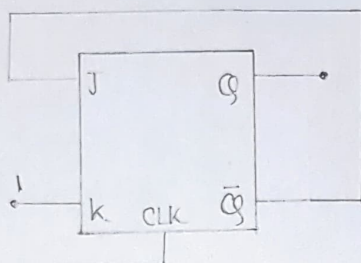


Q1) In a J-k flip flop we have  $J = \bar{Q}$  and  $K = 1$  (see fig.). Assuming the flip flop was initially cleared and then clocked for 6 pulses, the sequence at the  $Q$  output will be



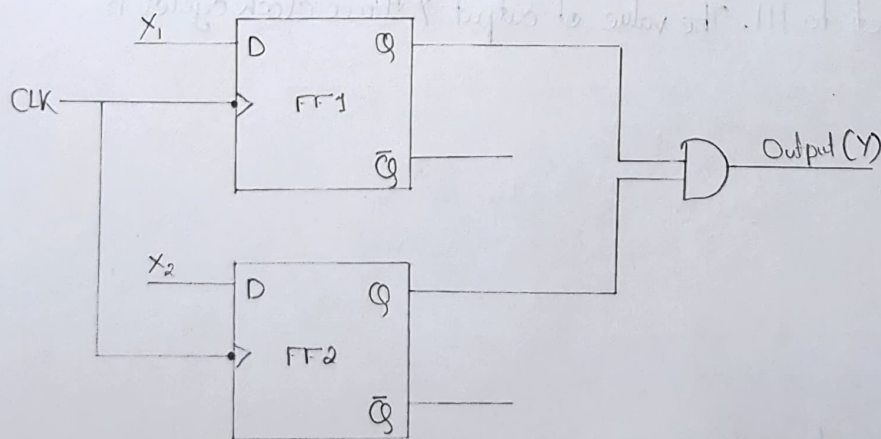
Ans → Characteristics Table of JK flip-flop is:

J	K	$Q_{n+1}$
0	0	$Q_n$
0	1	0
1	0	1
1	1	$\bar{Q}_n$

Output table →

Stop	0	1	2	3	4	5	6
$Q_n$	0	1	0	1	0	1	0
$\bar{Q}_n$	1	0	1	0	1	0	1

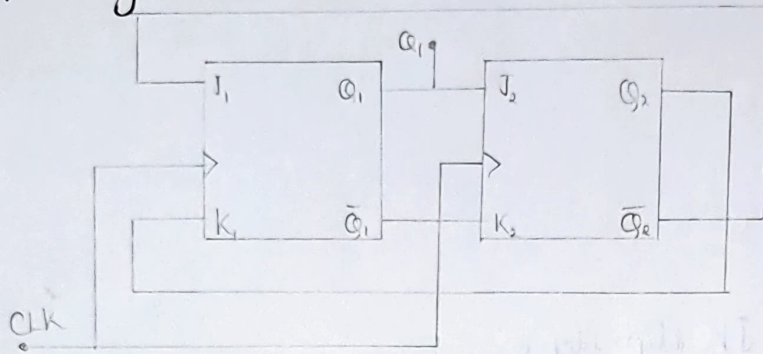
Q2) In the circuit shown, choose the correct timing diagram of the output (Y) from the given waveforms  $W_1, W_2, W_3$  and  $W_4$ .



Ans → Let  $Q_1$  &  $Q_2$  be output of the respective flip-flop. Since, it's given that flip-flop is triggered at 0 or that it is a negative edge triggered.

We know that the function of the D flip-flop is to follow the input when the flip-flop is triggered. Hence, the flip-flop is triggered at the negative edge. So, output Y is similar to  $W_3$ .

3) The outputs of the two flip-flops  $Q_1, Q_2$  in the figure shown are initialised to 0,0. The sequence generated at  $Q_1$  upon application of clock signal is



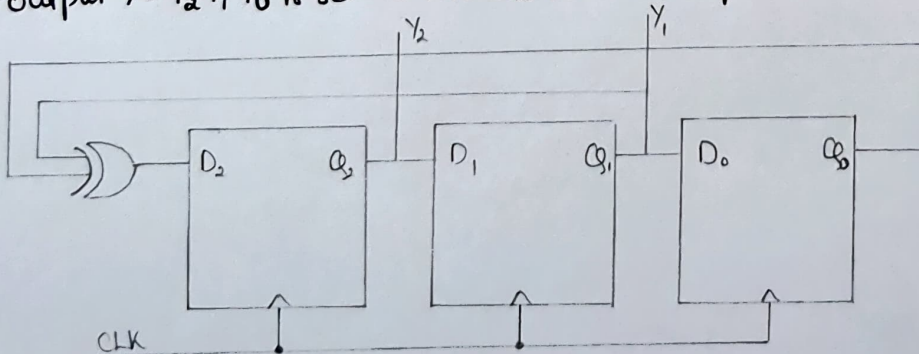
Ans → Initially  $Q_1, Q_2$  are 0,0

From the fig.,  $J_1 = \bar{Q}_2, K_1 = Q_2, J_2 = Q_1, K_2 = \bar{Q}_1$

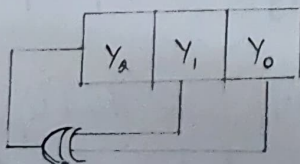
Clock	Present State				FlipFlop Inputs				Next State
	$Q_1$	$\bar{Q}_1$	$Q_2$	$\bar{Q}_2$	$J_1$	$K_1$	$J_2$	$K_2$	
1	0	1	0	1	1	0	0	1	1
2	1	0	0	1	1	0	1	0	1
3	1	0	1	0	0	1	1	0	0
4	0	1	0	1	1	0	0	1	0
5	0	1	0	1	1	0	0	1	0

