

MODUL 8

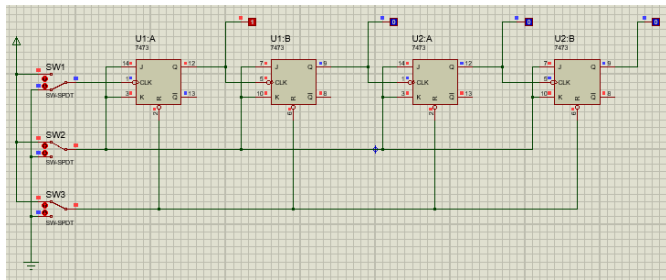
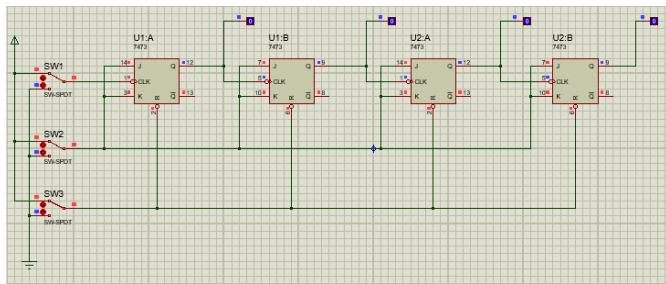
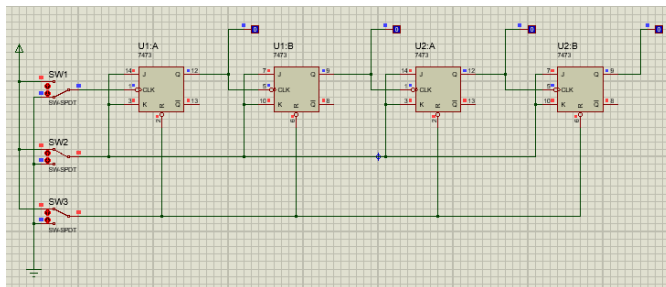
APLIKASI FLIP-FLOP

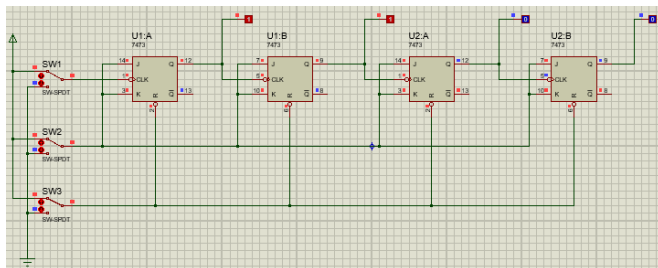
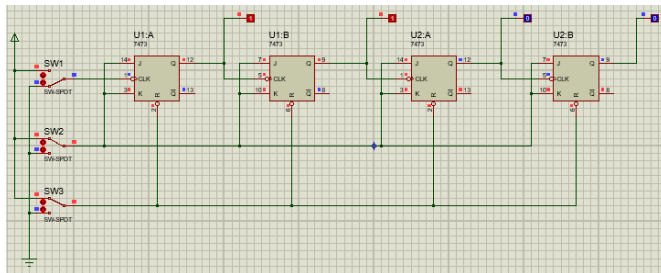
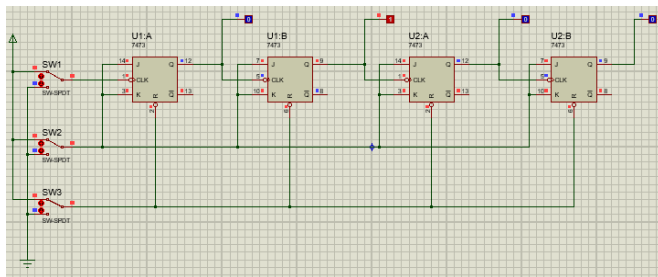
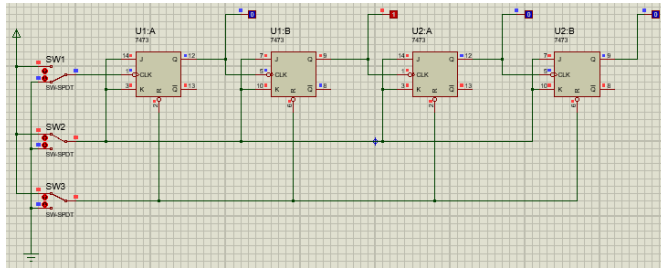
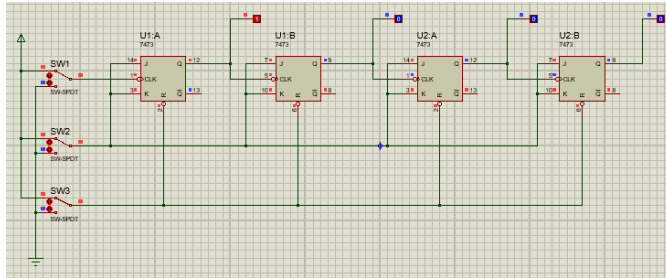
NAMA : RISKA PUTRI DAMAYANTI

