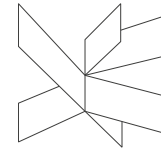


Mandatory Assignment

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1 1-bit register triggering.

Figure 1, Figure 2, Figure 3 and Figure 4 shows, 1-bit registers. Fill out the table below:

Trigger	
High level	Figure XX
Low level	Figure XX
Rising edge	Figure XX
Falling edge	Figure XX

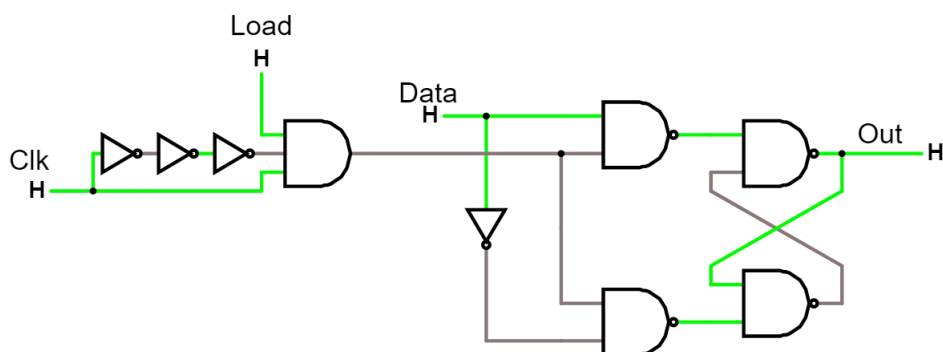


Figure 1: 1-bit register. [Simulation](#)

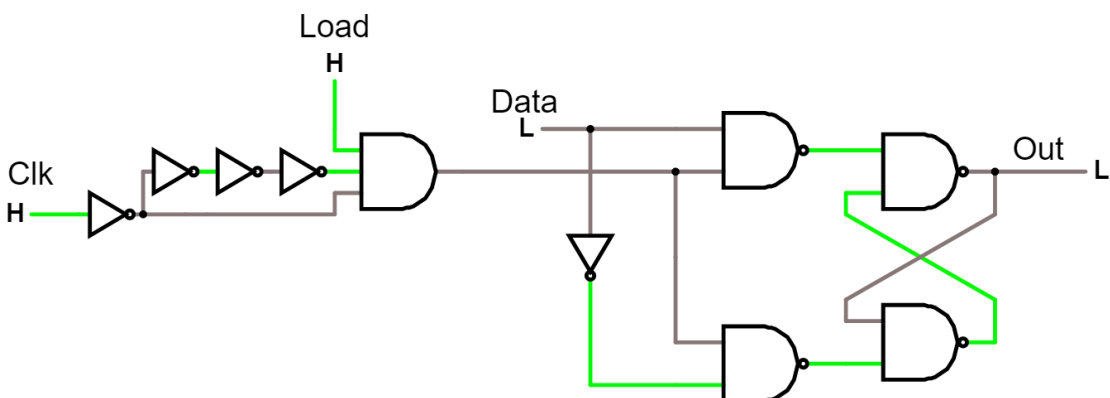


Figure 2: 1-bit register. [Simulation](#)

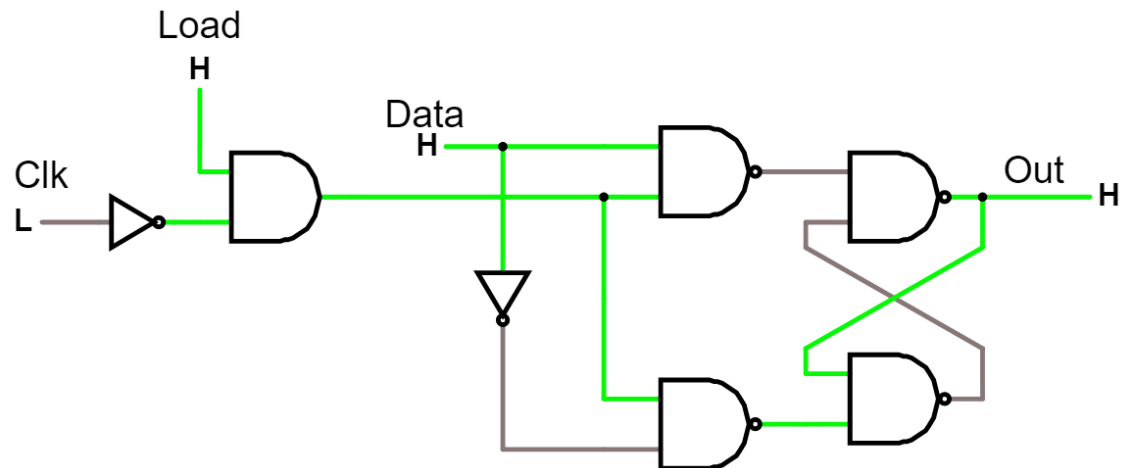
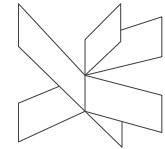


