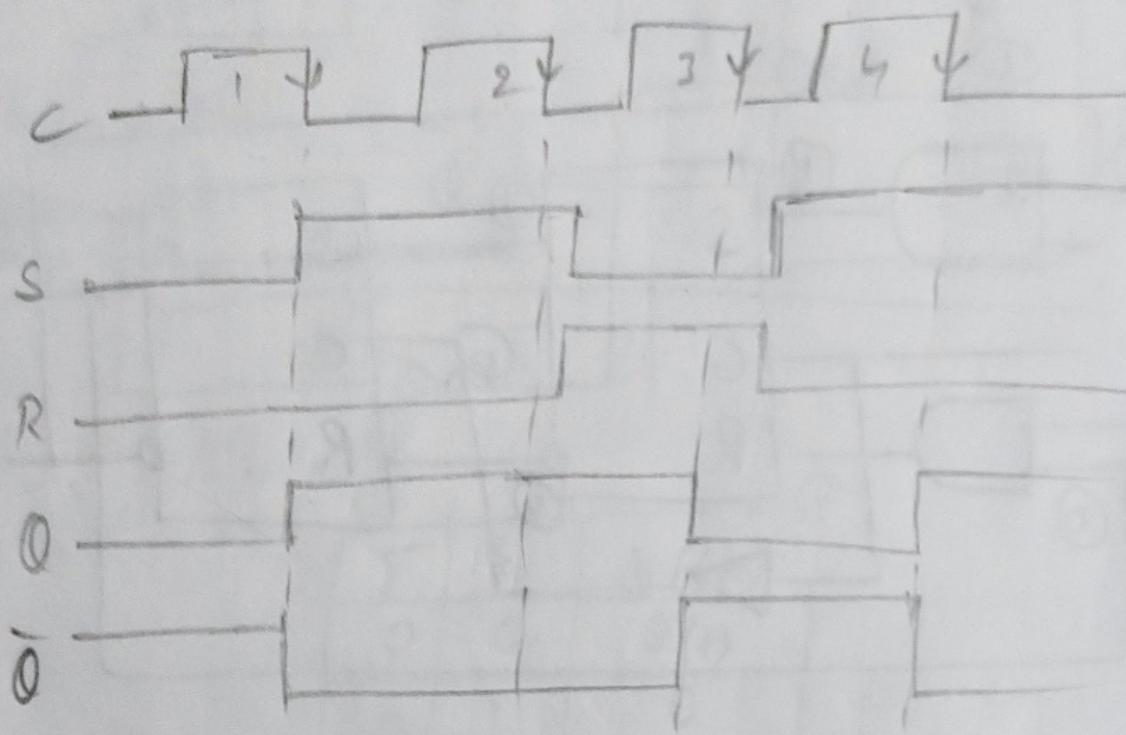


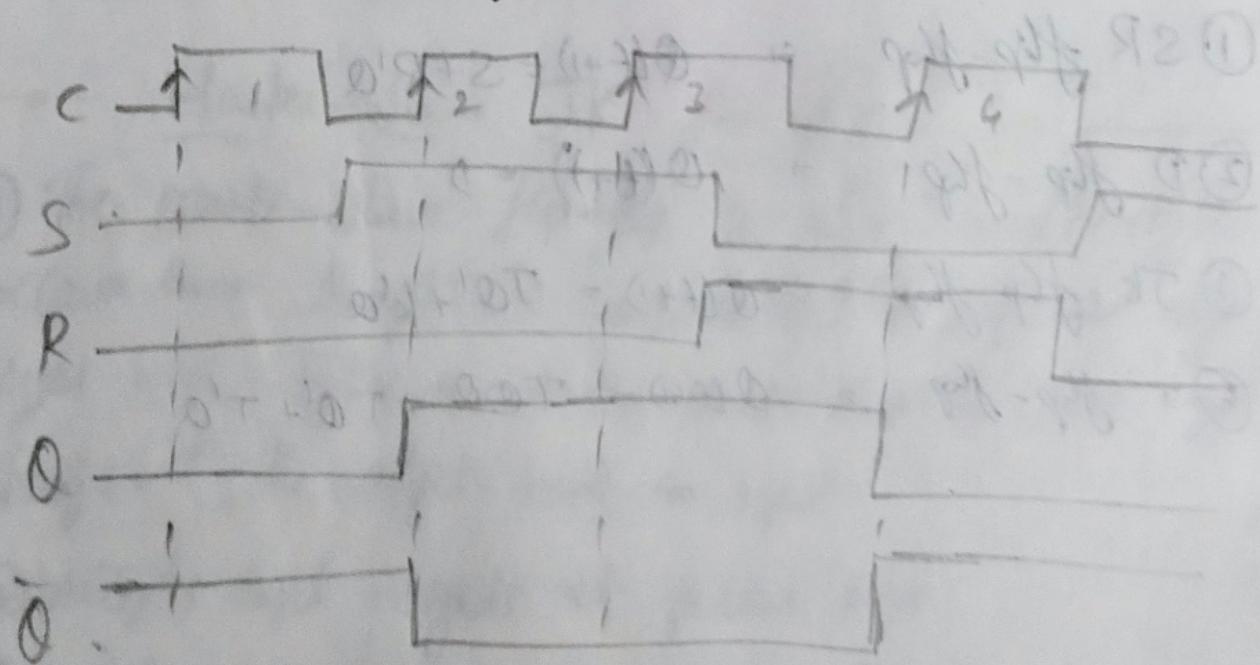
* — O — Problems — O —

⑪* SR flip-flop

(a) - ve edge triggering

