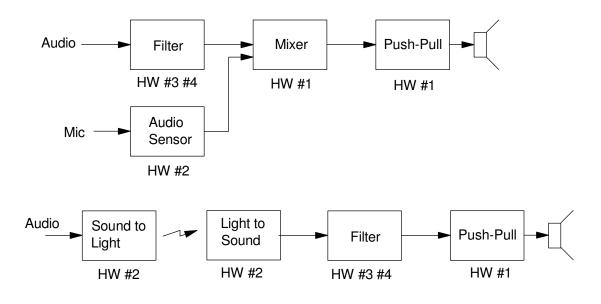
ECE 321 - Homework #1

Op Amp Amplifiers, Push-Pull Amplifiers. Due Monday, April 4th

Please make the subject "ECE 321 HW#1" if submitting homework electronically to Jacob_Glower@yahoo.com (or on blackboard)

- 1) Pick an amplifier to build for ECE 321 Analog Electronics. This amplifier needs to include
 - A speaker and a push-pull amplifier (homework #1)
 - An amplifier and/or mixer (homework #1),
 - A sensor (light, audio, temperature / 555 timer) and
 - A filter (homework #3 and #4),

Some suggestions are...



For all problems, assume you are using

- MCP602 Op Amps (max current = 50mA)
- 2SC6144 transistors ($\beta = 200$, 10A max, |Vbe| = 0.7V), or
- TIP112 / TIP117 NPN and PNP power transistors (for a push-pull amplifier).
 - $\beta = 1000$, 3A max, |Vbe| = 1.4V

Amplfier:

Design a circuit to implement

2a) Y = +6X

2b) Y = -6X

2c) Y = 12 - 6X

Mixer

3) Design a circuit to mix three signals together:

• Y = 3A + 7B + 2C

Push-Pull Amplifier

- 4) Design a circuit so that Y = X
 - X = -5V to +5V, 10mA max
 - Y = -5V to +5V, 200mA (25 ohm speaker (net))

5) Simulate in CircuitLab

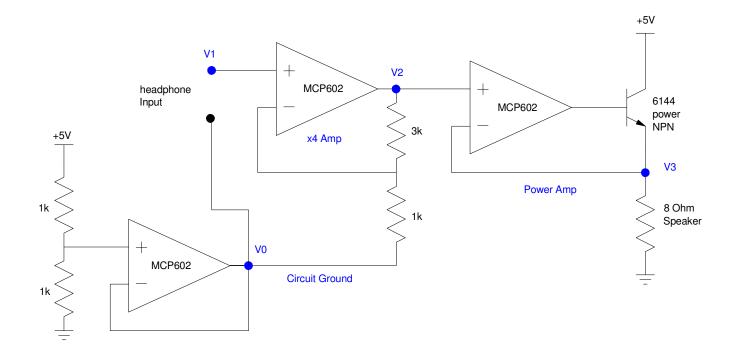
Lab (Hardware) -

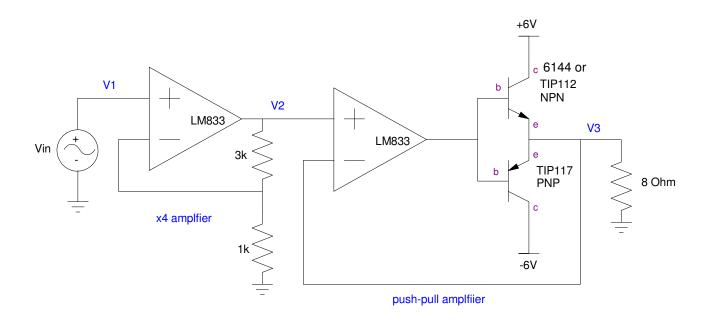
Pick one of the following two circuits depending on whether you have a single +5V power supply or dual +6V/-6V power supplies available

Option #1 (single +5V power supply)

The following circuit

- Creates a 2.5V power supply from a single +5V supply (V0). This 2.5V supply then acts like circuit ground
- Amplifies the output of a cell phone (or computer or 555 timer) (V2), and
- Drives an 8 Ohm speaker (V3)





For the amplifier you're going to use for the rest of this course...

- 6) Calculate the voltages and currens when
 - Vin = 1.0V
 - V1 = 1.5V
 - V1 = 2.0V

7) Simulate this curcuit in CircuitLab with

- V1 = 1Vpp, 1kHz sine wave
- 8) Build this circuit in hardware. With a sine wave input, (1kHz) verufy that that
 - V2 = 4*V1 (relative to circuit ground)
 - V3 = V2 (relative to circuit ground)

8) Demo

• Replace V1 with an audio signal and verify the song plays on the speaker

