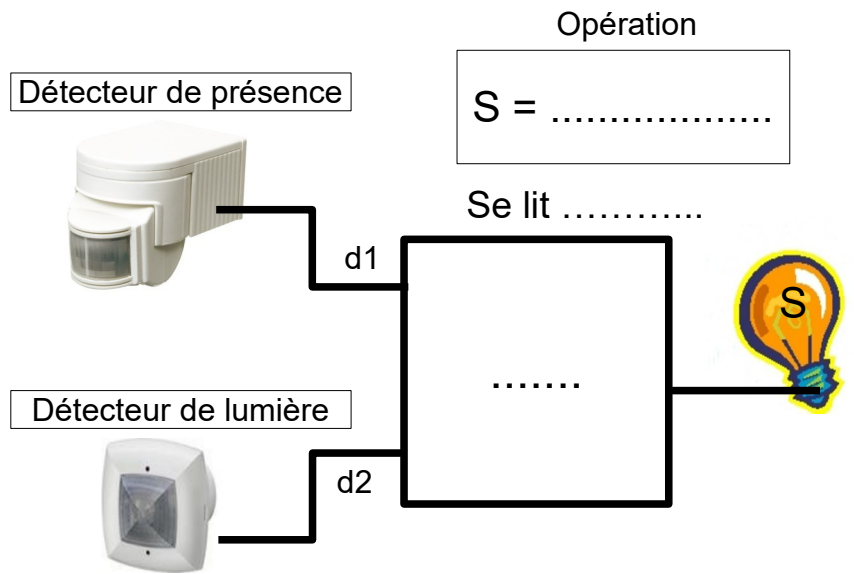
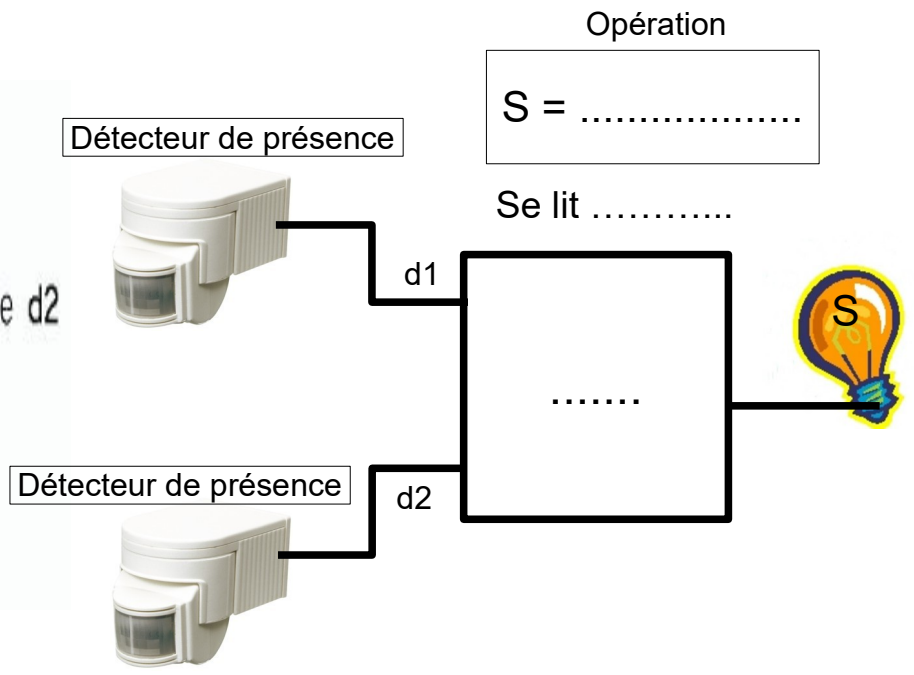
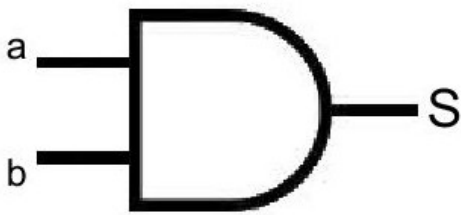
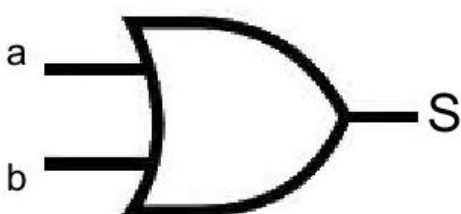
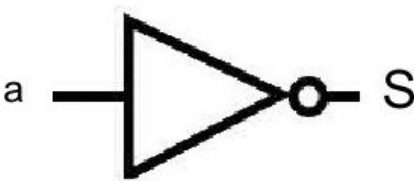


