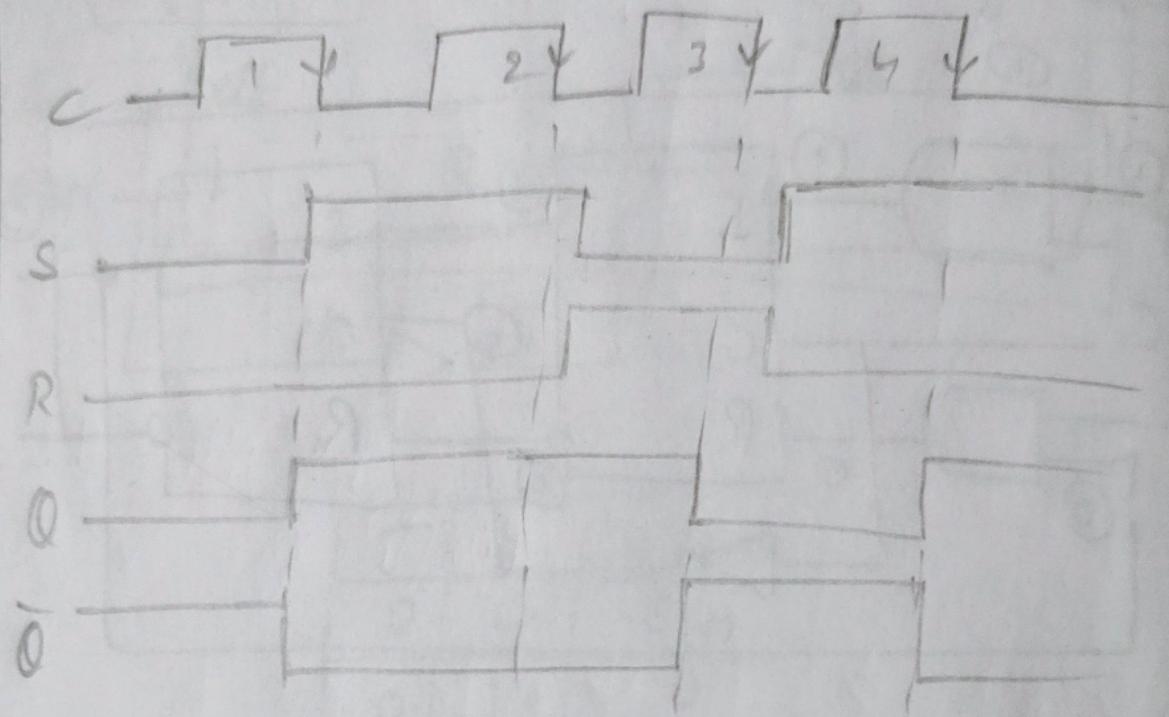


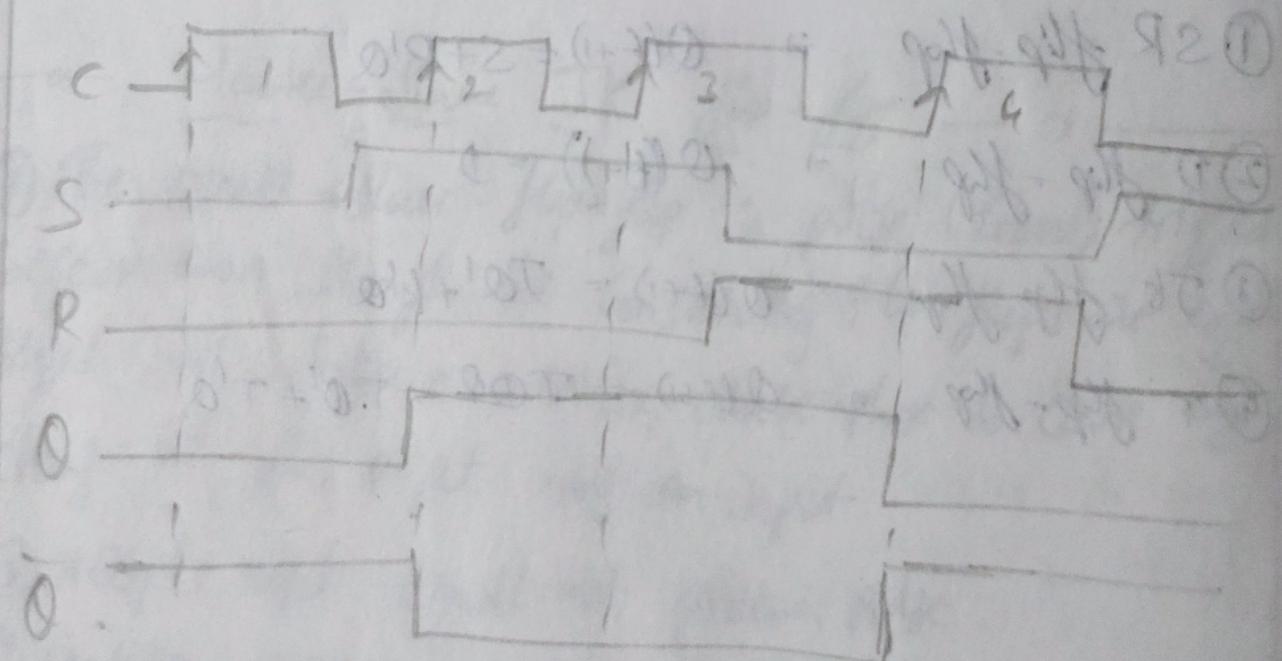
* ————— Problems ————— *

⑩* SR Flip-flop

