

[Menu](#)

VHDL Code for Flipflop – D,JK,SR,T

July 26, 2014 by Admin

All flip-flops can be divided into four basic types: SR, JK, D and T. They differ in the number of inputs and in the response invoked by different value of input signals.

Contents [\[hide\]](#)

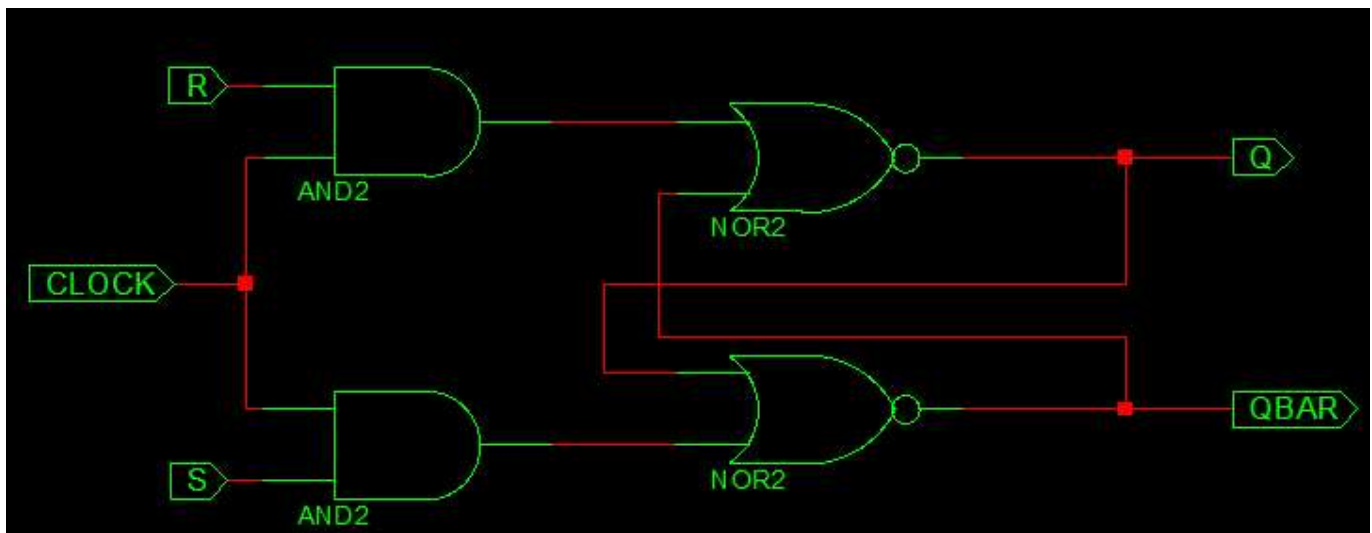
- [1 SR FlipFlop](#)
- [2 VHDL Code for SR FlipFlop](#)
- [3 D FlipFlop](#)
- [4 VHDL Code for D FlipFlop](#)
- [5 JK FlipFlop](#)
- [6 VHDL Code for JK FlipFlop](#)
- [7 T FlipFlop](#)
- [8 VHDL Code for T FlipFlop](#)
- [9 Related](#)

SR FlipFlop

A flip-flop circuit can be constructed from two NAND gates or two NOR gates. These flip-flops are shown in Figure. Each flip-flop has two outputs, Q and Q', and two inputs, set and reset. This type of flip-flop is referred to as an SR flip-flop.



Let's Chat? - Online



SR Flipflop truth table

Q	S	R	Q(T+1)
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	UNKNOWN
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	UNKNOWN

VHDL Code for SR FlipFlop

```

1  library ieee;
2  use ieee. std_logic_1164.all;
3  use ieee. std_logic_arith.all;
4  use ieee. std_logic_unsigned.all;
5
6  entity SR_FF is
7  PORT( S,R,CLOCK: in std_logic;
8  Q, QBAR: out std_logic);
9  end SR_FF;
10
11  Architecture behavioral of SR_FF is
12  begin
13  PROCESS(CLOCK)
14  variable tmp: std_logic;

```

We are
here!

