Assig	nmer	A-6)2_	(E) 7	mis = (1)-1.
由S	SR LA	TCH ((1st	men	norry element)
	3n & 1		with the	The same of the sa	6 - (176
R				lo Q	Set = ON=1 Reset=OFF=0
	5			T -C	
charc	acteri	se to	able o		
S	R	Qo	Q	Q	
0	0	1	0	0	\Q=Q0
0	1	0	Ô	1	\$ G=0
0	1	1	0	1	
1	0	1	1	0	\ a=1
1	1	0	0	0	10-0
1	1	1	0	0	1

P-2

Treuth table of Marin

S	R	Q
0		Qo No change
0	1	0 Reset
1	0	1 Set
1	1	Q=Q=O Invalid

In SR Latch (MAND Gate) Characterise table o 00 1 1 0

1

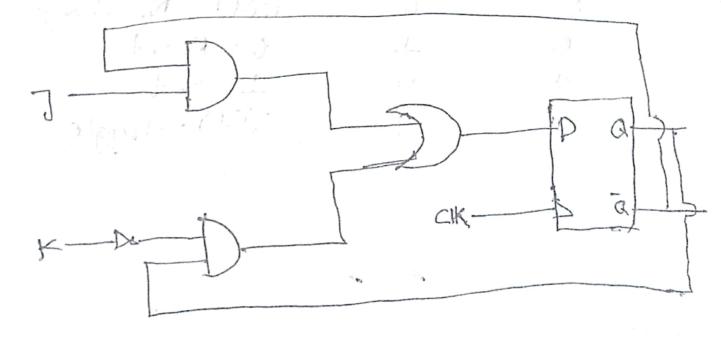
persone aset

1-1

Þ	-9
U	

	Trath table o						
		(141)	† .				
-	5	R	. 2	Q			
	0	0	L	Q=Q=1			
	0	1	1	1 = Reset			
-	. 1	0	1 -	0 = Set.			
	1	1 1	ن ن	Q=Q=No charge			