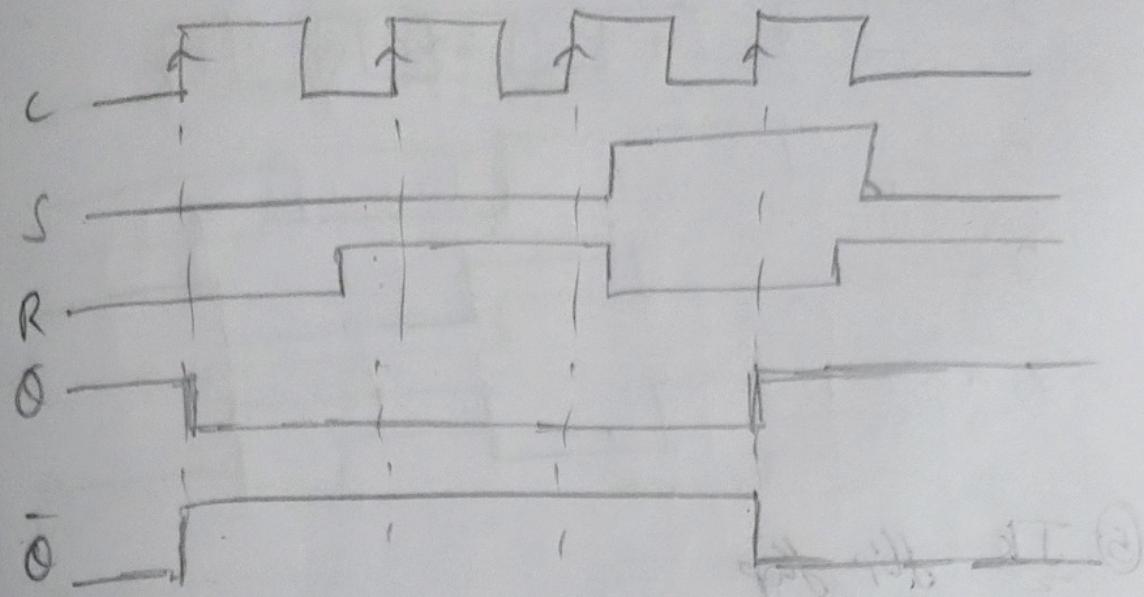


(b) +ve edge triggering



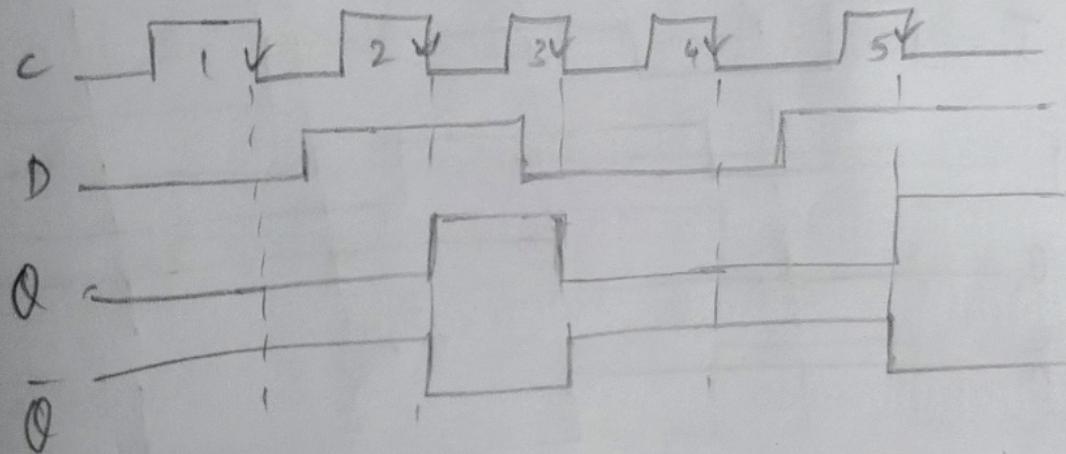
② Determine waveforms Q.