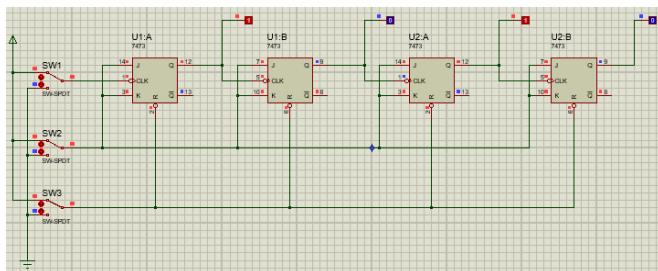
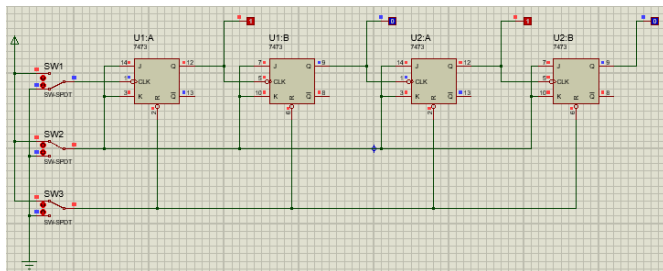
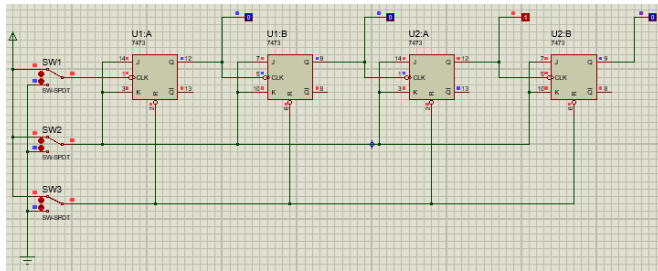
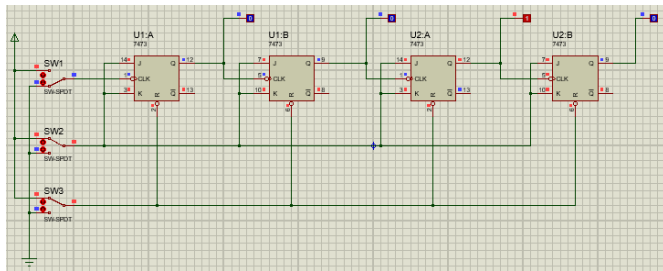
NIM : L200180209