Let's Chat? - Online

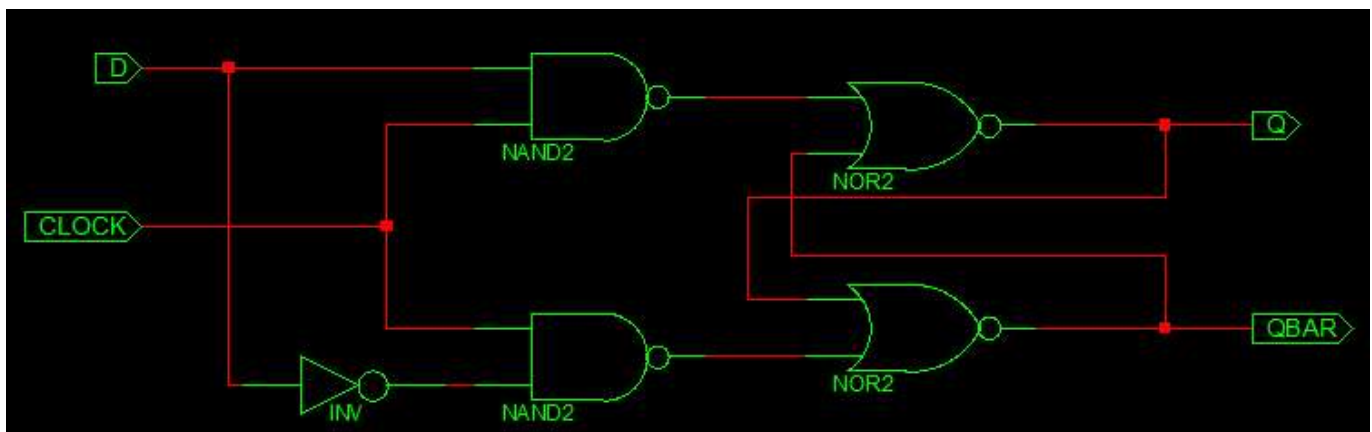
```

15  begin
16  if(CLOCK='1' and CLOCK'EVENT) then
17  if(S='0' and R='0')then
18  tmp:=tmp;
19  elsif(S='1' and R='1')then
20  tmp:='Z';
21  elsif(S='0' and R='1')then
22  tmp:='0';
23  else
24  tmp:='1';
25  end if;
26  end if;
27  Q <= tmp;
28  QBAR <= not tmp;
29  end PROCESS;
30  end behavioral;

```

D FlipFlop

The D flip-flop shown in figure is a modification of the clocked SR flip-flop. The D input goes directly into the S input and the complement of the D input goes to the R input. The D input is sampled during the occurrence of a clock pulse. If it is 1, the flip-flop is switched to the set state (unless it was already set). If it is 0, the flip-flop switches to the clear state.