Q initial state

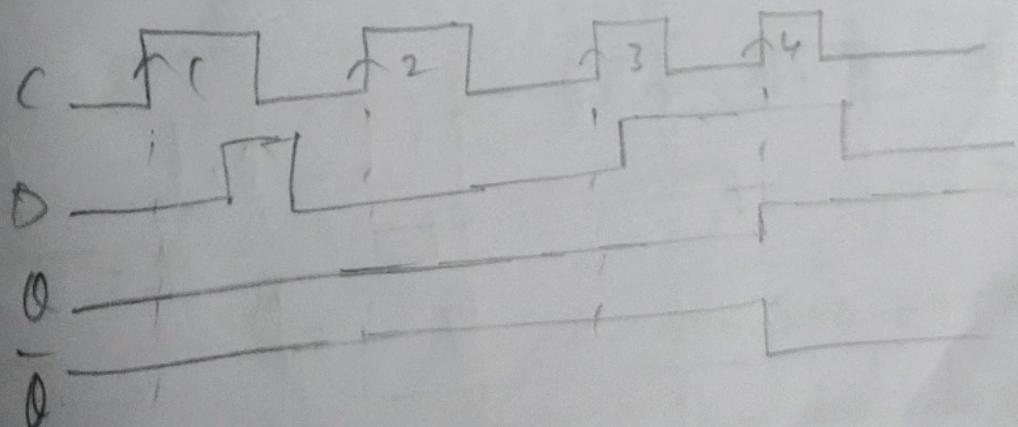


③ D flip-flop

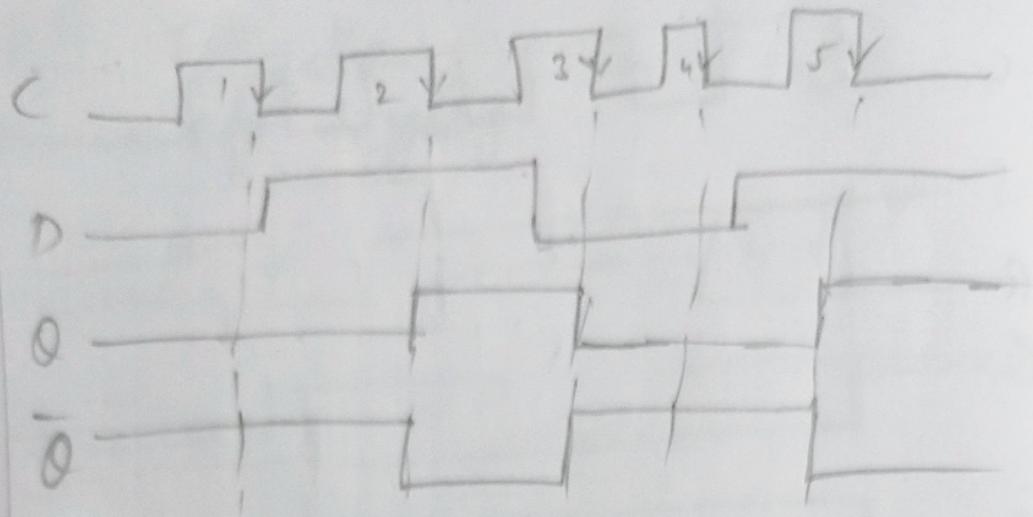
(a) -ve edge triggering



(b) +ve edge triggering

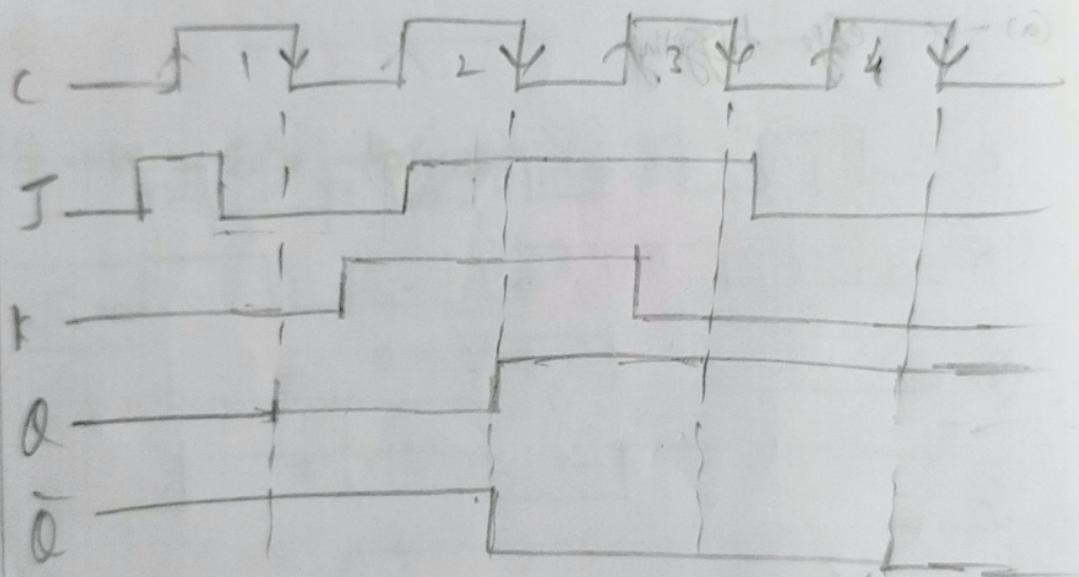


④ Determine Q

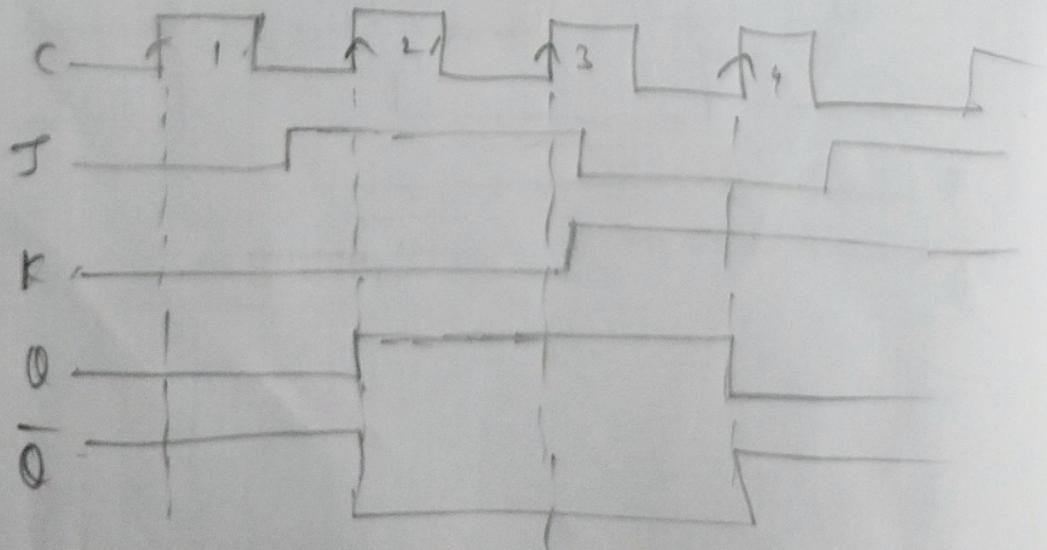


⑤ JK - flip flop

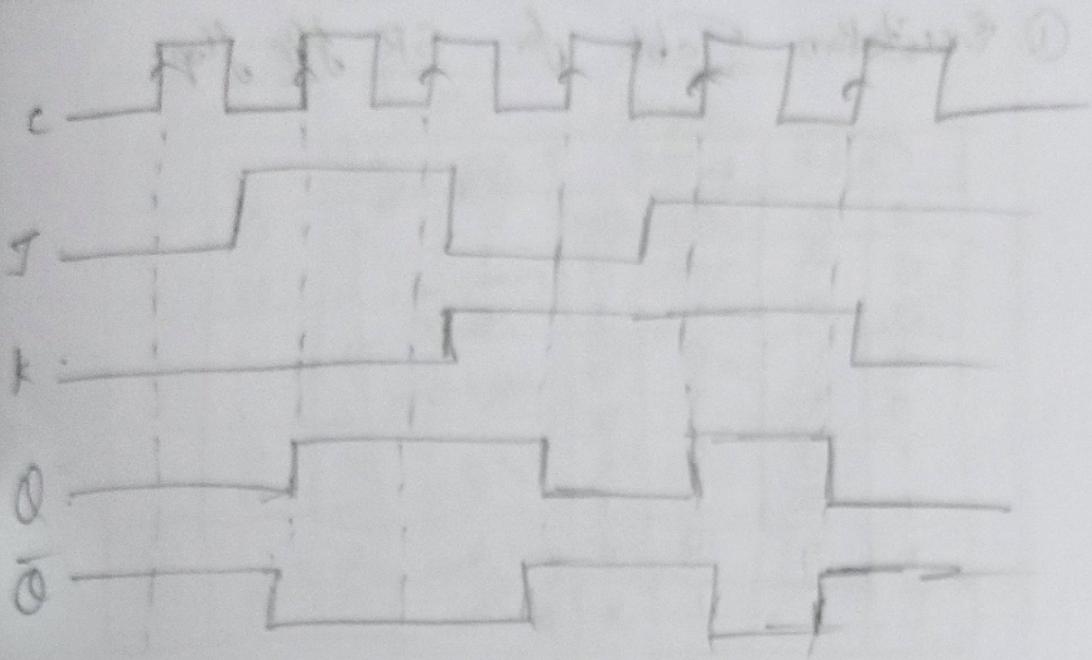
