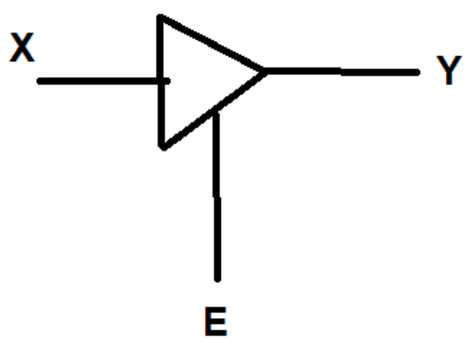
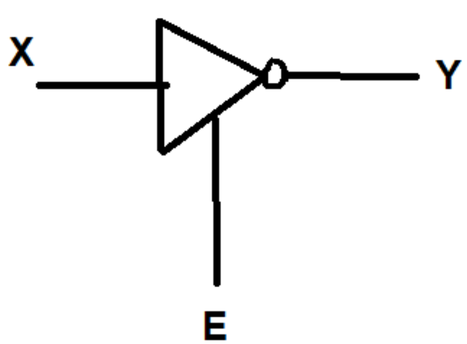
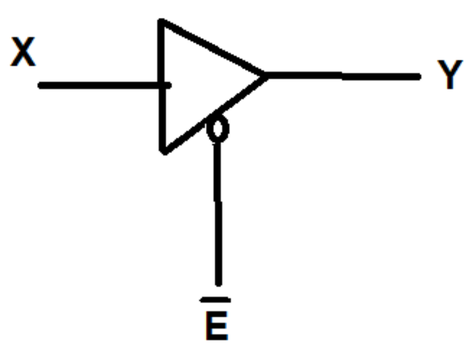


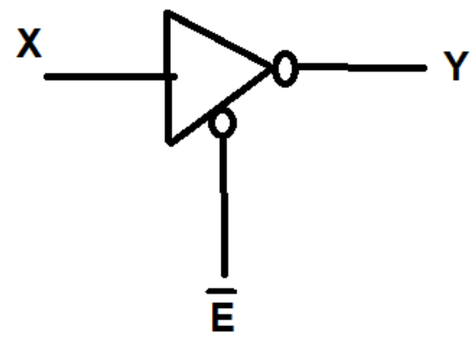
E = 1 ise Y = X



E = 1 ise $Y = \overline{X}$

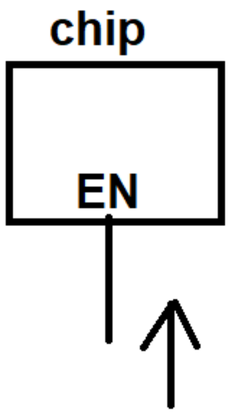


$\overline{E}$ = 0 ise Y = X

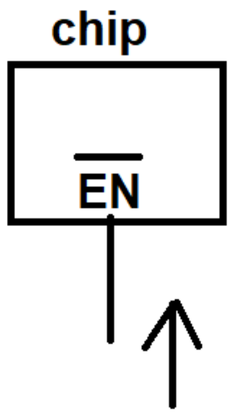


$\overline{E}$ = 0 ise $Y = \overline{X}$

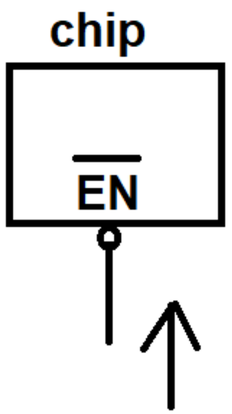
3-durumlu tamponlar (3-State buffers)