(a) -ve edge triggering

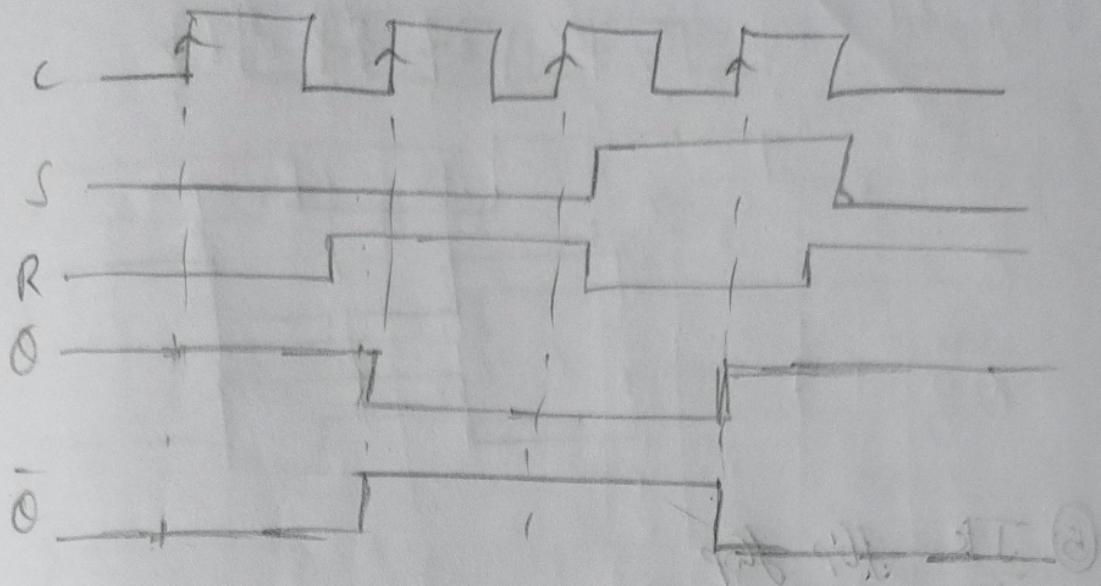


(b) +ve edge triggering



② Determine connection Q.

