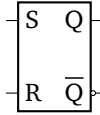
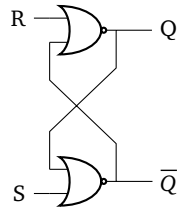


FLIP-FLOPS

RS

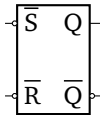
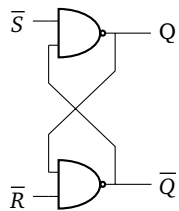
Básculas RS

• Puertas NOR:



R	S	Q_{t+1}	\bar{Q}_{t+1}
0	0	Q_t	\bar{Q}_t
0	1	1	0
1	0	0	1
1	1	0	0

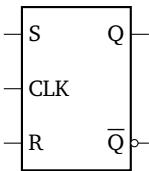
• Puertas NAND:



\bar{R}	\bar{S}	Q_{t+1}	\bar{Q}_{t+1}
0	0	1	1
0	1	0	1
1	0	1	0
1	1	Q_t	\bar{Q}_t

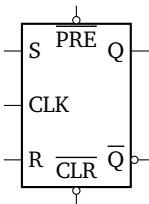
Flip-Flops RS

• Síncrono:



CLK	R	S	Q_{t+1}	\bar{Q}_{t+1}
0	X	X	Q_t	\bar{Q}_t
1	0	0	Q_t	\bar{Q}_t
1	0	1	1	0
1	1	0	0	1
1	1	1	0	0

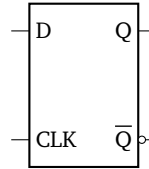
• Síncrono con entradas ASYNC:



PRE	CLR	CLK	R	S	Q_{t+1}	\bar{Q}_{t+1}	
0	0	X	X	X	0	0	No usado
0	1	X	X	X	1	0	Set ASYNC
1	0	X	X	X	0	1	Reset ASYNC
1	1	0	X	X	Q_t	\bar{Q}_t	Mantiene
1	1	1	0	0	Q_t	\bar{Q}_t	Mantiene
1	1	1	0	1	1	0	Set SYNC
1	1	1	1	0	0	1	Reset SYNC
1	1	1	1	1	0	0	No usado

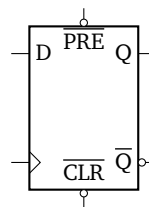
Tipo D

• Disparado por Nivel:



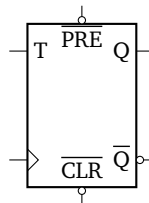
CLK	D	Q_{t+1}	\bar{Q}_{t+1}
0	X	Q_t	\bar{Q}_t
1	1	1	0
1	0	0	1

• Disparado por Flanco:



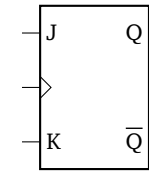
PRE	CLR	CLK	D	Q_{t+1}	\bar{Q}_{t+1}
0	0	X	X	No usado	No usado
0	1	X	X	1	0
1	0	X	X	0	1
1	1	0	X	Q_t	\bar{Q}_t
1	1	↑	1	1	0
1	1	↑	0	0	1

Tipo T



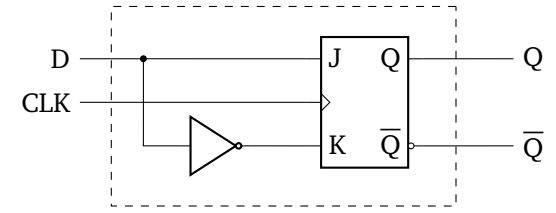
CLK	T	Q_{t+1}	\bar{Q}_{t+1}
0	X	Q_t	\bar{Q}_t
↑	0	Q_t	\bar{Q}_t
↑	1	\bar{Q}_t	Q_t

Tipo JK

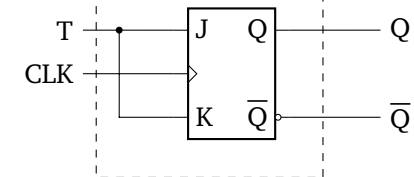


CLK	J	K	Q_{t+1}	\bar{Q}_{t+1}	Función
0	X	X	Q_t	\bar{Q}_t	No cambia
↑	0	0	Q_t	\bar{Q}_t	No cambia
↑	0	1	0	1	A 0: Reset
↑	1	0	1	0	A 1: Set
↑	1	1	\bar{Q}_t	Q_t	Conmuta

D por flanco con JK



T por flanco con JK



Procedimiento Nuevos Flip-Flop

Ejemplo JK con T

1. Conocer tabla de verdad de AMBOS flip-flop
2. Nueva tabla de verdad: $\left\{ \begin{array}{l} IN : \text{IN FF want (J, K), OUT FF have (Q)} \\ OUT : \text{IN FF have (T)} \end{array} \right.$

3. Con tabla de 1., completar tabla:

J	K	Q	T
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	1
1	0	1	0
1	1	0	1
1	1	0	1

4. Karnaugh: $T = KQ + K\bar{Q}$

Para que un conjunto de FF..

- Empiecen en 0: CLR
- Empiecen en 1: PRE
- Empiecen en valor concreto:
 - CLR para los 0
 - PRE para los 1