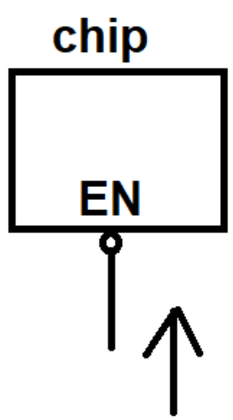
EN =1 ise chip AKTİF



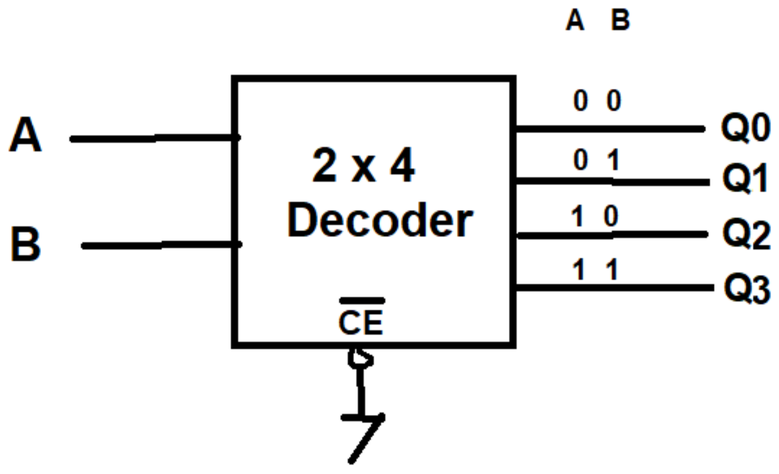
$\overline{EN}$ =1 ise chip AKTİF



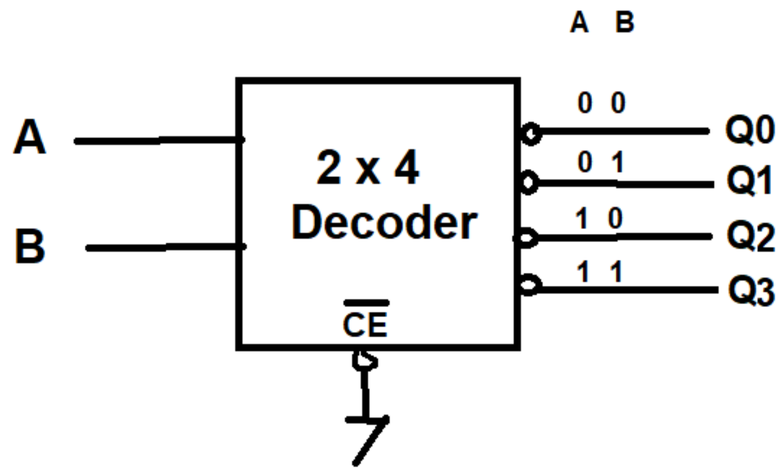
$\overline{EN}$ =0 ise chip AKTİF



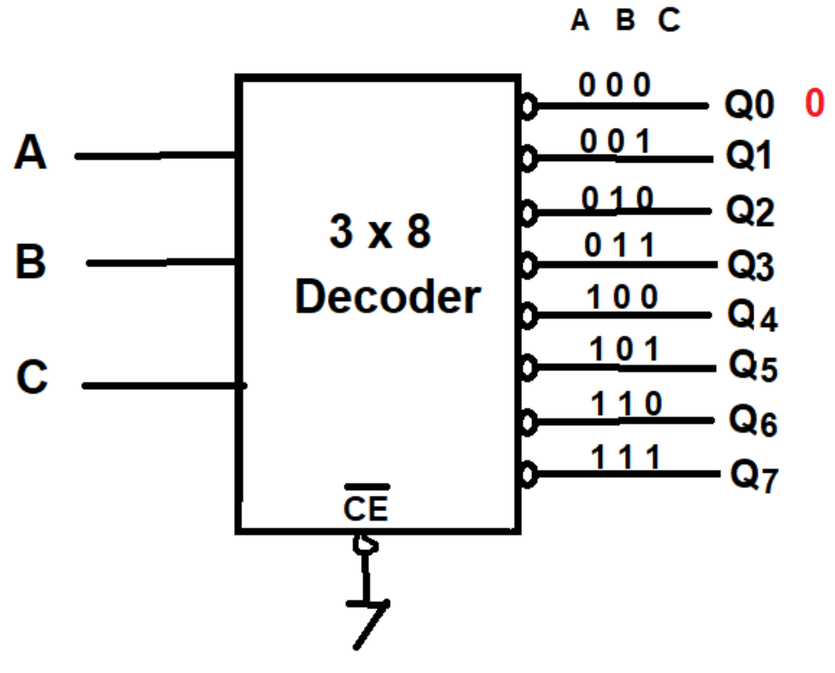
EN =0 ise chip AKTİF



A	B	Q0	Q1	Q2	Q3
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

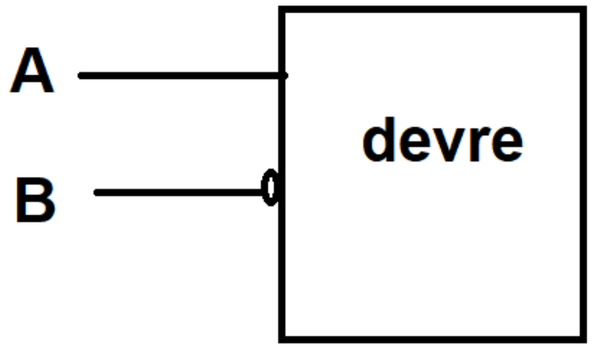


A	B	Q0	Q1	Q2	Q3
0	0	0	1	1	1
0	1	1	0	1	1
1	0	1	1	0	1
1	1	1	1	1	0



A	B	C	Q0	Q1	Q2	Q3	Q4	Q5	Q6	Q7
0	0	0	0	1	1	1	1	1	1	1
0	0	1	1	0	1	1	1	1	1	1