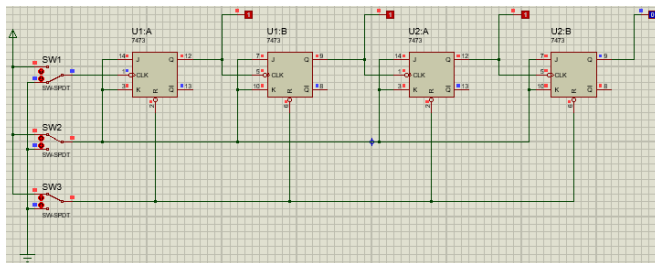
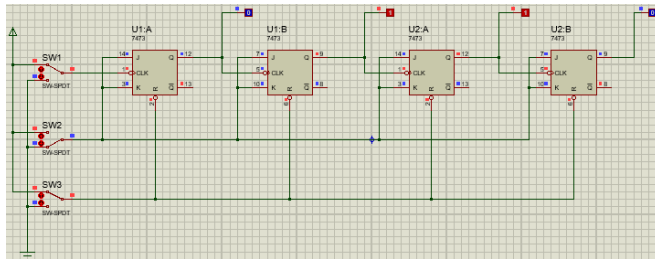
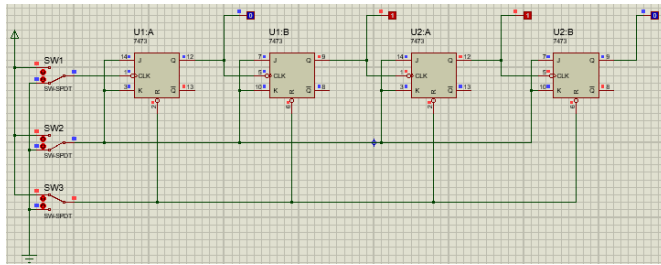
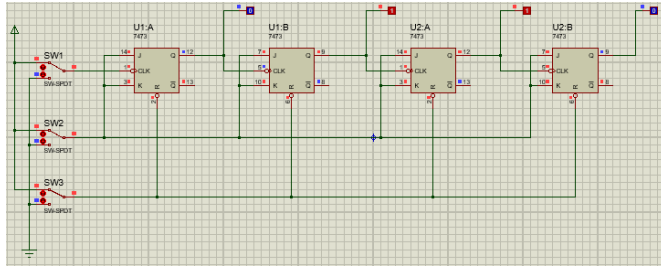
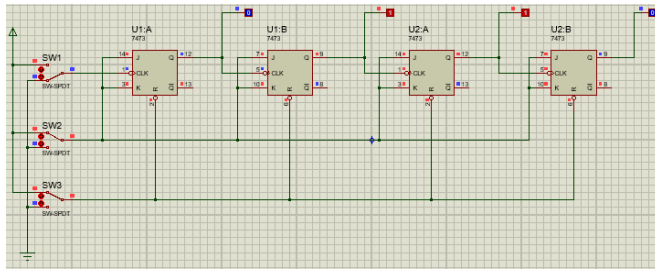
KELAS : G PRAKTIKUM

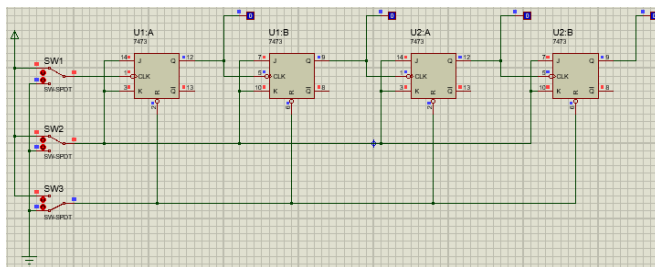
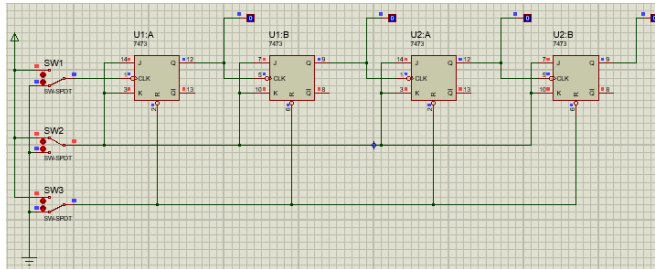
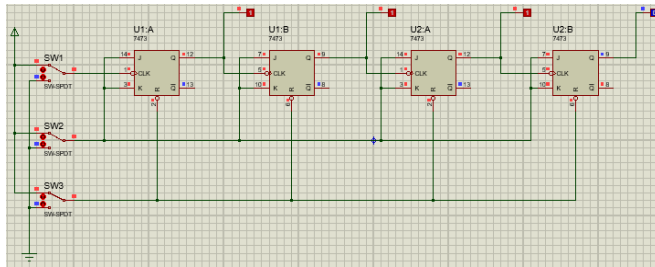
PERCOBAAN 1. MEMBUAT COUNTER JK-FF











	INPUT			OUTPUT			
	CLEAR	JK	CLK	A	B	C	D
1	1	1	0	0	0	0	0
2	1	1	1	0	0	0	0
3	1	1	0	0	0	0	1
4	1	1	1	0	0	0	1
5	1	1	0	0	0	1	0
6	1	1	1	0	0	1	0
7	1	1	0	0	0	1	1
8	1	1	1	0	0	1	1
9	1	1	0	0	1	0	0
10	1	1	1	0	1	0	0
11	1	1	0	0	1	0	1
12	1	1	1	0	1	0	1
13	1	1	0	0	1	1	0
14	1	1	1	0	1	1	0
15	1	0	0	0	1	1	0
16	1	0	1	0	1	1	0

