

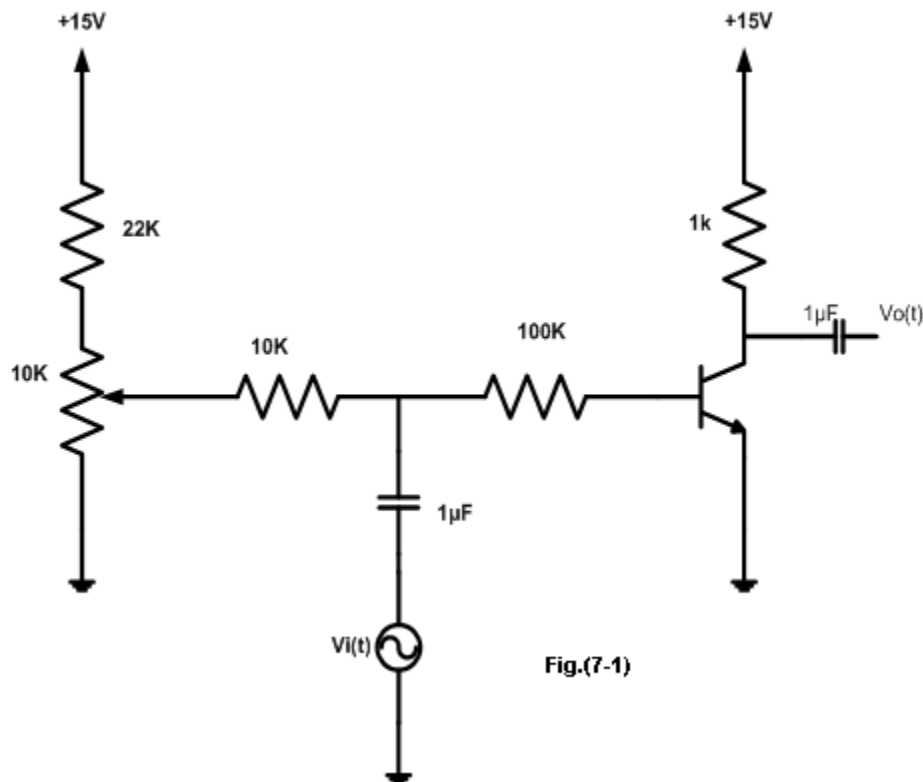
BJT Transistor As An Amplifier, CE, CC, CB Connection

Pre-lab

You have to apply PSPICE simulation to all practical circuits shown in the procedure below

Procedure:

1. Connect the following circuit in Pspice, make sure to add resistor of very high value (for example 10 Meg) from $V_o(t)$ to Ground. Use a Q2N2222 Transistor



2. Initially set $V_i(t)$ amplitude to 0, set the potentiometer value to 10 k and its set value to 0.
3. Set sinusoidal source to 1 kHz and amplitude to zero.
4. Measure V_C , V_{BE} , V_{CE} , I_C , I_B
5. Adjust amplitude of $V_i(t)$ to 1 V and measure $V_o(t)$? Change peak of $V_i(t)$ such that $V_o(t) = 4V$ peak and perform Transient analysis
6. Calculate the voltage gain of the transistor $A_v = V_o(t) / V_i(t)$ and $A_{v1} = V_o(t) / V_B(t)$
7. Remove the 100k resistor and see what happens to voltage gain?

I. COMMON COLLECTER TRANSISTOR AMPLIFIER.

1. Connect the circuit of Fig. (7.2) in Pspice, use same transistor in previous part

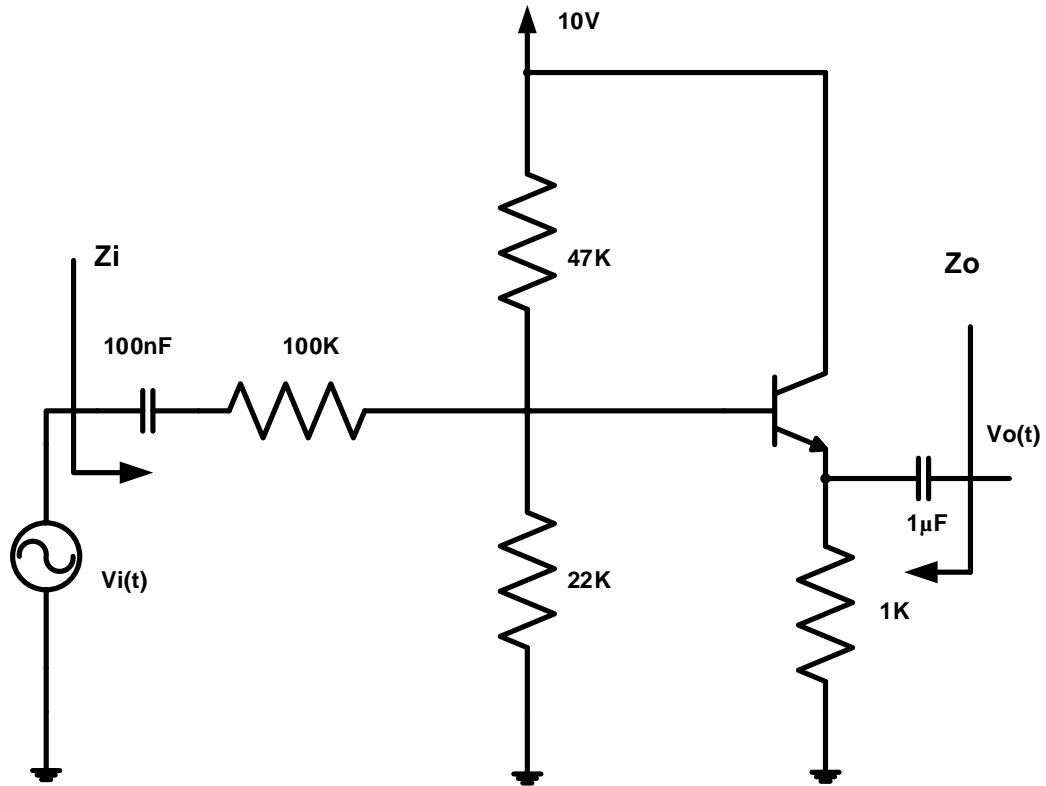


Fig.(7-2)

2. Set the sine wave generator to a frequency of 1 kHz , and its output amplitude to zero,
3. Perform bias point analysis and measure V_B, V_C, I_B, I_C
4. Adjust the amplitude of the sine wave generator until an output amplitude from the amplifier is about 2volts peak-to-peak. (make sure the waveform is undistorted).
5. Perform transient analysis and measure the ac input voltage needed to achieve this output.
6. Calculate the voltage gain A_v .
7. Measure the input and output currents and calculate A_i .
8. Calculate the current gain A_i .

9. Estimate Z_i from I_i and V_i values
10. To find the output impedance of the amplifier, you should take off the input sine wave generator and replace it with a short circuit, then you have to connect the generator to the output (emitter) via a capacitor, and measure its output voltage and current.

Quantity	Measured values
V_{in}	
V_{out}	
i_{in}	
i_{out}	
	Calculated values
$A_V = V_{out}/V_{in}$	
$A_i = i_{out}/i_{in}$	
$Z_{in} = V_{in}/i_{in}$	
Z_{out}	

Table 7.1