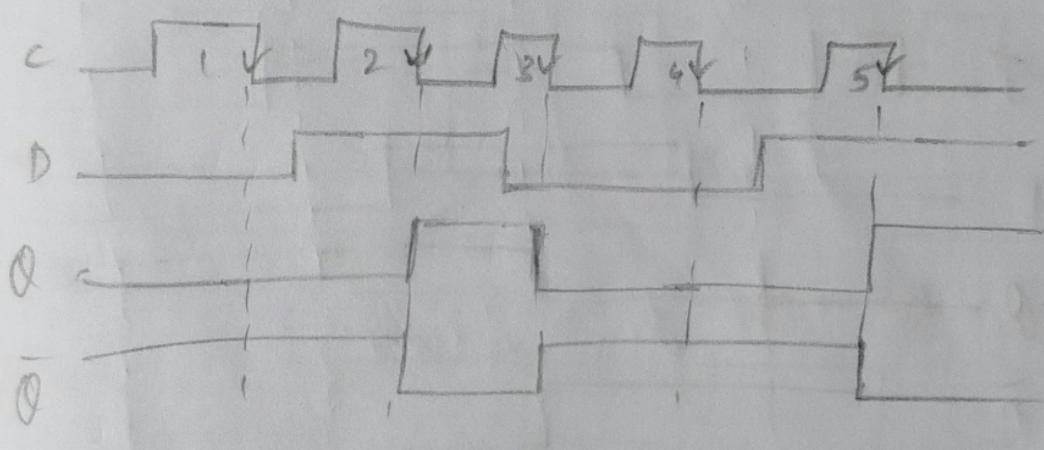
③ Answer (b)



③ D flip-flop

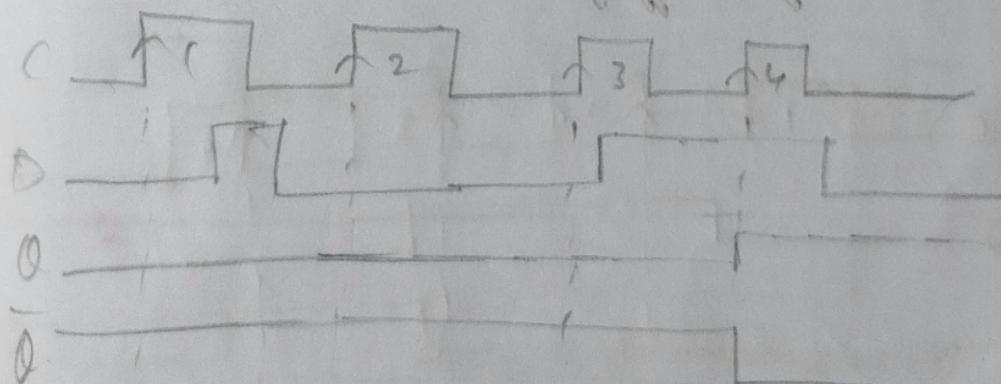
buffered flip flop (a)

(a) -ve edge triggering.

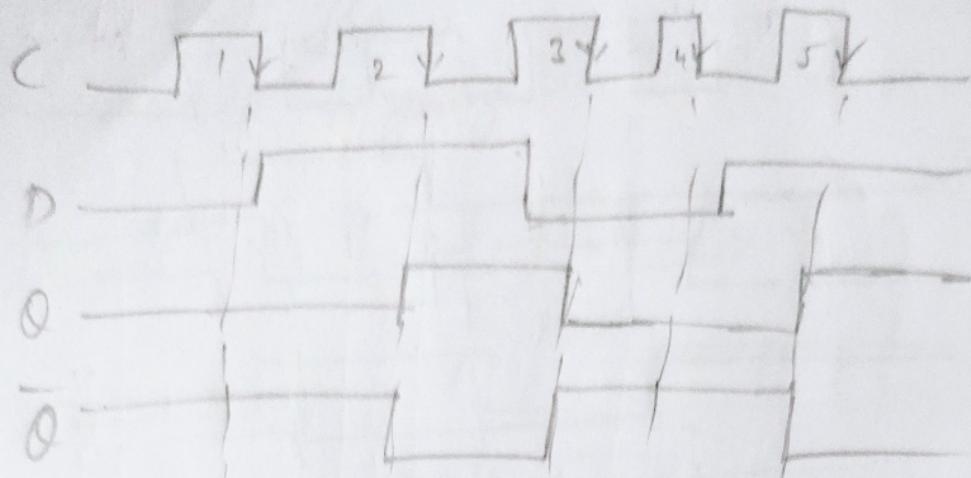


(b) +ve edge triggering

buffered flip flop (b)