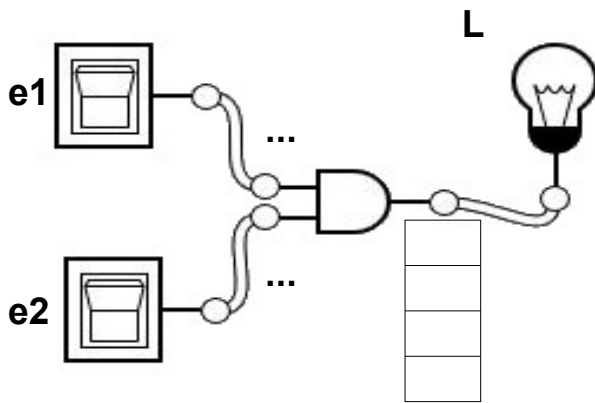
Fig. 3



3 -

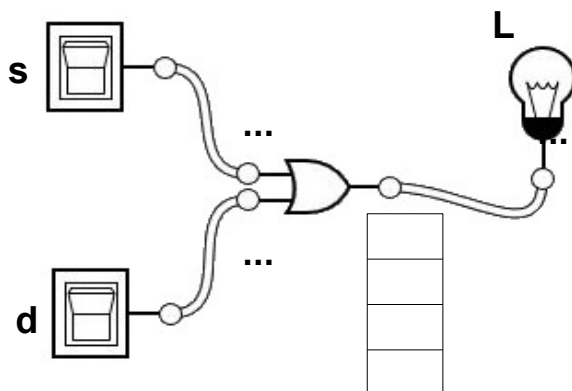
Type	Symbole américain	Opération S	Table de vérité															
ET = AND		S = (Se lit S = a et b)	<table border="1"> <thead> <tr> <th>a</th> <th>b</th> <th>S</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td></td></tr> <tr><td>0</td><td>1</td><td></td></tr> <tr><td>1</td><td>0</td><td></td></tr> <tr><td>1</td><td>1</td><td></td></tr> </tbody> </table>	a	b	S	0	0		0	1		1	0		1	1	
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a	S																	
0																		
1																		