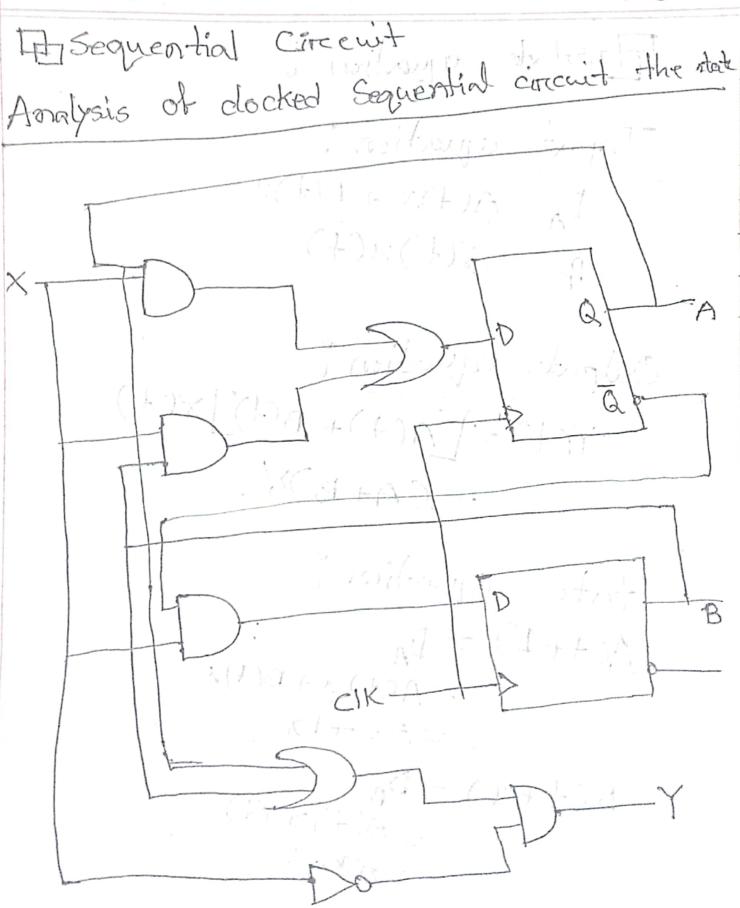
Jk Flip Flop Design



Block	diagro	m e	3 2110	J- , 11 /
3	7	K	(a(++1))	After the country of
0	0	0	0	
0	0	1	0	
1,0,24	1	0	11	7
0	1	1	01	
112		0	1	
1	0	1	0	-
1	1	0	1	
1	1	1	0 1 1	
Truth -	table:		2 / / / ·	71) 1 3

5	K	Q(++1)
0	Ó	QC+) = No change
0	4	0 = Reset
1	0	1 = Set
0 1	1	Q(C+) = toggle
		189916

P-6



It State equation o Input equation: DA = AC+)x + B(+)x PB = A(+)x(+) Output equation : -YC+)=[AC+)+BC+)]XC = (A+B)X State equation: A(++1) = DA =A(+)x+B(+)x =AX +BX B(++1) = DB = A(+) x(+) = AX

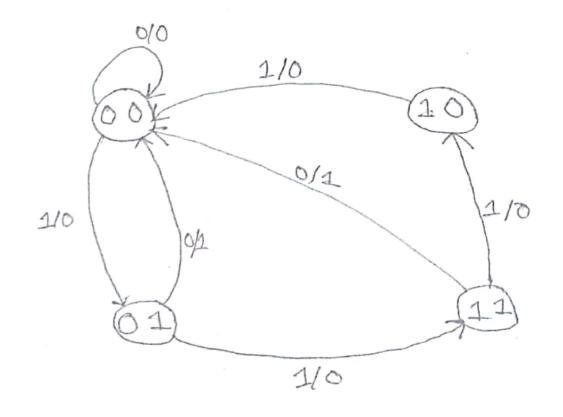
P-8

It State	Transition	table

1.	9 4010			71. 1		
Resent.	state	Input)	Next	slate		Output
ACT	BCT)	X	A(++1)	B(+	+1)	Y
0	0	0	0	0		0
0	٥	1	0	1		0
0	1	0	0	0	.0	1
0	1,	1	1	1		0
1	0	۵	0	\bigcirc		1
1	0	1	1	0	,	0
1	1	0	0	0	700	1
	1	1	1	O		0

		1	21				
Present	State			State			put
A	R	X=	- 0	X=	1,	X=0	X =1
		A	B	A	B	Y	+ 7
0		0	0	0	1	0	0
6	1	0	0	1	1	1	0
1		0	0	1	0	1	0
1	1	0	0	1	0	1	0

State diagram :



					Λr	Ø
Binourcy	Ripple	counter	using	JK	Flipflop	0
M. O LA	1 1		(]-			-

Then egative edge triggered

We will be a second
(ourd Tope of C
K R
THO CAT AL
1 R CSPT
I GTAL
14-DC _/
K R Qp
HTJ QT-A3
1/1-bc
h R ap
Logical
ater con

	An	A2 0000111100001111111111111111111111111	Az	80 d 0 d 0 d 0 d 0 d 0 d 0 d 0 d 0 d 0 d
-7	0	0	O	0
0	0	0	D	1
1	0	0	1	0
2	U	^	1	1
3	0	U	0	0
4	0	1		1
5	0	1	1	0
6	0	1	1	1
1	2 1	0	٥	0
	2	. 0	0	1
,	7 1	0	1	1
	11 -		0	0
	12	1 1	. 0	1
	AS 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	1 1	A2 0 0 1 1 0 0 1 1 0 0 1 1 0 0 1 1 1	0
	15	1 1	1	. 1
	-	gardine.		

Logici
Abet rupple ourter con count (045)=16 de and number