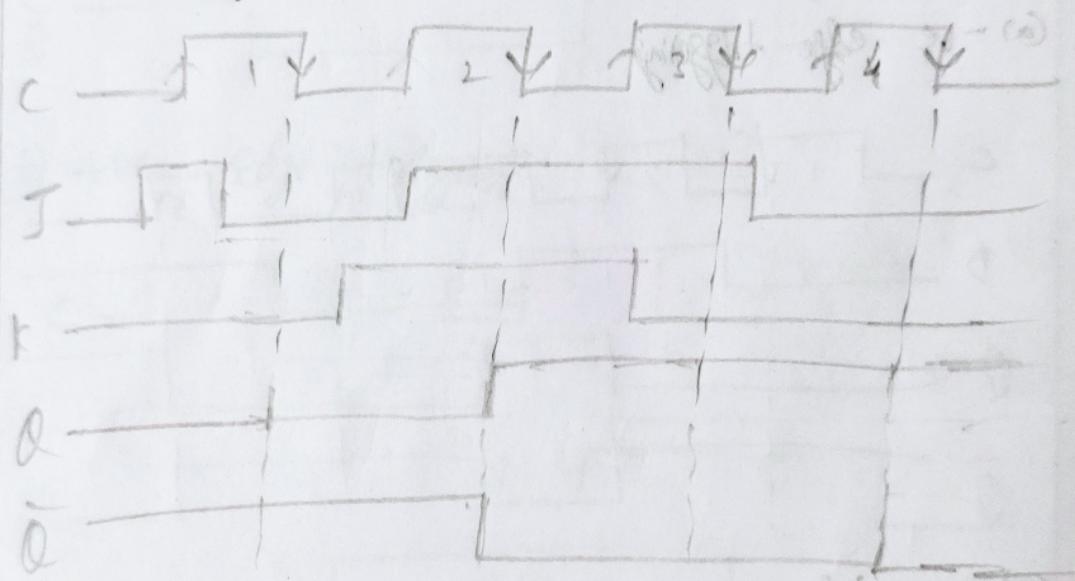


④ Determine Q

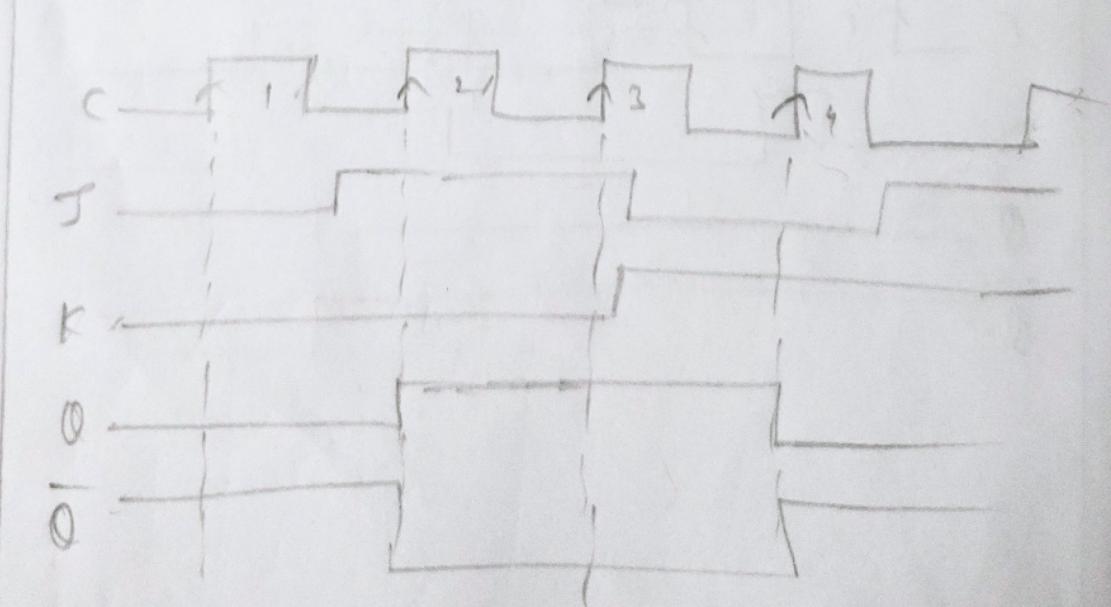


⑤ JK - flip flop

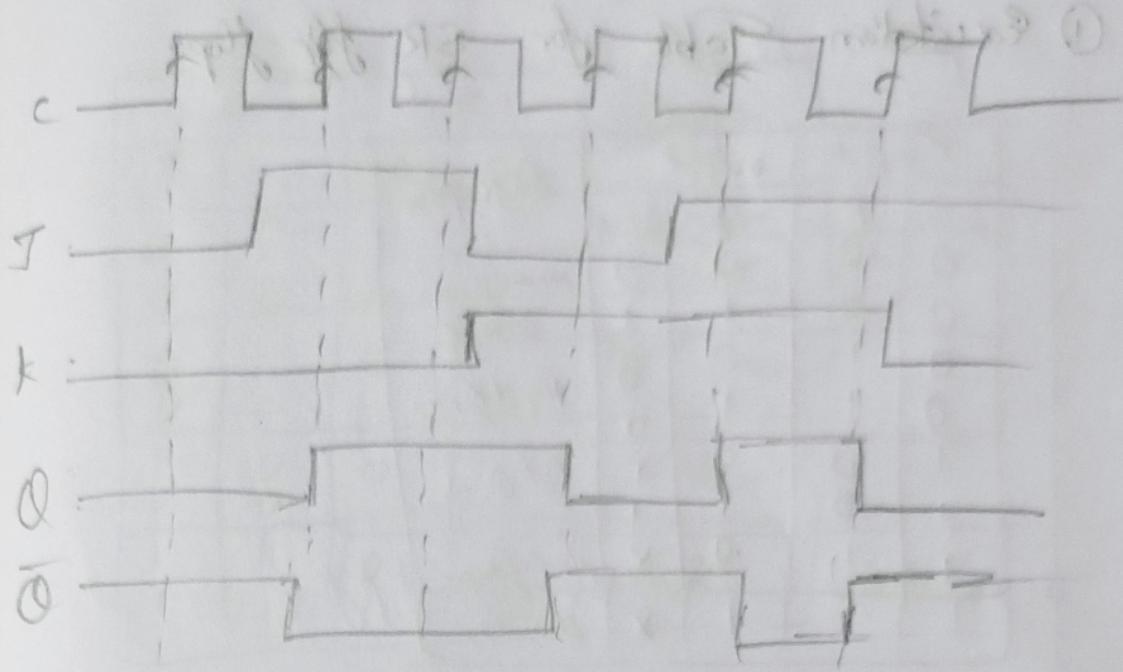