∴  $Q_1 = 01100$

Q4) A three bit pseudo random number generator is shown. Initially the value of output  $Y = Y_2 Y_1 Y_0$  is set to 111. The value of output  $Y$  three clock cycles is



Ans → The above circuit can be redrawn as →



$$Y_2 = Y_1 \oplus Y_0$$



### Sequence Table - s

Output	$Y_2$	$Y_1$	$Y_0$
Initial	1	1	1
1st clock	0	1	1
2nd clock	0	0	1
3rd clock	1	0	0

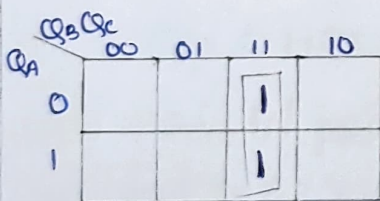
$\therefore$  The output in third cycle is 100.

5) Design a MOD 6 counter with T Flip-Flops.

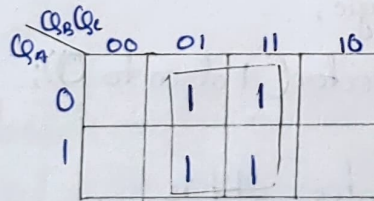
Ans  $\rightarrow$  By using MOD up

Flip Flop inputs  $\rightarrow T_A T_B T_C$  & CLK

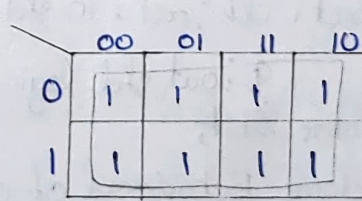
Present State			Next State			Flip Flop Inputs		
$Q_A$	$Q_B$	$Q_C$	$Q_A$	$Q_B$	$Q_C$	$T_A$	$T_B$	$T_C$
0	0	0	0	0	1	0	0	1
0	0	1	0	1	0	0	1	1
0	1	0	0	1	1	0	0	1
0	1	1	1	0	0	1	1	1
1	0	0	1	0	1	0	0	1
1	0	1	1	1	0	0	1	1
1	1	0	1	1	1	0	0	1
1	1	1	0	0	0	1	1	1



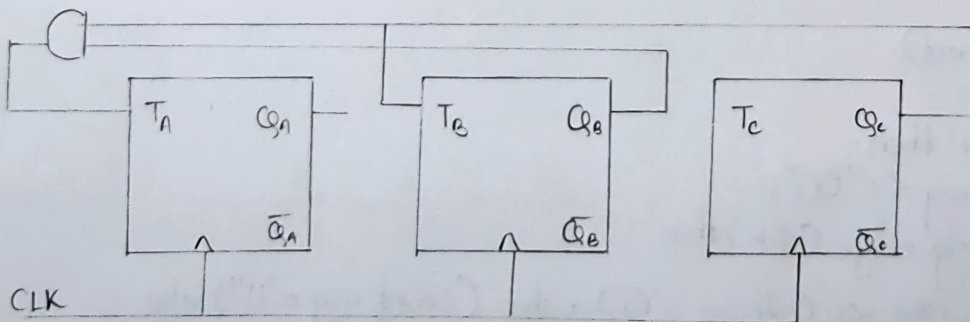
$$T_A = Q_B Q_C$$



$$T_B = Q_C$$



$$T_C = 1$$

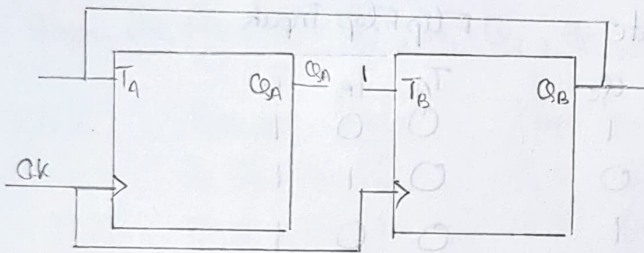


Q76) Design a 2 bit synchronous up counter with T Flip-Flops and write an HDL behavioural description of the circuit.