e1	e2



L =

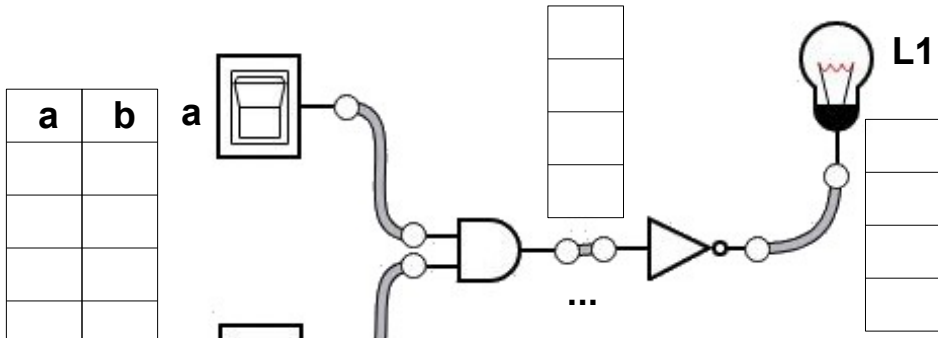
s	d



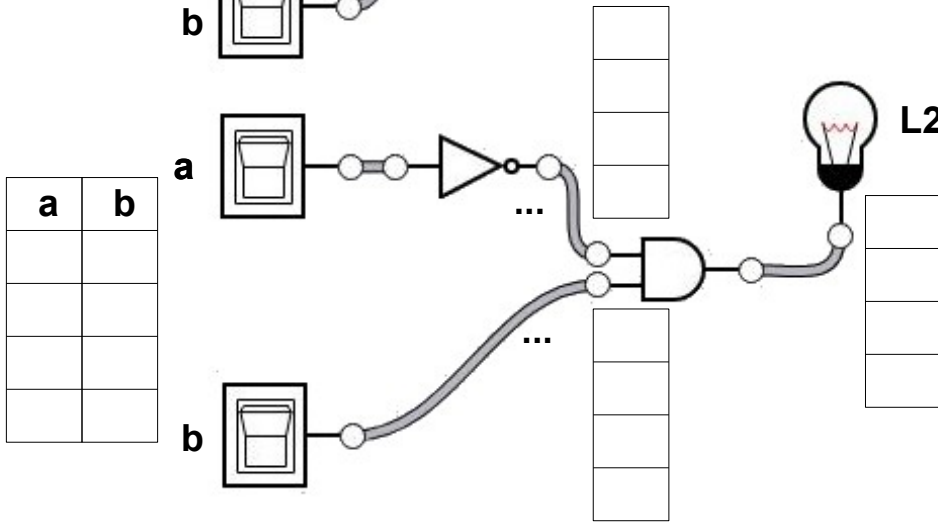
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NOM :

