```
1
     library ieee;
     use ieee.std logic 1164.all;
 4
     entity contador4Bits is
 5
     port (clk c4B,ld c4B,clr c4B: in std logic;
 6
               out c4B: out std logic vector(3 downto 0));
 7
     end contador4Bits;
 8
     architecture ckt of contador4Bits is
 9
        component ffjk is
10
            port (clk ,J ,K ,P ,C: in std_logic;
11
                  q: out std_logic);
12
        end component;
13
14
        signal q0 out,q1 out,q2 out,q3 out, clr reverso: std logic;
15
        signal resp and: std logic vector(2 downto 0);
16
17
        begin
18
19
            clr reverso <= not clr c4B;</pre>
20
            Q0: ffjk port map(
                 clk => clk_c4B,
21
22
                 J \Rightarrow ld_c4B
                 K => 1d c4B
23
                 P => '1',
24
25
                 C => clr_reverso,
26
                 q \Rightarrow q0 \text{ out};
27
28
            resp and (0) \le q0 out and 1d c4B;
29
30
            Q1: ffjk port map(
31
                 clk => clk c4B,
32
                 J => resp_and(0),
33
                 K =  resp and(0),
                 P => '1',
34
35
                 C => clr reverso,
36
                 q => q1_out);
37
38
            resp and(1) \leq q1 out and resp and(0);
39
40
            Q2: ffjk port map(
41
                 clk => clk_c4B
42
                 J => resp and(1),
43
                 K =  resp and(1),
44
                 P => '1',
45
                 C => clr reverso,
46
                 q \Rightarrow q2 \text{ out};
47
48
            resp_and(2) <= q2_out and resp_and(1);</pre>
49
50
            Q3: ffjk port map(
51
                 clk => clk_c4B,
52
                 J \Rightarrow resp_and(2),
53
                 K =  resp and(2),
                 P => '1',
54
55
                 C => clr reverso,
56
                 q \Rightarrow q3 \text{ out};
57
58
            out c4B(0) \le q0 out;
59
            out c4B(1) \le q1 out;
            out_c4B(2) \le q2_out;
60
61
            out_c4B(3) \le q3_out;
62
63
     end ckt ;
```

```
library ieee;
    use ieee.std logic 1164.all;
 3
 4
    ENTITY ffjk IS
 5
   port ( clk ,J ,K ,P ,C : in std logic;
 6
              q : out std_logic );
 7
    END ffjk ;
8
    ARCHITECTURE ckt OF ffjk IS
9
    SIGNAL qS : std_logic;
10
   BEGIN
11
     PROCESS ( clk ,P ,C )
12
     BEGIN
13
        IF P = '0' THEN qS <= '1';
        ELSIF C = '0' THEN qS <= '0';
14
15
        ELSIF clk = '1' AND clk ' EVENT THEN
          IF J = '1' AND K = '1' THEN qS <= NOT qS;
16
          ELSIF J = '1' AND K = '0' THEN qS <= '1';
17
18
         ELSIF J = '0' AND K = '1' THEN qS \leftarrow '0';
19
         END IF;
20
       END IF;
21
     END PROCESS ;
22
   q \ll qS;
23
   END ckt ;
```