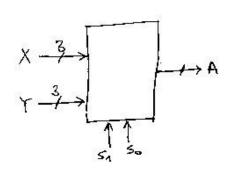
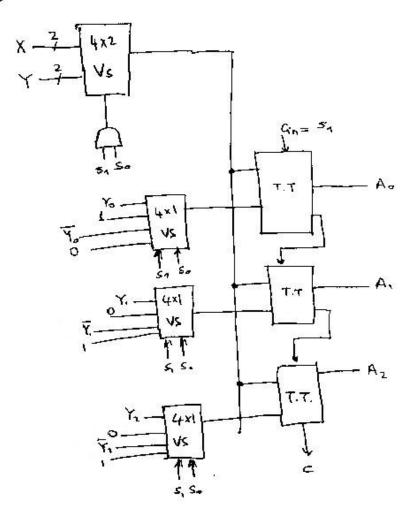
1) Asoğida işlevleri tarif edilen 3-bit sayıcıyı J-K Flip Flopları kullanarak gerçekleyinir.

$$\begin{array}{c|cccc} S_A & S_A & A^{\dagger} \\ \hline O & O & A \\ O & I & I \\ I & O & A+I \\ I & I & \overline{A} \\ \end{array}$$

2) Azagida islevleri tonf edilen 3-bithe antuchle islemciyi tasarlayıng







 $\begin{array}{ll}
A_0 &= \overline{s}_1 \overline{s}_0 A_0 + \overline{s}_1 \overline{s}_0 \overline{A}_0 + \overline{s}_1 \overline{s}_0 \overline{A}_0 \\
&= (\overline{s}_1 \overline{s}_0 \overline{1}_0 + \overline{s}_1) \overline{A}_0 + (\overline{s}_1 \overline{s}_0 \overline{1}_0 + \overline{s}_1 \overline{s}_0) A_0
\end{array}$ $\begin{array}{ll}
J_0 &= \overline{s}_1 \overline{s}_0 \overline{1}_0 + \overline{s}_1 \\
K_0 &= (\overline{s}_1 + \overline{s}_0) (\overline{s}_1 + \overline{s}_0 + \overline{1}_0) = \overline{s}_1 + \overline{s}_1 \overline{s}_0 + \overline{s}_1 \overline{s}_0 + \overline{s}_1 \overline{s}_0 + \overline{s}_1 \overline{s}_0 \\
K_0 &= (\overline{s}_1 + \overline{s}_0) (\overline{s}_1 + \overline{s}_0 + \overline{1}_0) = \overline{s}_1 + \overline{s}_1 \overline{s}_0 + \overline{s}$