(a) - ve Edge triggering



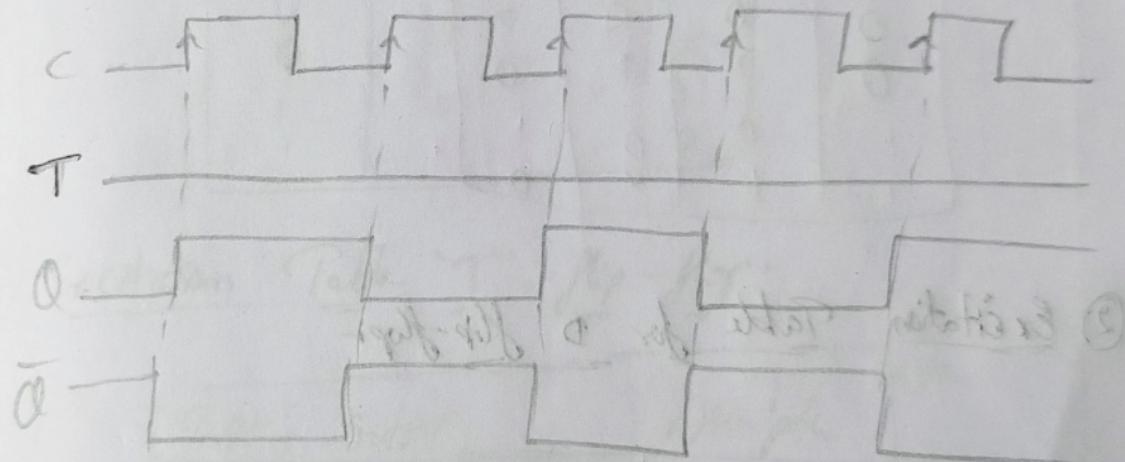
(b) +ve Edge triggering



⑥ Determine Q.



⑦ Determine Q.



⑧ Determine Q