17	1	1	0	0	1	1	1
18	1	1	1	0	1	1	1
19	0	1	0	0	0	0	0
20	0	1	1	0	0	0	0

1.) FUNGSI SWITCH CLK

Fungsinya adalah sebagai pengatur inputan/masukan

2.) FUNGSI SWITCH JK

Fungsinya adalah untuk mengendalikan masukan atau inputan

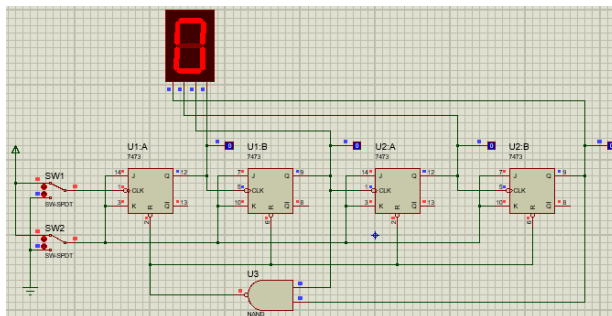
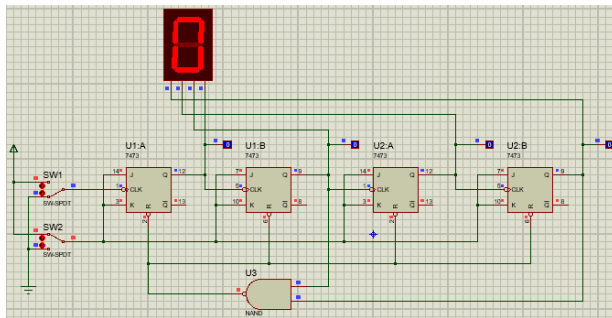
3.) FUNGSI SWITCH CLEAR

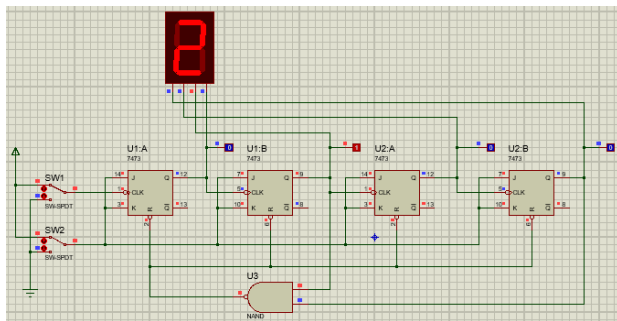
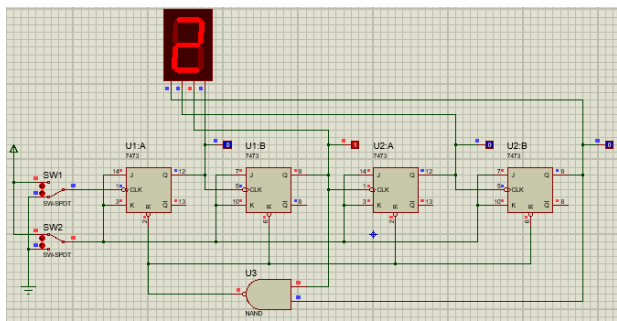
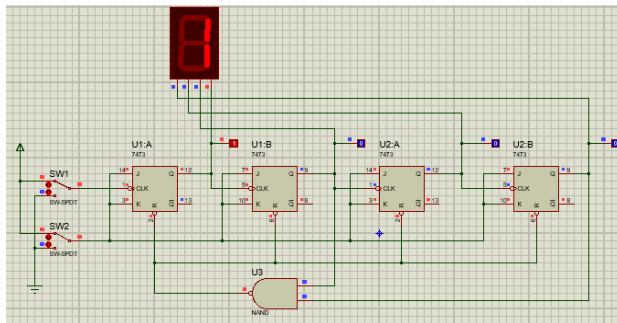
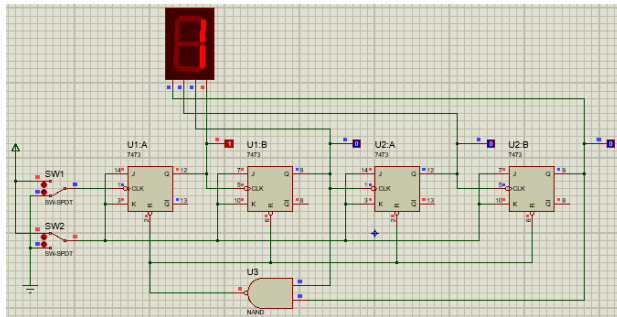
Fungsinya untuk mereset atau sebagai pereset

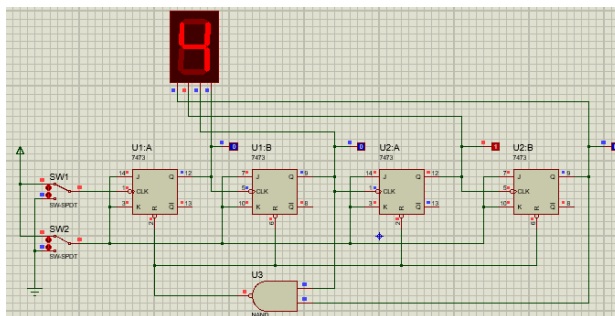
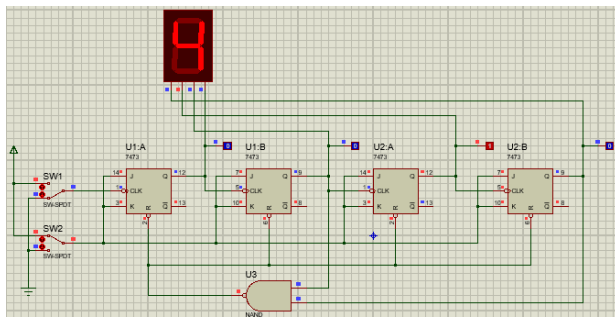
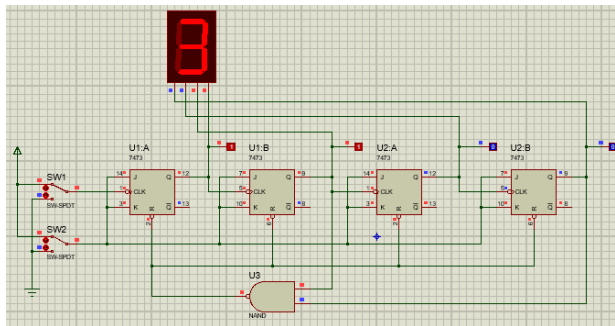
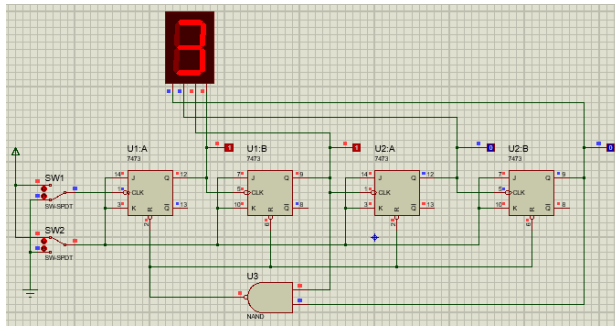
KESIMPULAN

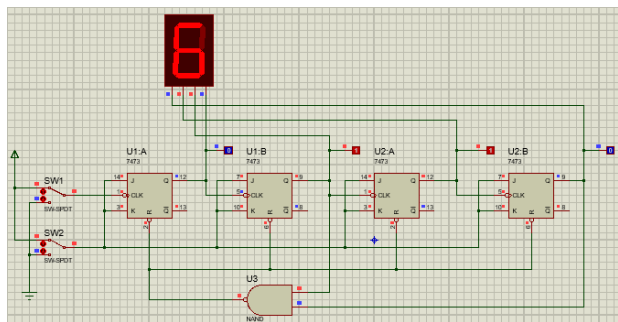
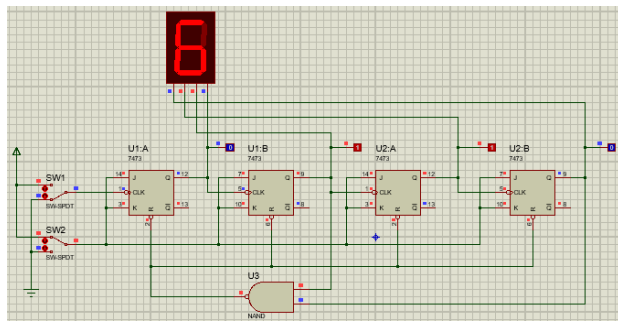
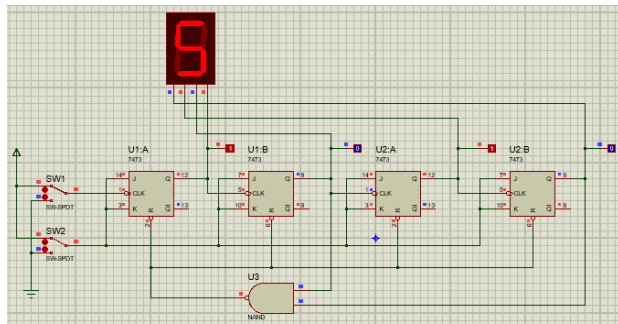
Rangkaian penghitung yang asinkron yang dimana hasilnya tergantung pada jumlah atau banyaknya clock.