D Flipflop truth table

Q	D	Q(T+1)
0	0	0
0	1	1
1	0	0
1	1	1

We are here! ^

Let's Chat? - Online

VHDL Code for D FlipFlop

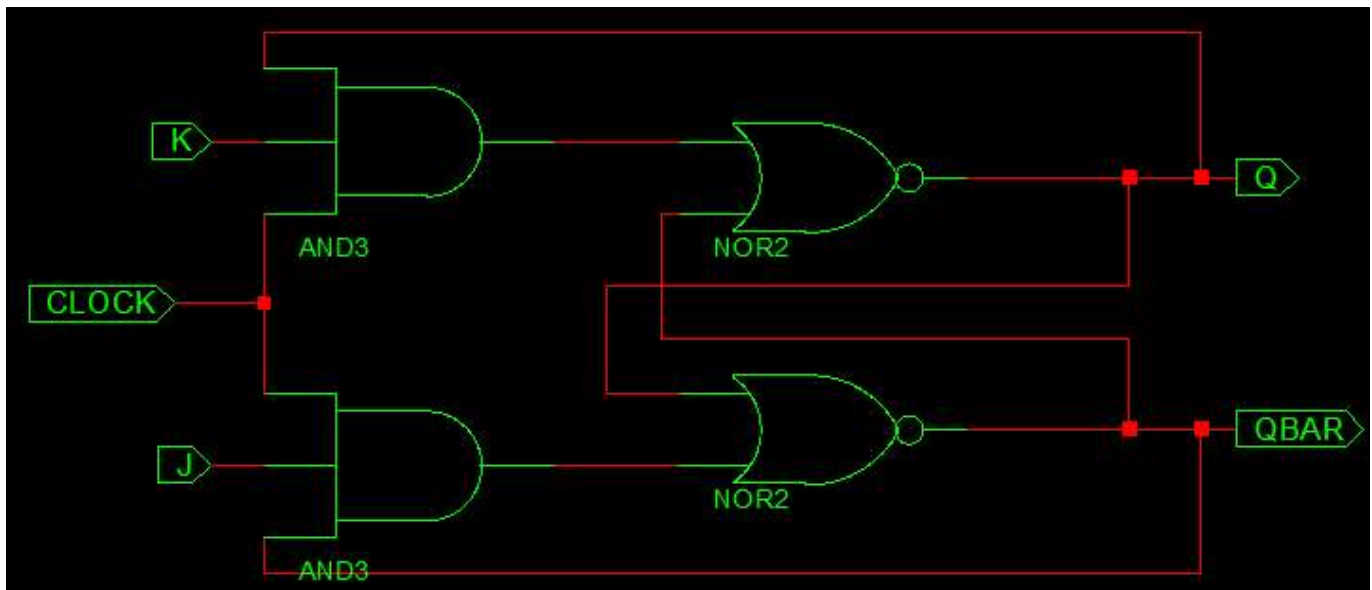
```

1  library ieee;
2  use ieee. std_logic_1164.all;
3  use ieee. std_logic_arith.all;
4  use ieee. std_logic_unsigned.all;
5
6  entity D_FF is
7  PORT( D,CLOCK: in std_logic;
8  Q: out std_logic);
9  end D_FF;
10
11  architecture behavioral of D_FF is
12  begin
13  process(CLOCK)
14  begin
15  if(CLOCK='1' and CLOCK'EVENT) then
16  Q <= D;
17  end if;
18  end process;
19  end behavioral;

```

JK FlipFlop

A JK flip-flop is a refinement of the SR flip-flop in that the indeterminate state of the SR type is defined in the JK type. Inputs J and K behave like inputs S and R to set and clear the flip-flop (note that in a JK flip-flop, the letter J is for set and the letter K is for clear).



JK Flipflop truth table

We are here!

Let's Chat? - Online

Q	J	K	Q(T+1)
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	1	0

VHDL Code for JK FlipFlop

```

1  library ieee;
2  use ieee. std_logic_1164.all;
3  use ieee. std_logic_arith.all;
4  use ieee. std_logic_unsigned.all;
5
6  entity JK_FF is
7  PORT( J,K,CLOCK: in std_logic;
8  Q, QB: out std_logic);
9  end JK_FF;
10
11  Architecture behavioral of JK_FF is
12  begin
13  PROCESS(CLOCK)
14  variable TMP: std_logic;
15  begin
16  if(CLOCK='1' and CLOCK'EVENT) then
17  if(J='0' and K='0')then
18  TMP:=TMP;
19  elsif(J='1' and K='1')then
20  TMP:= not TMP;
21  elsif(J='0' and K='1')then
22  TMP:='0';
23  else
24  TMP:='1';
25  end if;
26  end if;
27  Q<=TMP;
28  Q <=not TMP;
29  end PROCESS;
30  end behavioral;

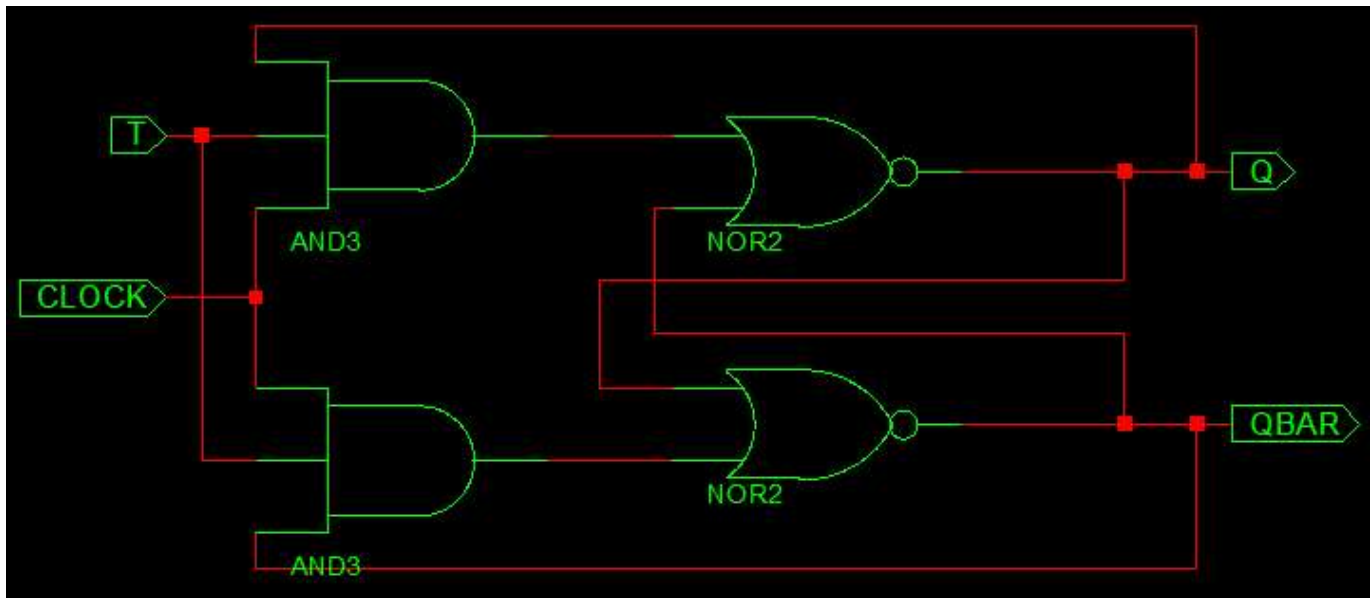
```

