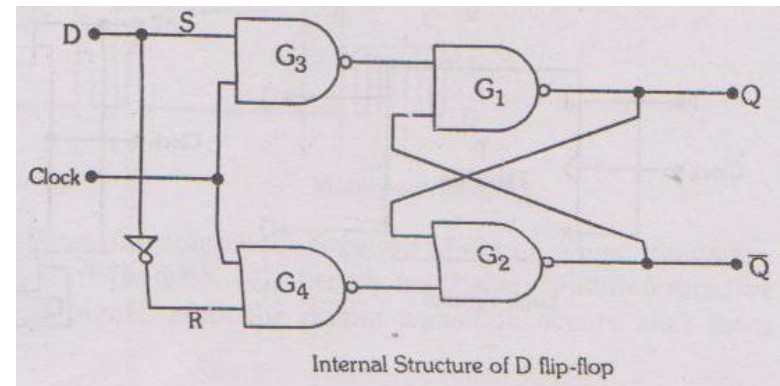
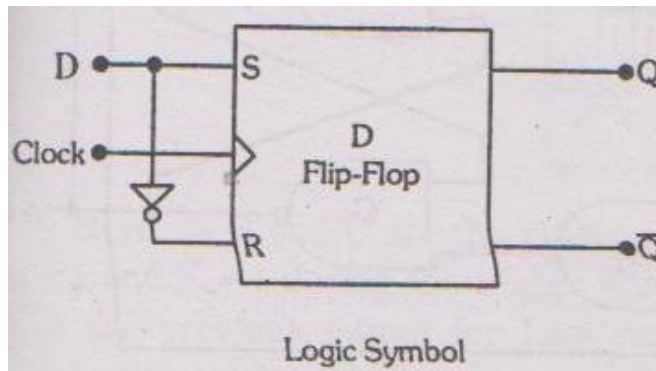
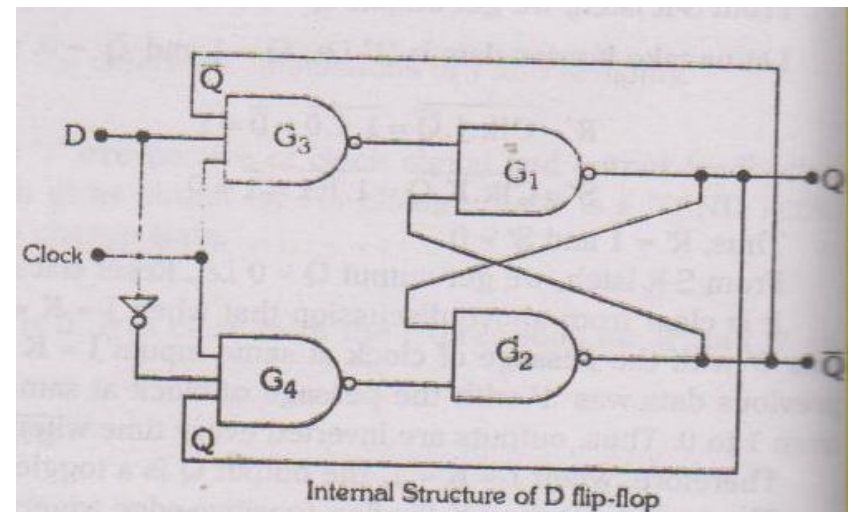


# D Flip Flop

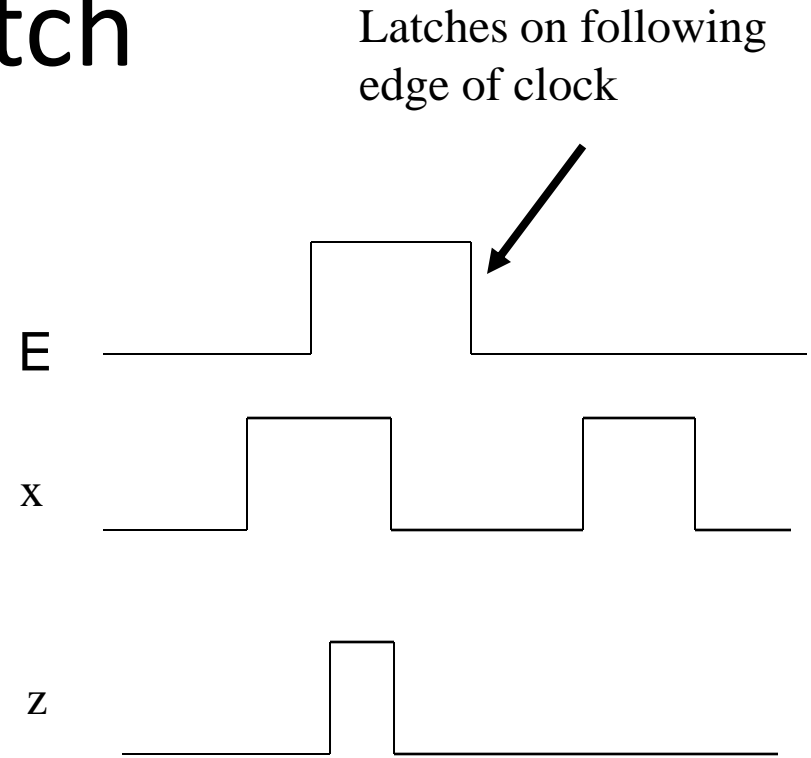
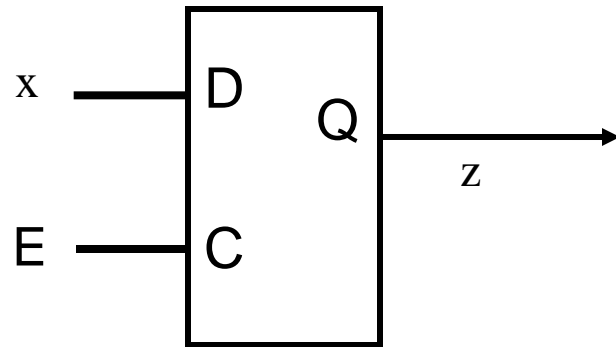
It can be designed from S R and J K flip flop by putting an inverter or Not Gate between (S and R ) or (J and K)



| Inputs |   | Output | State     |
|--------|---|--------|-----------|
| Clk    | D | Q      |           |
| ↑      | 0 | 0      | Reset     |
| ↑      | 1 | 1      | Set       |
| 0      | X | Q      | No Change |



# D Latch

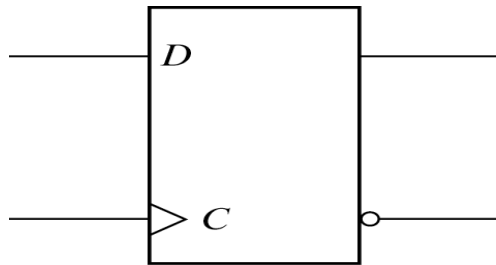


The **D latch** stores data indefinitely, regardless of input D values, if C = 0  
Forms basic storage element in computers

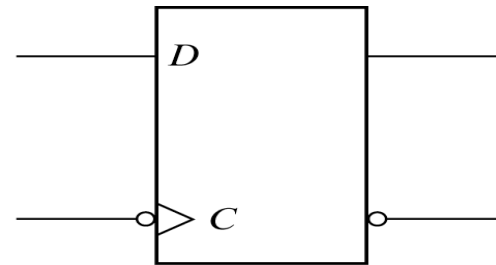
# Positive and Negative Edge D Flip-Flop

D flops can be triggered on positive or negative edge

Bubble before *Clock* (*C*) input indicates **negative edge trigger**



(a) Positive-edge



(a) Negative-edge

Fig. 5-11 Graphic Symbol for Edge-Triggered *D* Flip-Flop



**Lo-Hi** edge



Hi-Lo edge