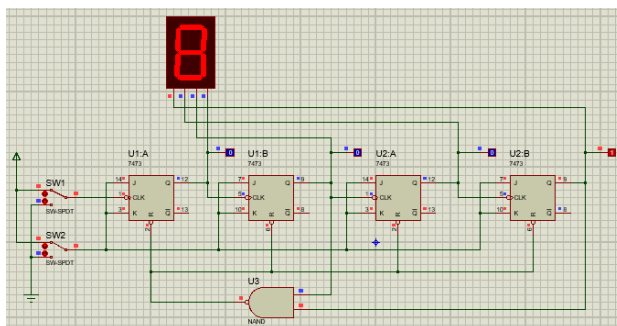
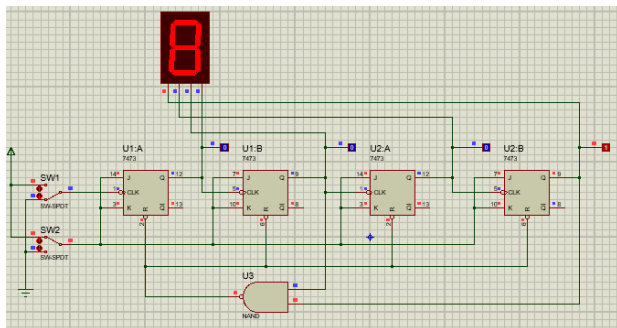
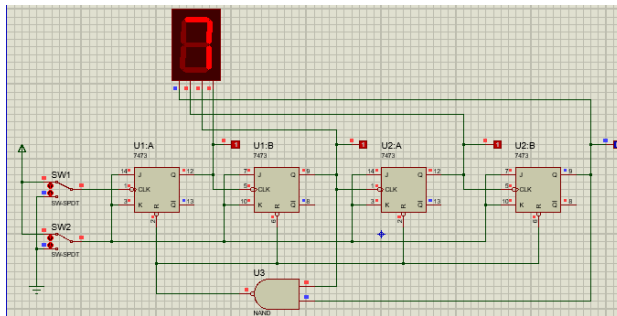
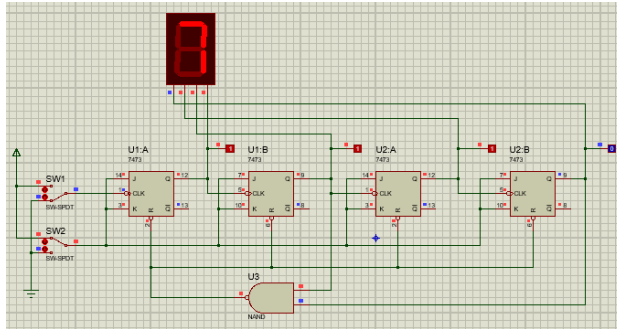
PERCOBAAN 2. COUNTER MOD 10

