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P6. 0	Q becomes equal to D on the negative edge of
b)	PRESET_N asynchronously sets Q to 1.
2)	Since CLEAR_N is asynchronous, pulsing CLEAR_N clears Q immediately to O.
dy	PRESERT_N will set (p asynchronously to 1.
<u>e</u> )	Q = 1.  Although this is an undesirable state, Q can be  determined due to previous knowledge of NAWD  gates used in Constanction of this DFF. (Wort true for all DFF's as some use NOR Gates)
+)	PRESET_N asynchronously sets Q to I.
9)	CLEAR_N asynchronously sets Q to 0
4)	Q becomes equal to D at negative edge of CLK as normal: Q=1