:) Triggering : allowing the circuit to be active, i.e. it can take input and give output

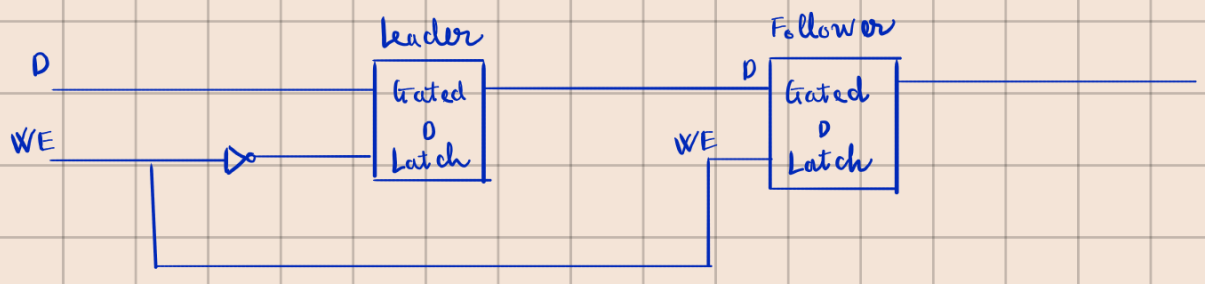
- Level trigger : The circuit becomes active when the gating or clock pulse is on a particular level

- Edge trigger : The circuit becomes active at negative or positive edge of the clock signal

:) ALU : A component which accepts two inputs and contains functions which we can select to work with the inputs

:) Register : A component used to store and manipulate data during execution of instructions

:) Leader - Follower Flip Flop : Allow the output to be controlled by clock cycles



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