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BSCPE 3A

VHDL CODE FOR JK FLIP FLOP WITH ASYNCHRONOUS RESET: (Master Slave JK Flip-Flop)

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.NUMERIC_STD.ALL;

entity practice is
   Port (
      j     : in  STD_LOGIC;
      k     : in  STD_LOGIC;
      clk   : in  STD_LOGIC;
      reset : in  STD_LOGIC; -- Active-low reset
      Q     : out STD_LOGIC
   );
end practice;

architecture Behavioral of practice is
   signal counter  : unsigned(22 downto 0) := (others => '0');
   signal slow_clk : STD_LOGIC := '0';
   signal q_reg    : STD_LOGIC := '0';
   signal jk_input : STD_LOGIC_VECTOR(1 downto 0); -- For case statement
begin

   -- Clock Divider
   process(clk)
   begin
      if rising_edge(clk) then
         counter <= counter + 1;
      end if;
   end process;

   slow_clk <= counter(22);  -- Slow down clock

   -- JK Flip-Flop Logic
   process(slow_clk, reset)
   begin
      if reset = '0' then
         q_reg <= '0';  -- Asynchronous reset
      elsif rising_edge(slow_clk) then
         jk_input <= j & k; -- Combine JK into 2-bit vector
         case jk_input is
            when "00" => null;          -- No change
            when "01" => q_reg <= '0';   -- Reset
            when "10" => q_reg <= '1';   -- Set
            when "11" => q_reg <= not q_reg; -- Toggle
            when others => null;
         end case;
```

```
    end if;
  end process;

  Q <= q_reg;

end Behavioral;
```