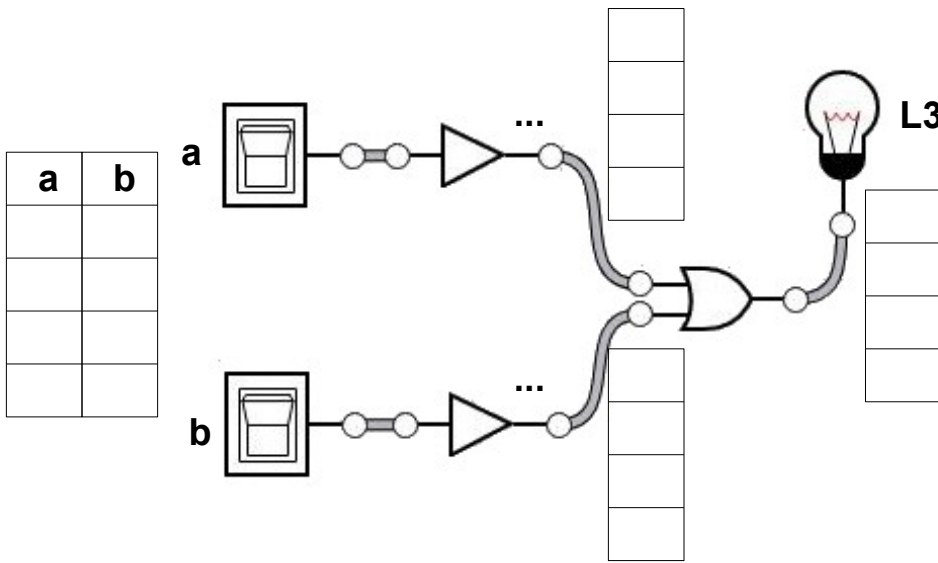
Exercice 1 F1.3



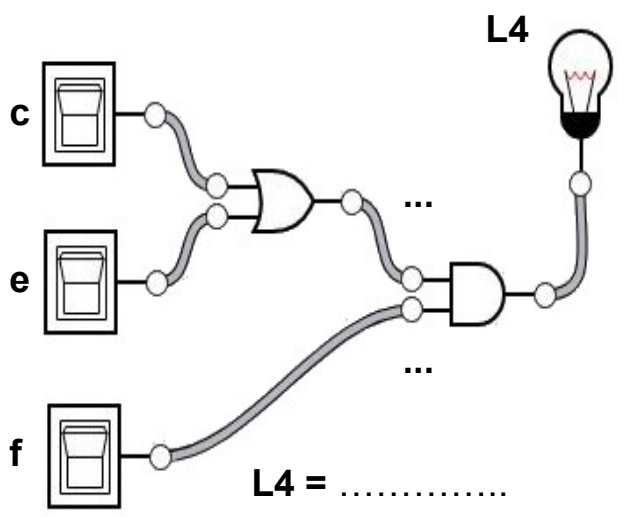
L1 =



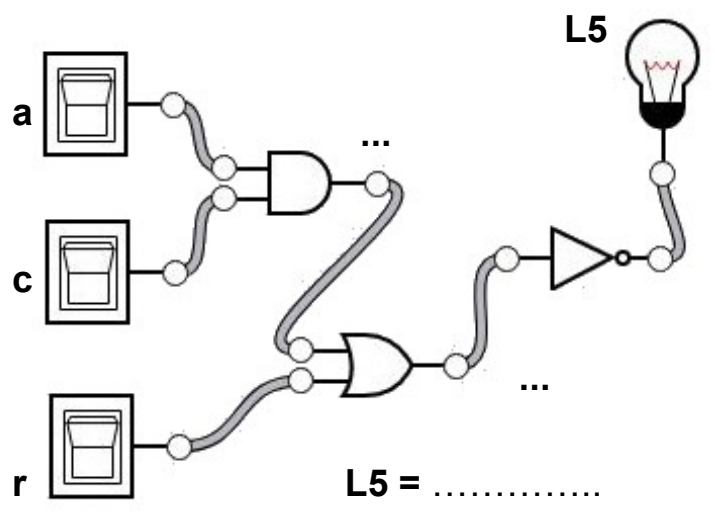
L2 =



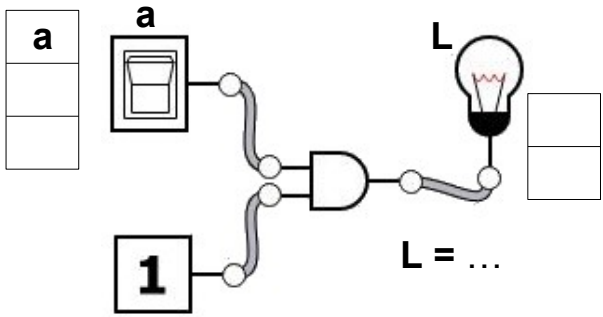
L3 =



L4 =



L5 =



Octet de départ : 1 0 1 1 0 1 1 0

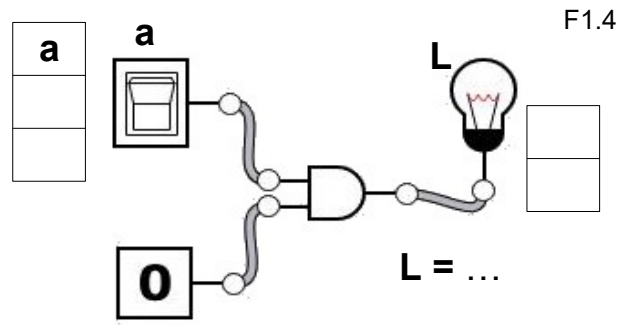
ET masque : 0 0 0 0 1 1 1 1

Résultat : _ _ _ _ _

Octet de départ : 0 0 1 1 1 1 0 1

ET masque : 1 1 1 1 0 0 0 0

Résultat : _ _ _ _ _



Octet de départ : 1 0 1 0 0 1 1 1

ET masque : 0 0 0 0 0 0 0 1

Résultat : _ _ _ _ _

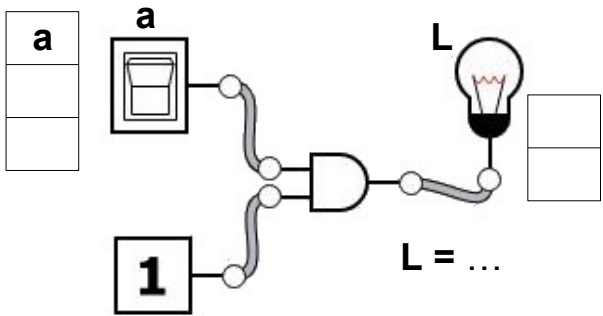
Octet de départ : 0 0 1 1 1 1 0 1

ET masque : 1 0 1 0 1 0 1 0

Résultat : _ _ _ _ _