Figure 3: 1-bit register. [Simulation](#)

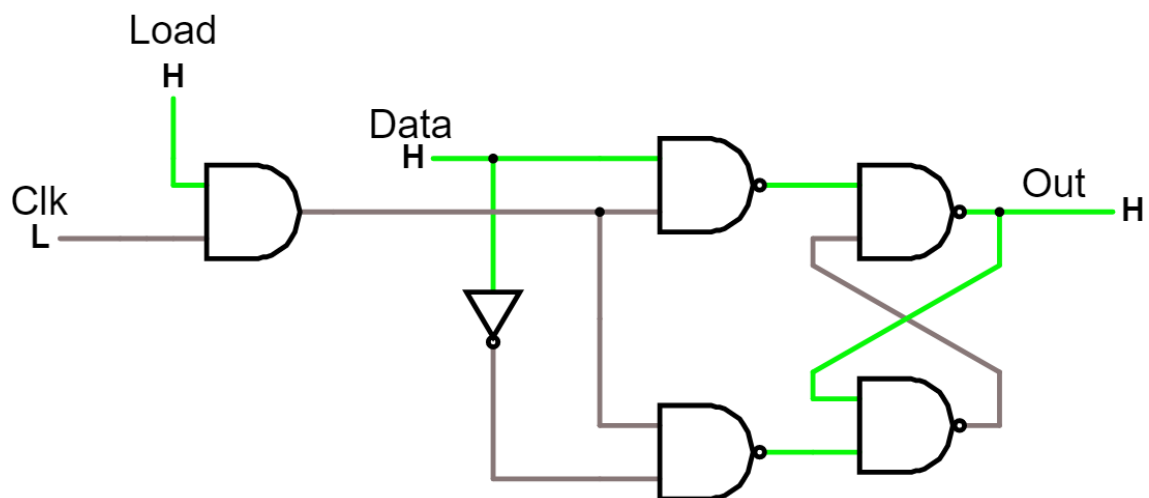
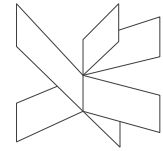


Figure 4: 1-bit register. [Simulation](#)



2 Latches

2.1 How are the latch on Figure 9 triggered?

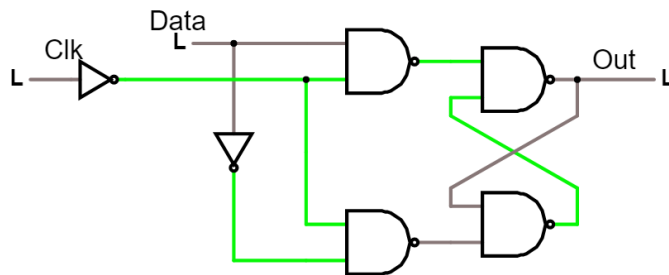


Figure 5 [Simulation](#)

2.1.1 Draw 'Out' on Figure 6

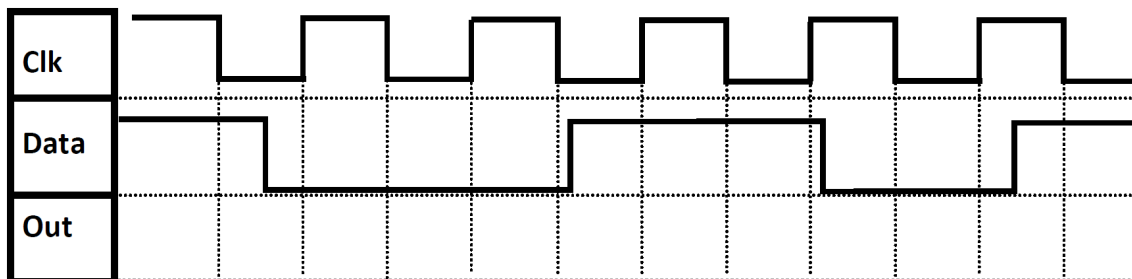
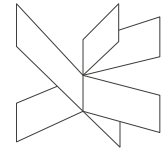


Figure 6



2.2 How are the latch on Figure 7 triggered?

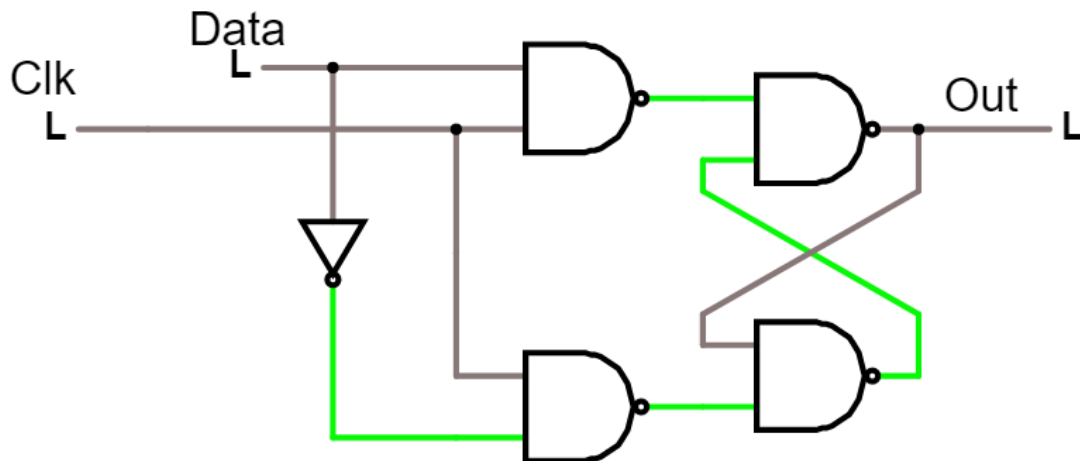


Figure 7. [Simulation](#)

2.2.1 Draw 'Out' on Figure 8

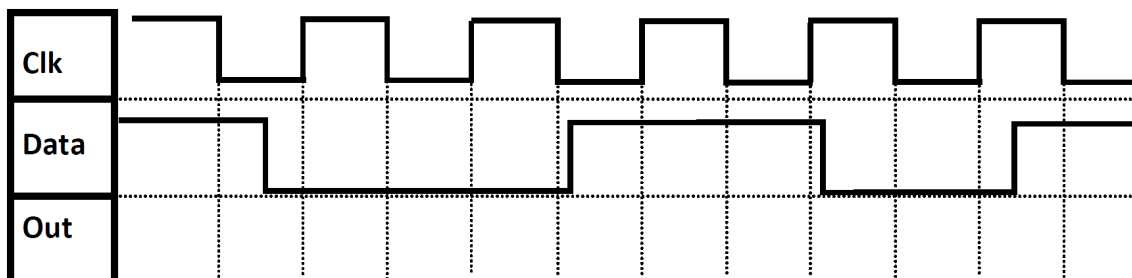
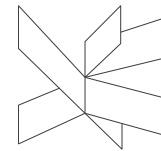