0	1	0	1	1	0	1	1	1	1	1
0	1	1	1	1	1	0	1	1	1	1
1	0	0	1	1	1	1	0	1	1	1
1	0	1	1	1	1	1	1	0	1	1
1	1	0	1	1	1	1	1	1	0	1
1	1	1	1	1	1	1	1	1	1	0

Latch : sürgü
Register: kaydedici, yazmaç
counter : sayaç
decoder : kod çözücü, kod açıcı
buffer : tampon
multiplexer: çoğullayıcı
enable : etkin, yetkilendirme

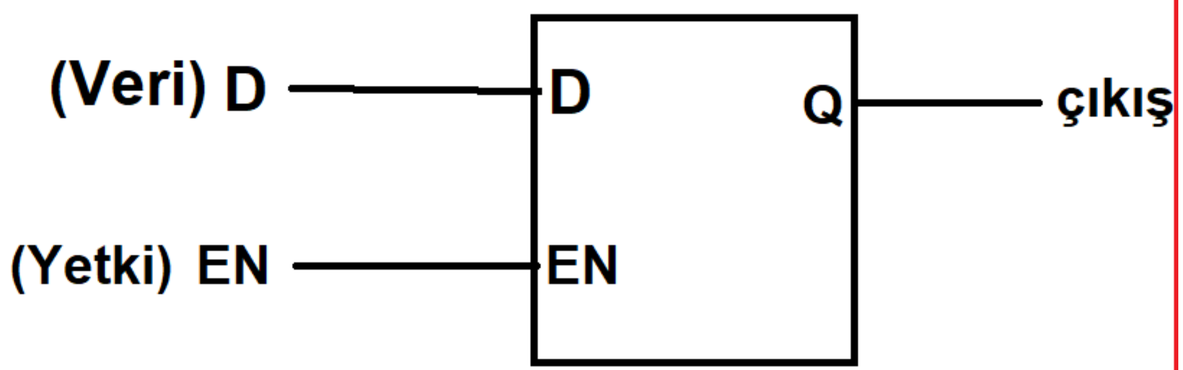


A =1 ise devre ETKİN(AKTİF)
B =0 ise devre ETKİN(AKTİF)

RAM : Random Access Memory
⇩
RWM : Read-Write Memory

Cache : ön bellek (hızlı)

ROM : Read-Only Memory



Belleği oluşturan 1 bitlik yapı