(a) - ve edge triggering



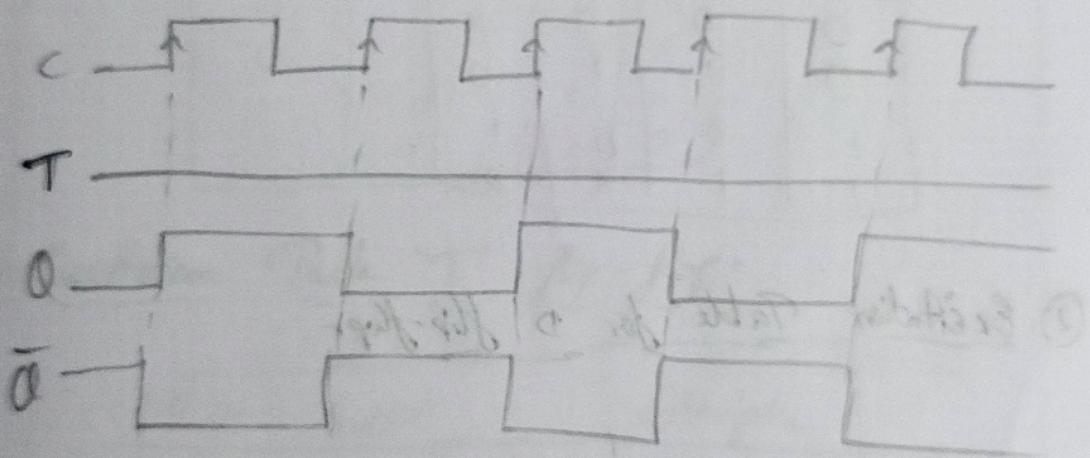
(b) +ve Edge trigger.



② Determine A.



③ Determine Q.



④ Determine Q