F1.4

F1.4



Octet de départ : 1 0 1 1 0 1 1 0

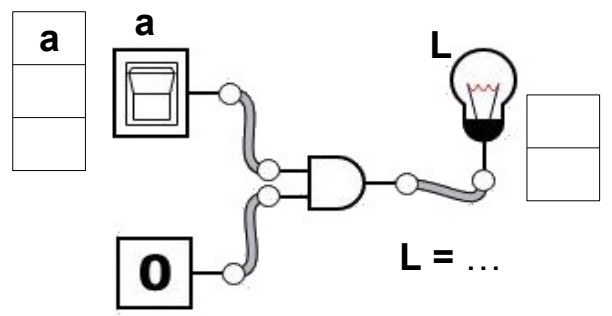
ET masque : 0 0 0 0 1 1 1 1

Résultat : _ _ _ _ _

Octet de départ : 0 0 1 1 1 1 0 1

ET masque : 1 1 1 1 0 0 0 0

Résultat : _ _ _ _ _



Octet de départ : 1 0 1 0 0 1 1 1

ET masque : 0 0 0 0 0 0 0 1

Résultat : _ _ _ _ _

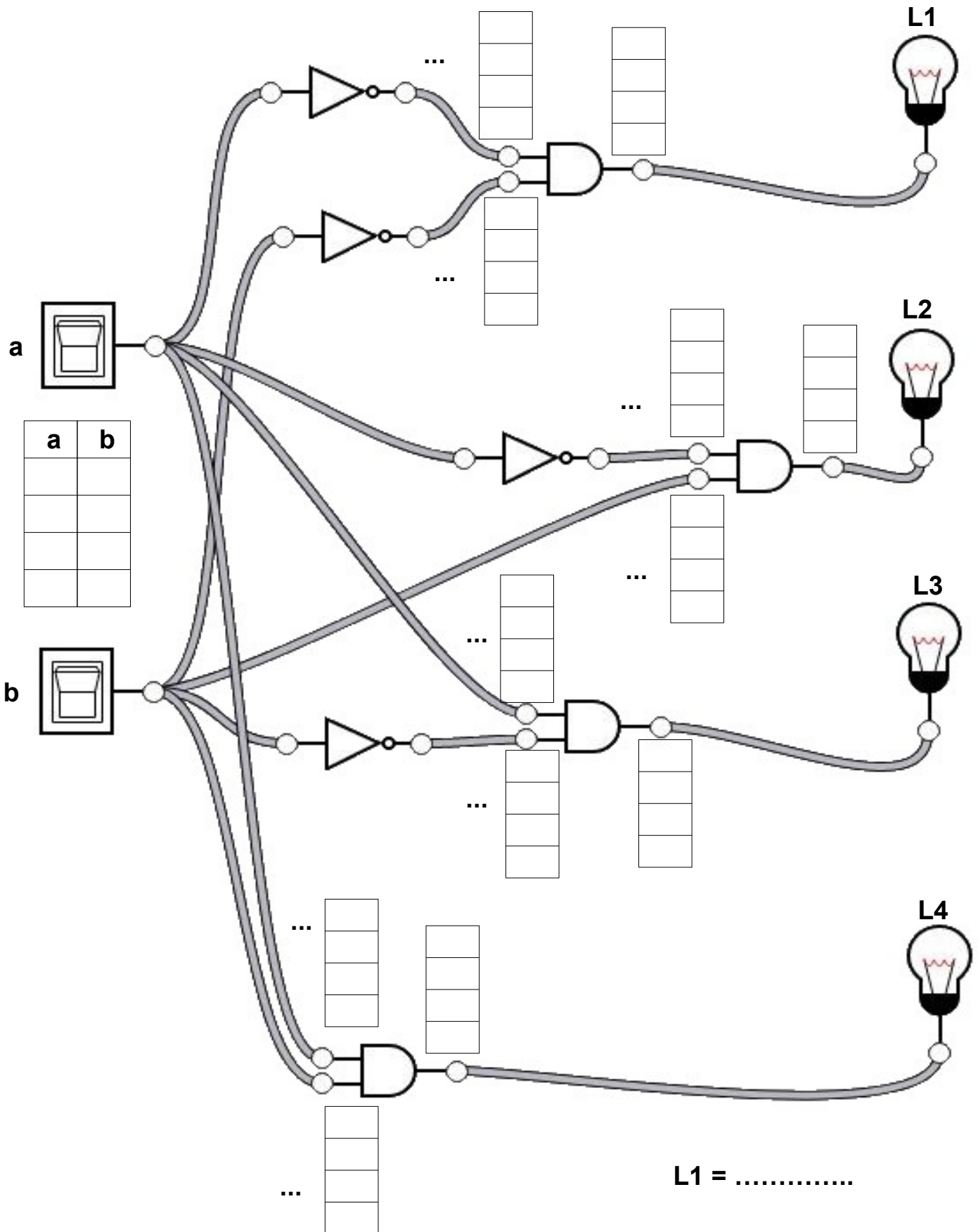
Octet de départ : 0 0 1 1 1 1 0 1

ET masque : 1 0 1 0 1 0 1 0

Résultat : _ _ _ _ _

NOM :

Exercice 2



L1 =

L2 =

L3 =

L4 =

Compléter les niveaux logiques dans les tableaux
Compléter les pointillés avec l'opération logique
En déduire l'opération logique pour chaque lampe