Figure 8



2.3 How are the latch on Figure 9 triggered?

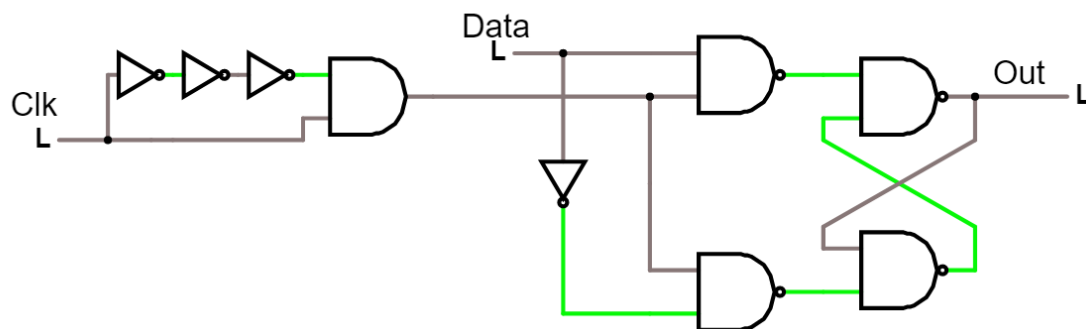


Figure 9: [Simulation](#)

2.3.1 Draw 'Out' on Figure 10,

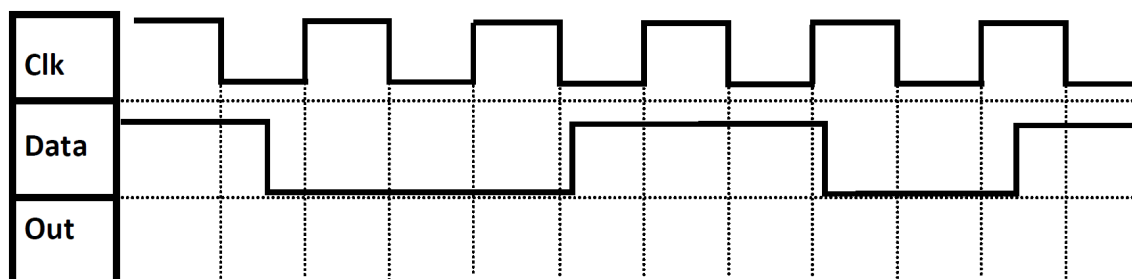


Figure 10

2.4 How are the latch on Figure 11 triggered?

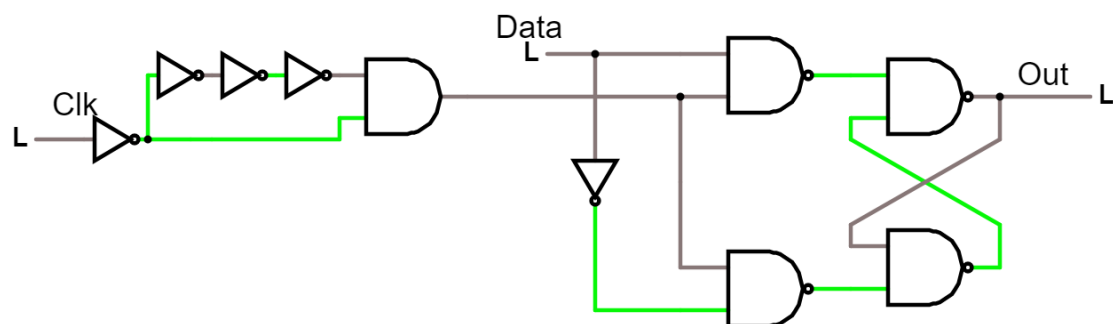
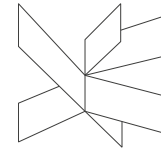


Figure 11: [Simulation](#)