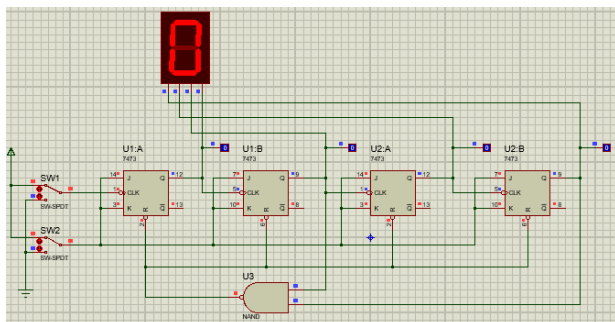
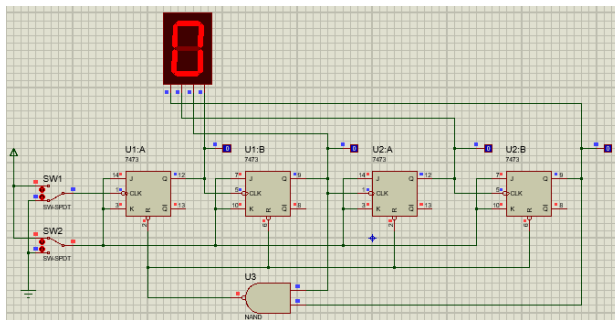
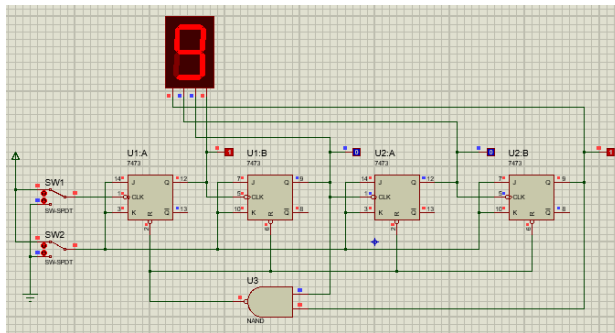
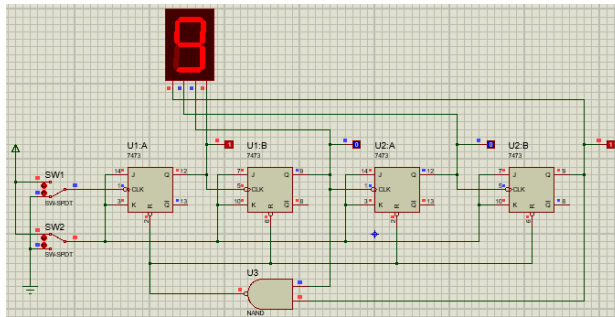


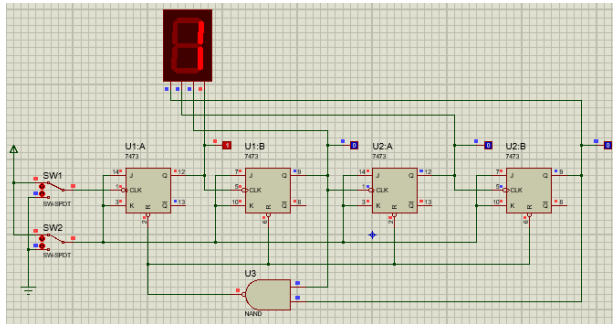
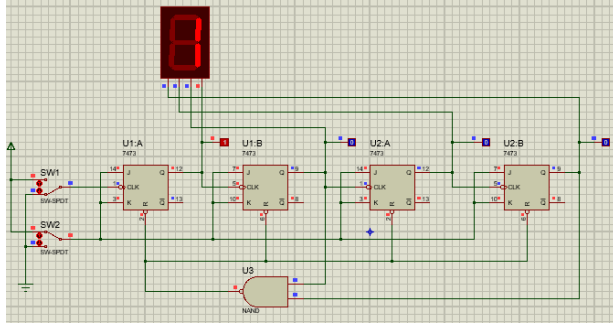






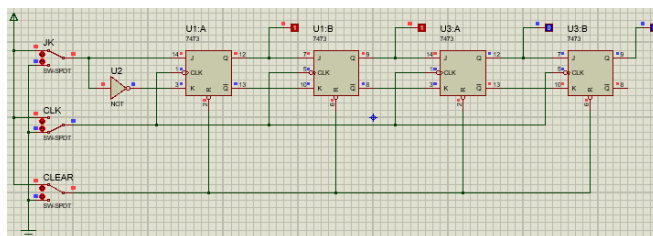
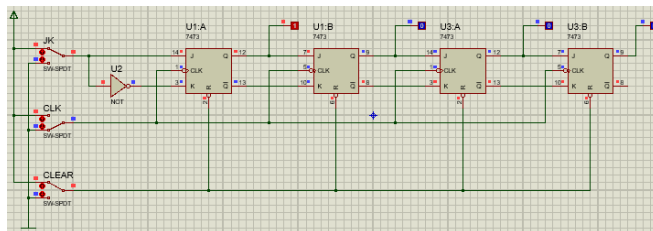
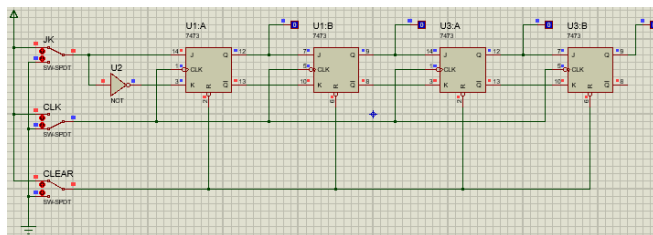


