

Sujithmano2706 / JKFLIPFLOP-USING-IF-ELSE

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1 Branch

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This branch is **2 commits ahead of** [naavaneetha/JKFLIPFLOP-USING-IF-ELSE:main](#) .

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https://github.com/Sujithmano2706/JKFLIPFLOP-USING-IF-ELSE

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README

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# JKFLIPFLOP-USING-IF-ELSE

AIM:

To implement JK flip-flop using verilog and validating their functionality using their functional tables

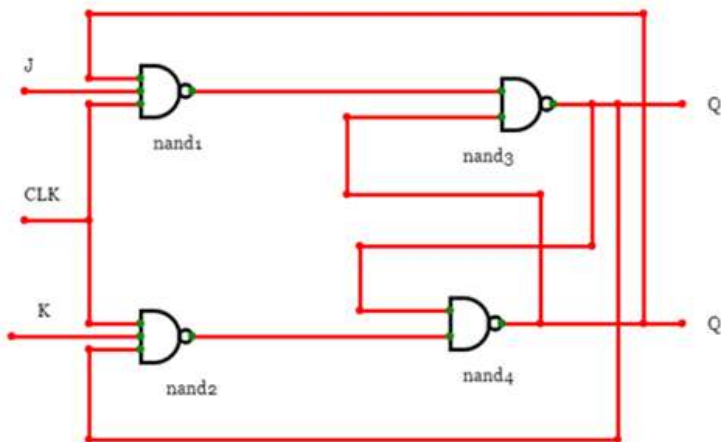
## SOFTWARE REQUIRED:

Quartus prime

## THEORY

### JK Flip-Flop

JK flip-flop is the modified version of SR flip-flop. It operates with only positive clock transitions or negative clock transitions. The circuit diagram of JK flip-flop is shown in the following figure.



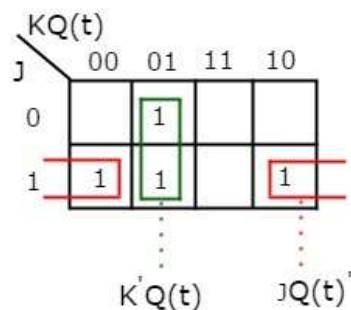
This circuit has two inputs J & K and two outputs Q<sub>t</sub> & Q<sub>t</sub>'. The operation of JK flip-flop is similar to SR flip-flop. Here, we considered the inputs of SR flip-flop as S = J Q<sub>t</sub>' and R = K Q<sub>t</sub> in order to utilize the modified SR flip-flop for 4 combinations of inputs. The following table shows the state table of JK flip-flop.

J	K	Q <sub>t+1</sub>
0	0	Q <sub>t</sub>
0	1	0
1	0	1
1	1	Q <sub>t</sub> '

Here, Q<sub>t</sub> & Q<sub>t+1</sub> are present state & next state respectively. So, JK flip-flop can be used for one of these four functions such as Hold, Reset, Set & Complement of present state based on the input conditions, when positive transition of clock signal is applied. The following table shows the characteristic table of JK flip-flop. Present Inputs Present State Next State

Present Inputs		Present State	Next State
J	K	$Q_t$	$Q_{t+1}$
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	0

By using three variable K-Map, we can get the simplified expression for next state,  $Q_{t+1}$ . Three variable K-Map for next state,  $Q_{t+1}$  is shown in the following figure.



The maximum possible groupings of adjacent ones are already shown in the figure. Therefore, the simplified expression for next state  $Q_{t+1}$  is  $Q_{t+1} = JQ(t)' + K'Q(t)Q_{t+1} = JQ(t)' + K'Q(t)$

### Procedure

1. Define Inputs/Outputs: Inputs: J (Set), K (Reset), c1k (clock); Outputs: q, qbar ( $\sim q$ ).
2. Initialization: Set  $q = 0$  and  $qbar = 1$  at the start of the simulation.
3. JK Flip-Flop Logic: On posedge c1k, compute q
4. Complementary Output: Update  $qbar = \sim q$  to maintain complementarity.
5. Testbench: Simulate with combinations of J, K, and c1k to verify JK Flip-Flop functionality.

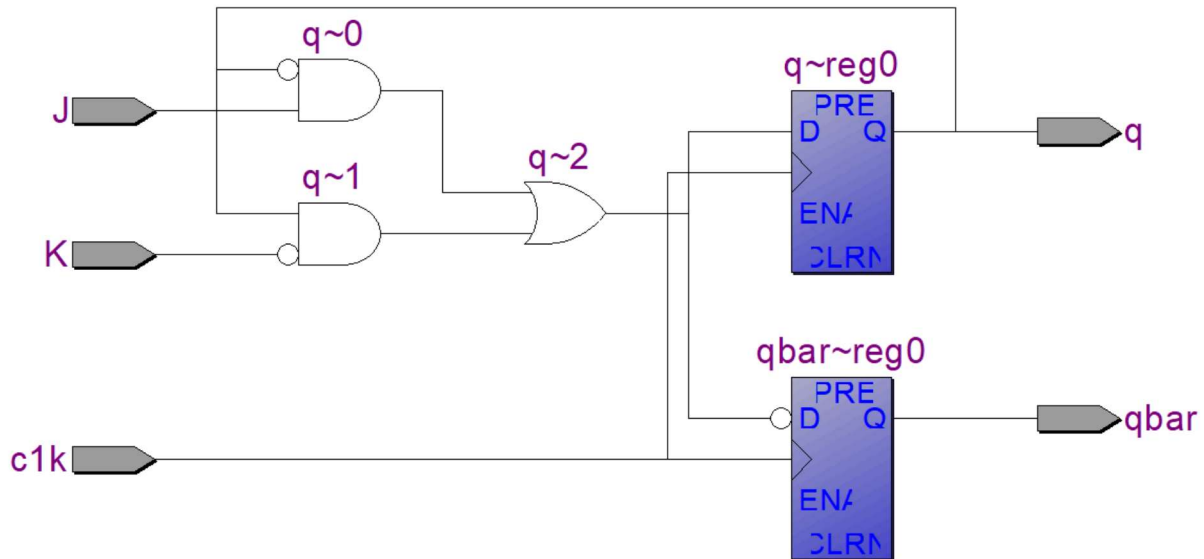
### PROGRAM

```
/* Program for flipflops and verify its truth table in quartus using Verilog programming.
Developed by:SUIJITH MANO M
RegisterNumber: 25018328
*/
```

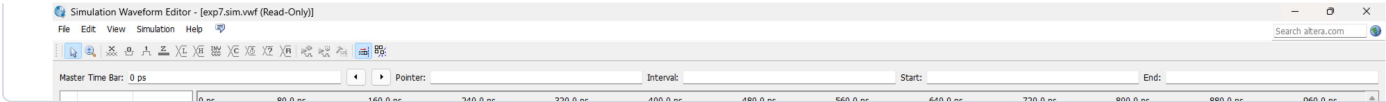
```
module exp7(J,K,c1k,q,qbar);
input J,K,c1k;
output reg q;
output reg qbar;
```

```
initial q=0;
initial qbar=1;
always @(posedge c1k)
begin
q=((J&(~q))|((~K)&q));
qbar=~q;
end
endmodule
```

## RTL LOGIC FOR FLIPFLOPS



## TIMING DIGRAMS FOR FLIP FLOPS



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- Verilog 15.6%
- HTML 15.3%
- Standard ML 1.4%


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Package a Jekyll site using the jekyll/builder Docker image.

**SLSA Generic generator**

Configure

Generate SLSA3 provenance for your existing release workflows

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