2.4.1 Draw 'Out' on Figure 12.

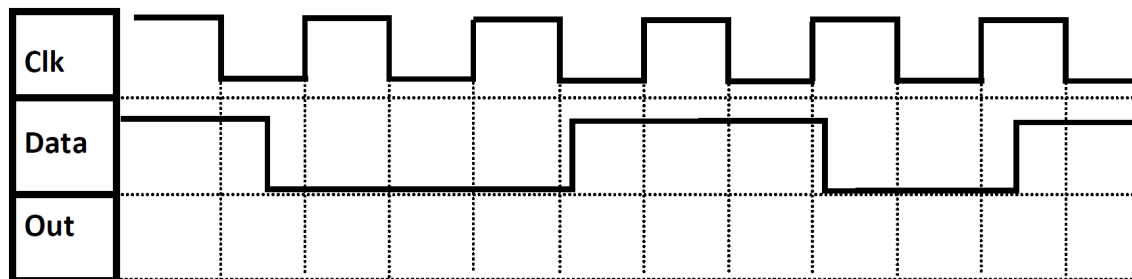


Figure 12

3 1-bit register

3.1 1-bit register High level triggered

A 1-bit register which is High-level triggered can be seen on Figure 13

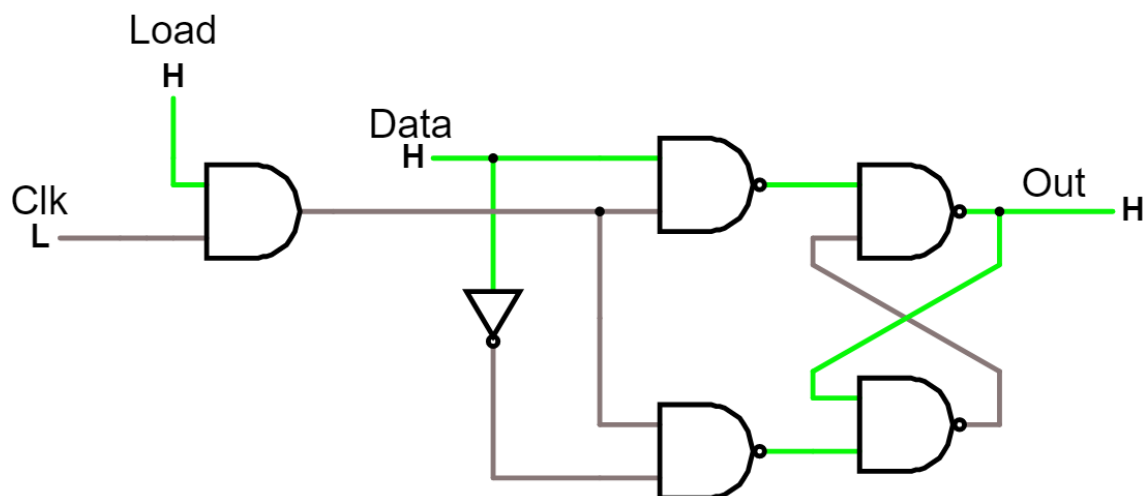
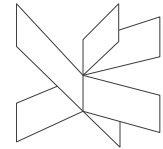


Figure 13: 1-bit register. [Simulation](#)