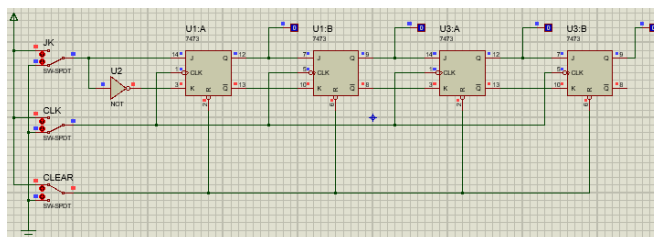


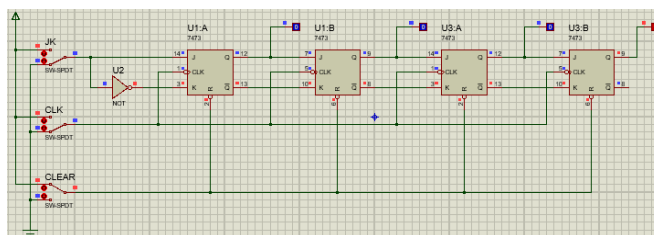


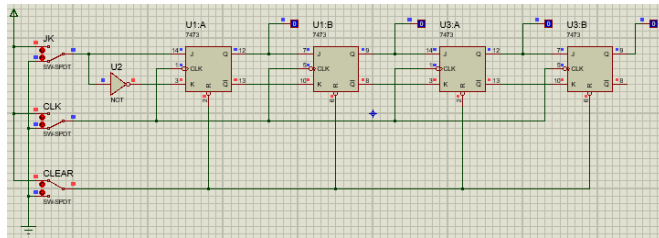
	INPUT		OUTPUT			
	JK	CLK	A	B	C	D
1	1	0	0	0	0	0
2	1	1	0	0	0	0
3	1	0	0	0	0	1
4	1	1	0	0	0	1
5	1	0	0	0	1	0
6	1	1	0	0	1	0
7	1	0	0	0	1	1
8	1	1	0	0	1	1
9	1	0	0	1	0	0
10	1	1	0	1	0	0
11	1	0	0	1	0	1
12	1	1	0	1	0	1
13	1	0	0	1	1	0
14	1	1	0	1	1	0
15	1	0	0	1	1	1
16	1	1	0	1	1	1
17	1	0	1	0	0	0
18	1	1	1	0	0	0
19	1	0	1	0	0	1
20	1	1	1	0	0	1
21	0	0	0	0	0	0
22	0	1	0	0	0	0
23	1	0	0	0	0	1
24	1	1	1	0	0	1

Jika JK bernilai 1 dan CLK bernilai 0 maka yang terjadi adalah nilainya akan berubah, dan jika JK bernilai 1 dan CLK bernilai 1 maka nilai akan tetap sama pada sebelumnya atau akan menyimpan nilai, dan jika JK bernilai 0 dan CLK bernilai 0 maupun 1 maka hasilnya akan bernilai 0.









	CLR	JK	CLK	A	B	C	D
1	0	x	-	0	0	0	0
2	1	1	-	0	0	0	0
3	1	1	1	0	0	0	1
4	1	1	2	0	0	1	1
5	1	1	3	0	1	1	1
6	1	0	4	1	1	1	0
7	1	0	5	1	1	0	0
8	1	0	6	1	0	0	0
9	1	0	7	0	0	0	0
10	1	0	8	0	0	0	0
11	1	1	9	0	0	0	1
12	1	0	10	0	0	1	0
13	1	0	11	0	1	0	0
14	1	0	12	1	0	0	0
15	1	0	13	0	0	0	0

KESIMPULAN

Flip flop akan memulai menghitung saat CLK membuka gerbang, dan JK akan beroperasi sebagai masukan atau inputan dan mengatur keluaran atau output dari register.