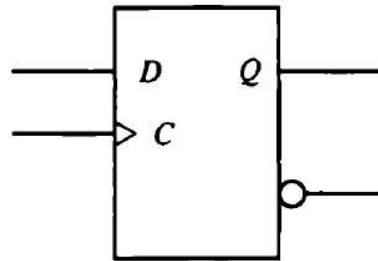


D-flipflop



(a) Graphic symbol

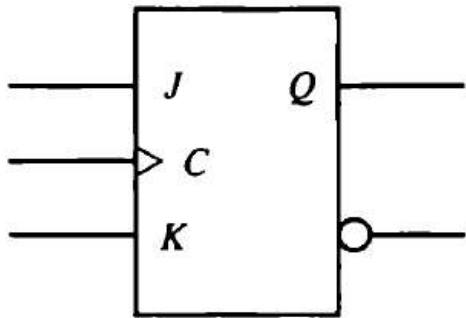
D	$Q(t+1)$	
0	0	Clear to 0
1	1	Set to 1

(b) Characteristic table

Figure 1-20 D flip-flop.

```
module D_FlipFlop(output reg Q, input D, input clear, input clk);  
    always @(posedge clk)  
    begin  
        if(clear) Q <= 0;  
        else Q <= D;  
    end  
endmodule
```

JK-flipflop



(a) Graphic symbol

J	K	$Q(t+1)$	
0	0	$Q(t)$	No change
0	1	0	Clear to 0
1	0	1	Set to 1
1	1	$Q'(t)$	Complement

(b) Characteristic table

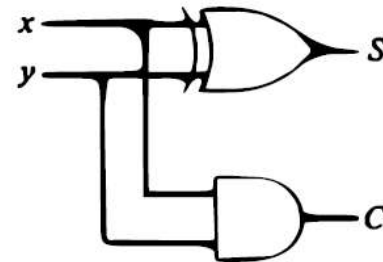
Figure 1-21 JK flip-flop.

```
module JK_FlipFlop(output reg Q, input J, input K, input clear, input clk);
    always @(posedge clk)
    begin
        if(clear) Q <= 0;
        else if (J ^ K) Q <= J;
        else if (J & K) Q <= ~Q;
    end
endmodule
```

Half Adder

<i>x</i>	<i>y</i>	<i>C</i>	<i>S</i>
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

(a) Truth table

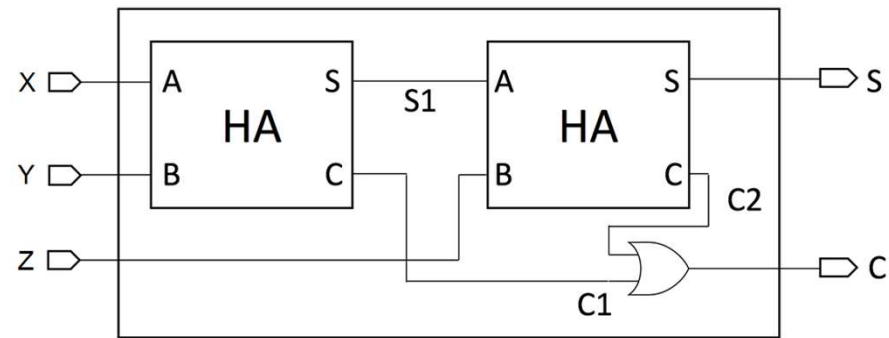


(b) Logic diagram

Figure 1-16 Half-adder.

```
module half_adder(sum, carry, a, b);  
    input a, b;  
    output sum, carry;  
    xor(sum, a, b);  
    and(carry, a, b);  
endmodule
```

Full Adder



Full-adder using two half-adders

Inputs			Outputs	
A	B	C _{in}	Sum	Carry
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

```

module full_adder(sum, carry, x, y, z);
    input x, y, z;
    output sum, carry;
    wire s1, c1, c2;
    half_adder h1(s1, c1, x, y);
    half_adder h2(sum, c2, s1, z);
    or(carry, c1, c2);
endmodule
    
```

```

module BinaryCounter(output [N:0] A, output carry,
input enable, input clear, input clk);
    parameter N = `NUM_BITS-1;

    wire [N+1:0] w;
    buf(w[0], enable);

    generate
    genvar i;
    for(i=0;i<=N;i=i+1)
    begin
        JK_FlipFlop f2(A[i], w[i], w[i], clear, clk);
        and(w[i+1], w[i], A[i]);
    end
    endgenerate

    buf(carry, w[N+1]);
endmodule

```

```
module BinaryCounter(output [3:0] A, output carry,  
input enable, input clear, input clk);  
    wire [3:0] w;  
    JK_FlipFlop f1(A[0], enable, enable, clear, clk);  
    and(w[0], enable, A[0]);  
    JK_FlipFlop f2(A[1], w[0], w[0], clear, clk);  
    and(w[1], w[0], A[1]);  
    JK_FlipFlop f3(A[2], w[1], w[1], clear, clk);  
    and(w[2], w[1], A[2]);  
    JK_FlipFlop f4(A[3], w[2], w[2], clear, clk);  
    and(carry, w[2], A[3]);  
endmodule
```