Ans → State table with excitation table →

Present State		Next State		Flip Flop	
$Q_A$	$Q_B$	$Q_A$	$Q_B$	$T_A$	$T_B$
0	0	0	1	0	1
0	1	1	0	1	1
1	0	1	1	0	1
1	1	0	0	1	1

$$T_A = Q_B, T_B = 1$$



HDL Code →

```

library ieee;
use ieee.std_logic-1164.all;
entity counter_2bit is
    Port (Cclk, reset : in std_logic;
          q : out std_logic_vector(1 down to 0));
end counter_2bit;
architecture Behavioral of counter_2bit is
    signal count_reg : std_logic_vector(1 down to 0) := "00";
begin
    process (Cclk, reset)
    begin
        if reset = '1' then
            count_reg <= "00";
        elsif rising_edge(Cclk) then
            count_reg <= (others => '0') when (count_reg = "11") else
                count_reg + "01";
        end if;
    end process;
    q <= count_reg;
end Behavioral;
    
```



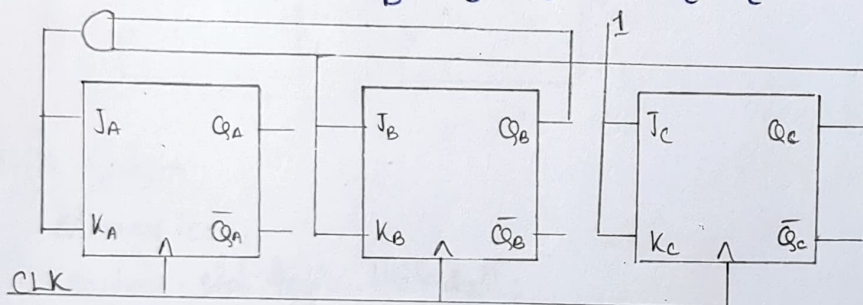
Q7) Design a 3-bit synchronous up counter with JK Flip-Flop.

Ans → State table →

Present State			Next State			Flip Flop Inputs		
$Q_A$	$Q_B$	$Q_C$	$Q_A$	$Q_B$	$Q_C$	$J_A K_A$	$J_B K_B$	$J_C K_C$
0	0	0	0	0	1	0 x	0 x	1 x
0	0	1	0	1	0	0 x	1 x	x 1
0	1	0	0	1	1	0 x	x 0	1 x
0	1	1	1	0	0	1 x	x 1	x 0
1	0	0	1	0	1	x 0	0 x	1 x
1	0	1	1	1	0	x 0	1 x	x 1
1	1	0	1	1	1	x 0	x 0	1 x
1	1	1	0	0	0	x 1	x 1	x 1

$$J_A = K_A = Q_B Q_C$$

$$J_B = K_B = Q_C, \quad J_C = K_C = 1$$



Q8) Design a 3 bit synchronous down counter with D flip flops.

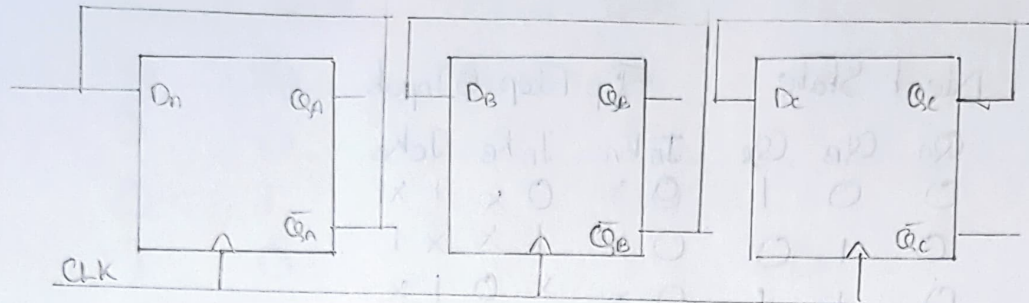
Ans → State Table →

Present State			Next State			Flip Flop Inputs		
$Q_C$	$Q_B$	$Q_A$	$Q_C$	$Q_B$	$Q_A$	$D_C$	$D_B$	$D_A$
0	0	0	1	1	1	1	1	1
0	0	1	1	1	0	1	1	0
0	1	0	1	0	1	1	0	1
0	1	1	1	0	0	1	0	0
1	0	0	0	1	1	0	1	1
1	0	1	0	1	0	0	1	0
1	1	0	0	0	1	0	0	1
1	1	1	0	0	0	0	0	0

~~$$D_C = \overline{Q_C} \overline{Q_B} \overline{Q_A} + \overline{Q_C} \overline{Q_B} Q_A + \overline{Q_C} Q_B \overline{Q_A} + \overline{Q_C} Q_B Q_A$$~~

$$D_C = Q_C, \quad D_B = Q_B', \quad D_A = Q_A'$$

(Q7) Design a 3-bit synchronous up counter with JK flip-flop



1	0	0	1	0	0	1	1	1	1
0	1	0	1	0	1	0	1	1	1
0	0	1	0	1	0	1	0	1	1
1	1	0	1	0	1	0	0	1	1
0	1	0	0	1	0	0	1	1	1
1	0	1	0	0	1	0	0	1	1
0	0	1	1	0	0	1	0	0	1
1	1	1	0	0	0	1	0	0	1