TASK: Draw 'Out' on Figure 14

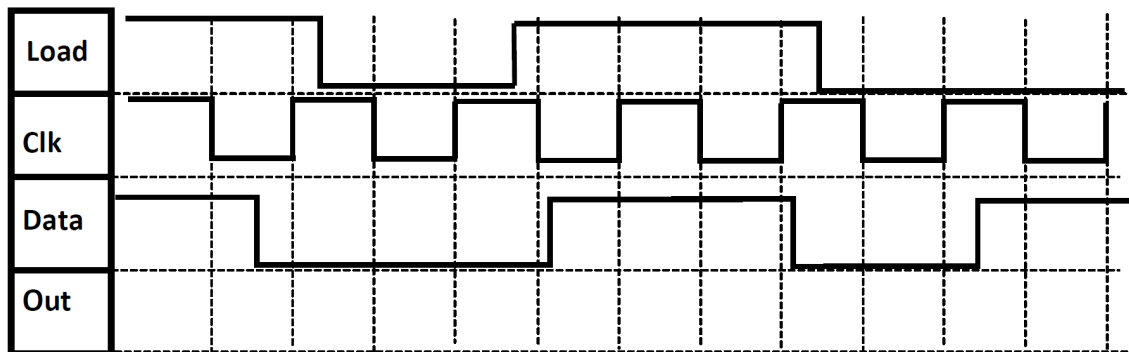


Figure 14

3.2 1-bit register Low level triggered

A 1-bit register which is low-level triggered can be seen on Figure 15

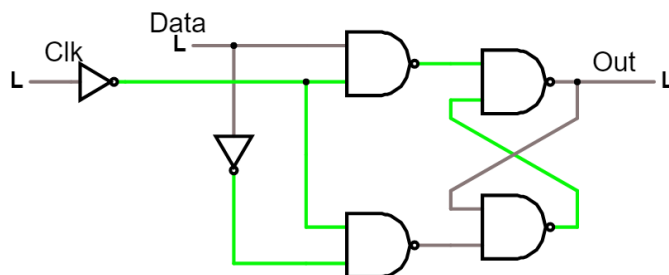


Figure 15 [Simulation](#)

TASK: Draw 'Out' on Figure 16

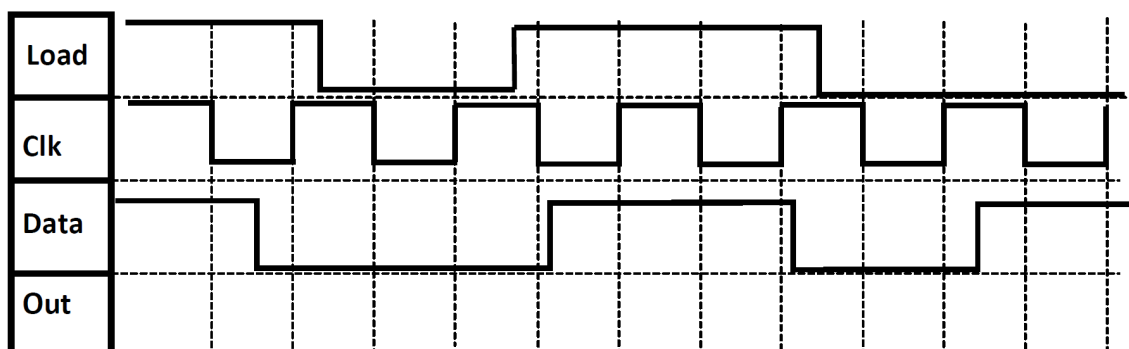
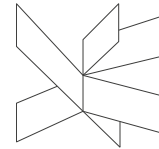


Figure 16



3.3 1-bit register rising edge triggered

A 1-bit register which is rising edge triggered can be seen on Figure 17

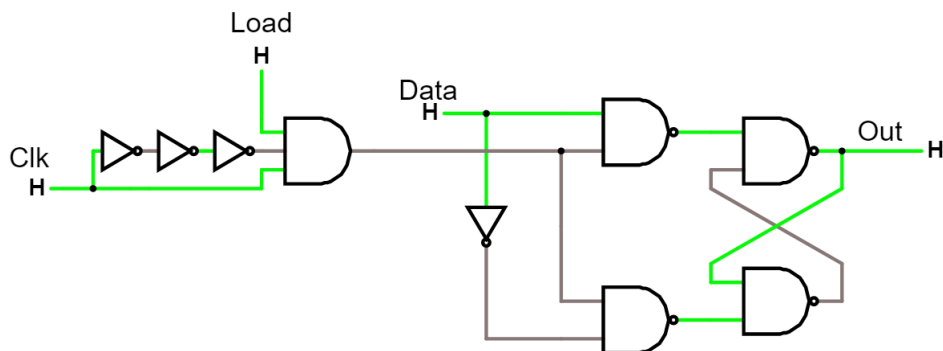


Figure 17: [Simulation](#)

