**5.Counter**

**AIM:** To design and implement 3 bit UP, Down Ripple & Synchronous Counter using MS-JK Flip-flop

**OBJECTIVE:** To understand design procedure of asynchronous & Synchronous counter.

**ICs USED :** IC 7476 (MS-JK Flip-flop), IC 7408(Quad 2 i/p AND Gate), IC 7432 (Quad 2 i/p OR Gate) and IC 7404 (Hex Inverter).

### THEORY:

**Counters** : counters are logical device or registers capable of counting the no. of states or no. of clock pulses arriving at its clock input where clock is a timing parameter arriving at regular intervals of time, so counters can be also used to measure time & frequencies. They are made up of flip flops. Where the pulse are counted to be made of it goes up step by step & the o/p of counter in the flip flop is decoded to read the count to its starting step after counting n pulse incase of module counters.

### Types of Counters:

Counter are of two types**:**

### Asynchronous counter.

* 1. **Synchronous counter. Asynchronous counter:**

A digital counter is a set of flip flop. The flip flop are connected such that their combined state at any time is binary equivalent of total no. of pulses that have occurred up to that time. Thus its name implies a counter is used to count pulse. A counter is used as frequency dividers. To obtain waveform with frequency that is specific fraction of clock frequency.

Counter may be Asynchronous or synchronous. The Asynchronous counter is also called as ripple counter .An Asynchronous counter uses T flip flop to perform a counting function. The actual hardware used is usually J-K flip flop with J & K connected to logic1. Even D flip flops may be used here.

In asynchronous counter commonly called ripple counter, the first flip-flop is clocked by the external clock pulse & then each successive flip-flop is clocked by the Q or Q’ output of the previous flip-flop. Therefore in an asynchronous counter the flip-flop’s are not clocked

simultaneously. The input of MS-JK is connected to VCC because when both inputs are one output is toggled. As MS-JK is negative edge triggered at each high to low transition the next flip-flop is triggered.

### Synchronous Counter :

When counter is clocked such that each flip flop in the counter is triggered at the same time, the counter is called as synchronous counter. The gates propagation delay at reset time will not be present or we may say will notoccur.

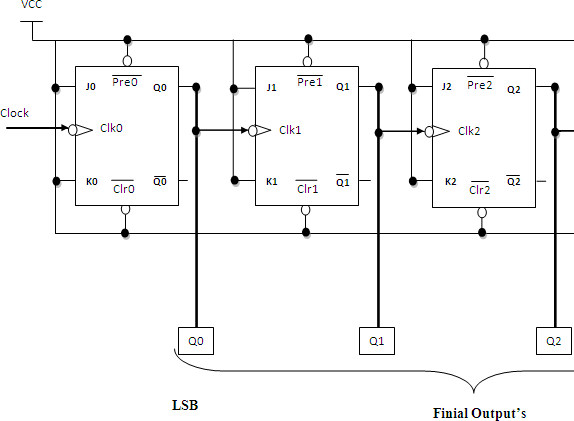
### Asynchronous Up Counter:

Fig. 1 shows 3bit Asynchronous Up Counter. Here Flip-flop 2 act as a MSB Flip-flop and Flip- flop 0 act as a LSB Flip-flop. Clock pulse is connected to the Clock of Flip-flop 0. Output of Flip-flop 0(Q0) is connected to clock of next flip-flop (i.e Flip-flop 1) and so on. As soon as clock pulse changes output is going to change (at the negative edge of clock pulse) as a Up count sequence. For 3 bit Up counter state table is as shown below.

### State Table :

|  |  |  |  |
| --- | --- | --- | --- |
| Counter States | Count | | |
| Q2 | Q1 | Q0 |
| 0 | 0 | 0 | 0 |
| 1 | 0 | 0 | 1 |
| 2 | 0 | 1 | 0 |
| 3 | 0 | 1 | 1 |
| 4 | 1 | 0 | 0 |
| 5 | 1 | 0 | 1 |
| 6 | 1 | 1 | 0 |
| 7 | 1 | 1 | 1 |
| 8 | 0 | 0 | 0 |

**Logic diagram :**



### Fig 1: 3 Bit Asynchronous Up Counter Hardware requirements :

|  |  |  |  |
| --- | --- | --- | --- |
| **Gate /**  **Flip flop** | **Quantity** | **IC** | **Quantity** |
| MS JK | 3 | 7476 | 2 |

1. **Down Counter:**

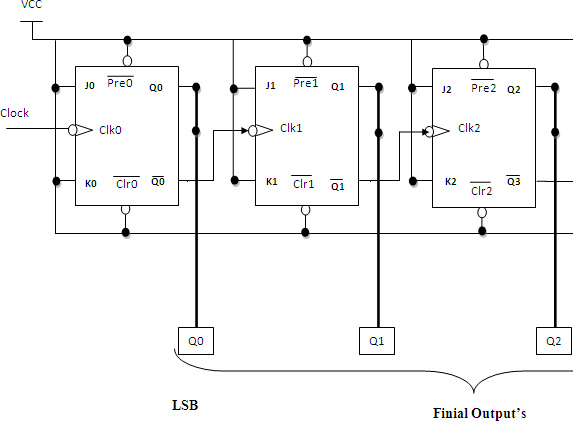
Fig. 2 shows 2 bit Asynchronous Down Counter. Here Flip-flop 2 act as a MSB Flip-flop and Flip-flop 0 act as a LSB Flip-flop. Clock pulse is connected to the Clock of Flip-flop 0. Output of Flip-flop 0 (Q0’) is connected to clock of next flip-flop (i.e Flip-flop 1) and so on. As soon as clock pulse changes output is going to change (at the negative edge of clock pulse) as a down count sequence. For 3 bit down counter sate table is as shown below.

In both the counters Inputs J and K are connected to Vcc, hence J-K Flip flop work in toggle mode. Preset and Clear both are connected to logic 1.

### State Table :

|  |  |  |  |
| --- | --- | --- | --- |
| Counter States | Count | | |
| Q2 | Q1 | Q0 |
| 7 | 1 | 1 | 1 |
| 6 | 1 | 1 | 0 |
| 5 | 1 | 0 | 1 |
| 4 | 1 | 0 | 0 |
| 3 | 0 | 1 | 1 |
| 2 | 0 | 1 | 0 |
| 1 | 0 | 0 | 1 |
| 0 | 0 | 0 | 0 |
| 7 | 1 | 1 | 1 |

**Logic diagram :**



### Fig 2: 3 Bit Asynchronous Down Counter

**Hardware requirements :**

|  |  |  |  |
| --- | --- | --- | --- |
| **Gate /**  **Flip flop** | **Quantity** | **IC** | **Quantity** |
| MS JK | 3 | 7476 | 2 |

Applications **:**

The asynchronous counters are specially used as the counting devices. They are also used to count number of pulses applied.

It also works as frequency divider.

It helps in counting the number of product coming out of the machinery where product is coming out at equal interval of time.

## Output:

