



بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ

*In the name of Allah, the Most Merciful, the Most Kind*

Date: 15-11-2021

# **BCS 103**

## **Digital Logic & Computer Architecture**

**Lecture 33 and 34**

# LAST LECTURE

In the Last Lecture

- **Multiplexer**
- **De-multiplexer**

# TODAY'S LECTURE

Today we will discuss about:

- **Sequential Logic Circuits**
- **Flip-Flop**

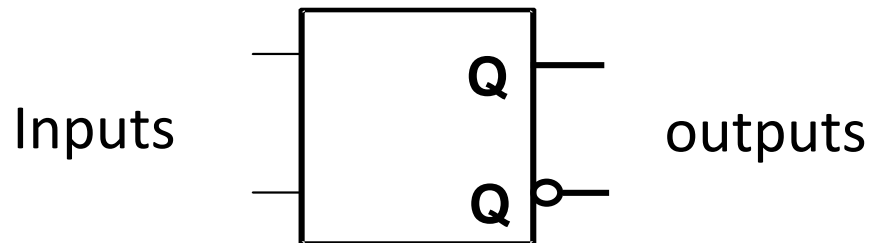
# Combinational vs Sequential Circuits

- **Combinational circuits** are defined as the time independent circuits which do not depend upon previous inputs to generate any output are termed as combinational circuits.
- **Sequential circuits** are those which are dependent on clock cycles and depend on present as well as past inputs to generate any output.

# Flip Flop

# Flip Flop

- Flip-Flop is a memory element which is capable of storing one bit of information and it is mostly used in clocked sequential circuits.
- A Flip-Flop has two outputs, one for normal value and other for complement value of the bit stored in it.
- A Flip-Flop can maintain a binary state indefinitely (as long as power is delivered to the circuit) until directed by an input signal to switch states.
- A Flop-Flop is also known as Bistable Multivibrator.



# Flip Flop

- Flip-Flops are of different types depending on how their inputs and clock pulses cause transition between two states.
- There are four Basic types:
  1. SR Flip-Flop / RS Flip-Flop
  2. JK Flip-Flop
  3. D Flip-Flop
  4. T Flip-Flop

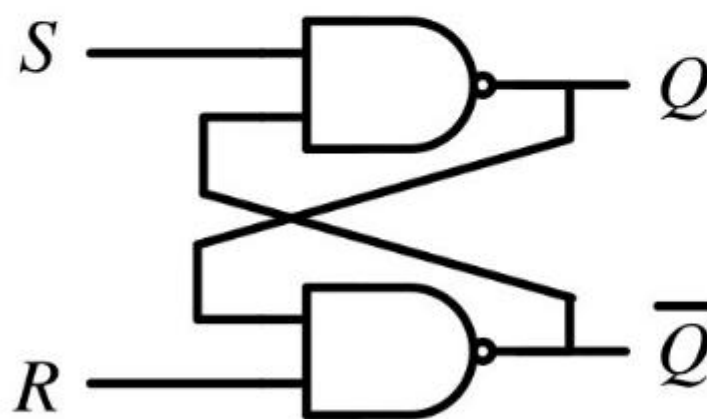
# Flip Flop Usage / Applications

- For Memory circuits
- For Logic Control Devices
- For Counter Devices
- For Register Devices



# SR Flip Flop

# SR Flip Flop - NAND GATE LATCH



$S$	$R$	$Q$
0	0	$Q=Q'=1$
0	1	1
1	0	0
1	1	$Q_0$

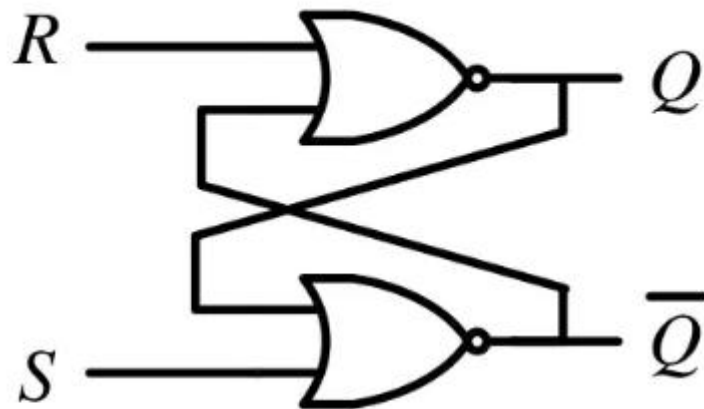
Invalid

Set

Reset

No change

# RS Flip Flop - NOR GATE LATCH



$S$	$R$	$Q$
0	0	$Q_0$
0	1	0
1	0	1
1	1	$Q=Q'=0$

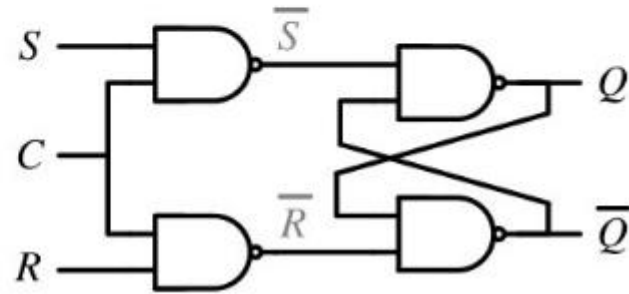
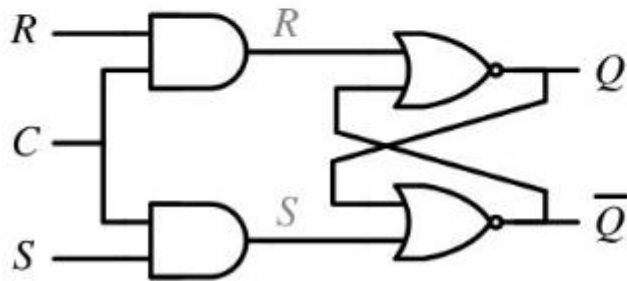
No change

Reset

Set

Invalid

# Clocked SR Flip Flop



$C$	$S$	$R$	$Q$
0	x	x	$Q_0$
1	0	0	$Q_0$
1	0	1	0
1	1	0	1
1	1	1	$Q=Q'$

No change

No change

Reset

Set

Invalid

Thanks