TASK: Draw 'Out' on Figure 18

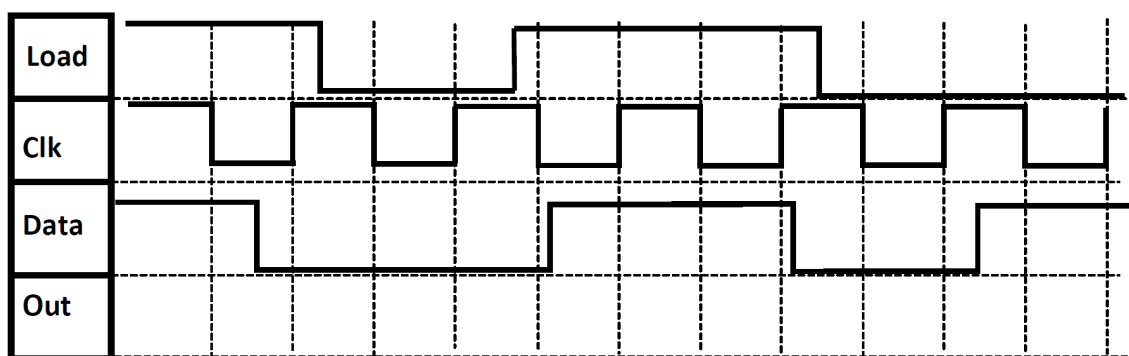


Figure 18

3.4 1-bit register falling edge triggered

A 1-bit register which is falling edge triggered can be seen on Figure 19.

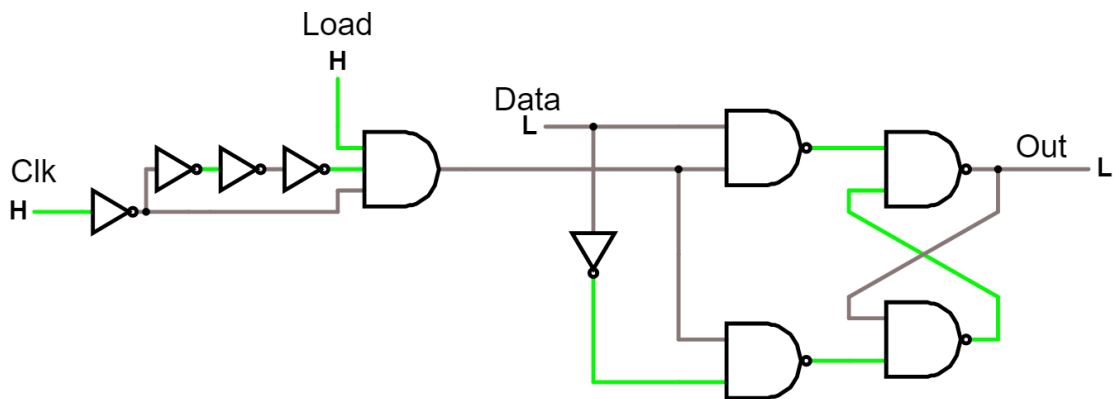
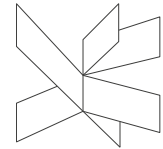


Figure 19: 1-bit register. [Simulation](#)

TASK: Draw 'Out' on Figure 20

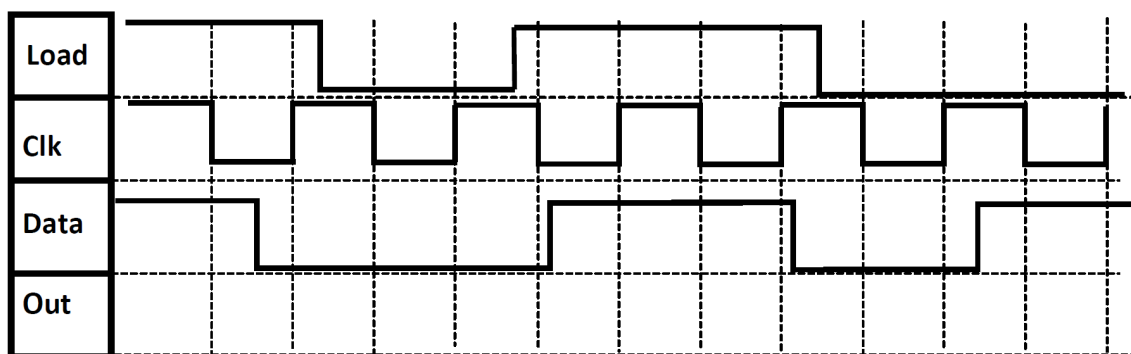


Figure 20