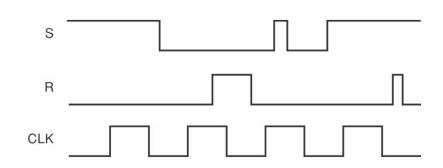
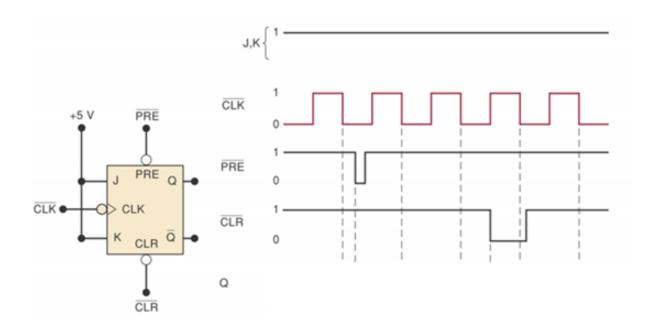
## Determinar o sinal na saída Q sendo o estado inicial Q<sub>0</sub> = 0

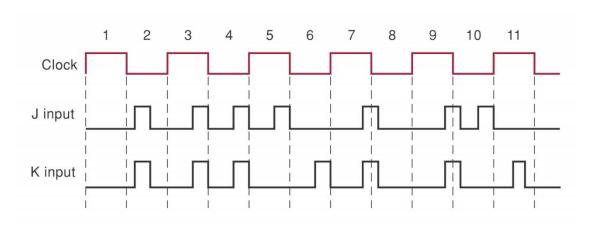
1) Flip Flop RS disparado na borda subida.



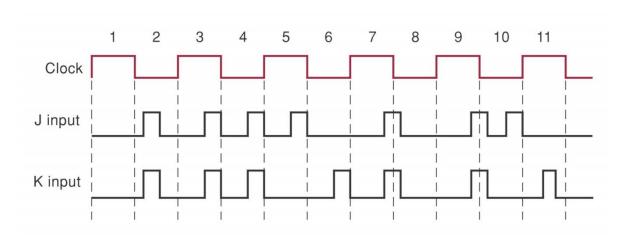
## 2) Flip Flop JK com J = 1 K = 1



3) Flip Flop JK disparado na borda subida.



4) Flip Flop JK disparado na borda descida.



## 5) Flip Flop D