T FlipFlop



Let's Chat? - Online

The T flip-flop is a single input version of the JK flip-flop. As shown in figure, the T flip-flop is obtained from the JK type if both inputs are tied together. The output of the T flip-flop “toggles” with each clock pulse.



T Flipflop truth table

Q	T	Q(T+1)
0	0	0
0	1	1
1	0	1
1	1	0

VHDL Code for T FlipFlop

```

1  library IEEE;
2  use IEEE.STD_LOGIC_1164.ALL;
3
4  entity T_FF is
5  port( T: in std_logic;
6        Clock: in std_logic;
7        Q: out std_logic);
8  end T_FF;
9
10 architecture Behavioral of T_FF is
11 signal tmp: std_logic;
12 begin
13 process (Clock)
14 begin
15 if Clock'event and Clock='1' then
16

```

We are
here!

Let's Chat? - Online

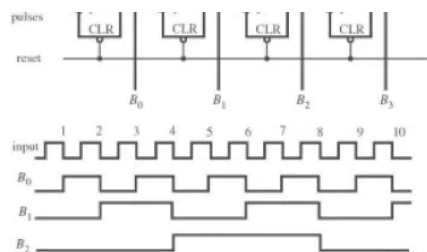
```

17  if T='0' then
18  tmp <= tmp;
19  elsif T='1' then
20  tmp <= not (tmp);
21  end if;
22  end if;
23  end process;
24  Q <= tmp;
25  end Behavioral;

```

 [Download Post as PDF](#)

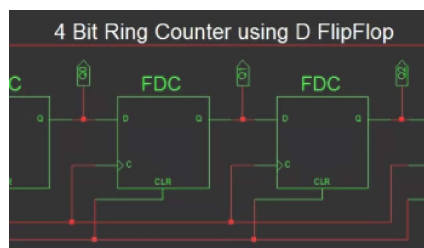
Related



[VHDL Code for 4-Bit Binary Up Counter](#)

February 13, 2014

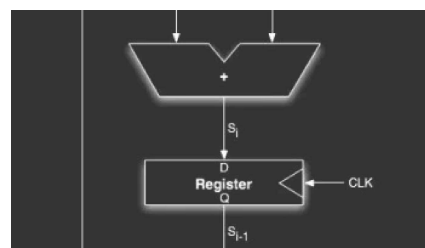
In "VHDL"



[VHDL Code for 4-bit Ring Counter and Johnson Counter](#)

May 22, 2016

In "VHDL"



[VHDL Code for 4-Bit Aynchronous Accumulator](#)

February 4, 2016

In "VHDL"

WIFI
CAMERA
TFT
VGA
ADC
DAC
BLUETOOTH

EDGE SPARTAN6 FPGA BOARD
BUY NOW

We are here!

Let's Chat? - Online