

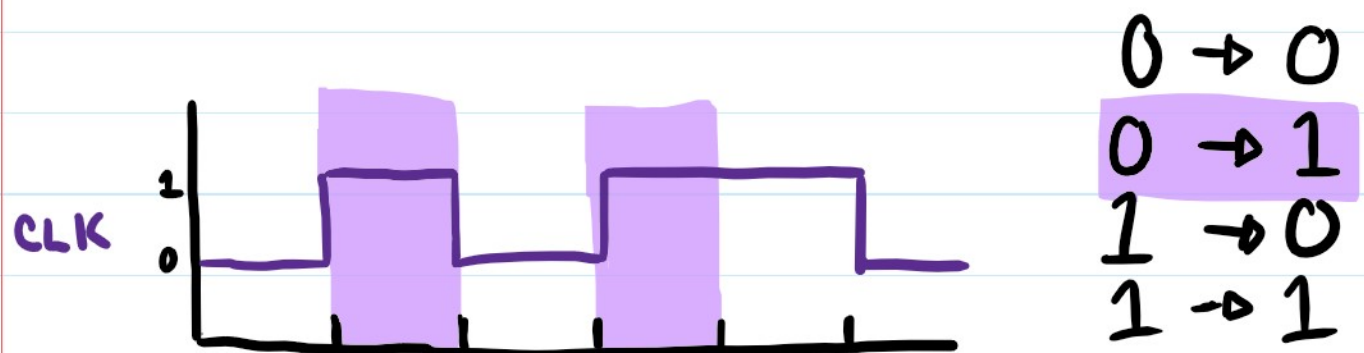
## Section 2 - Flip Flops

Wednesday, June 19, 2019 12:25 PM

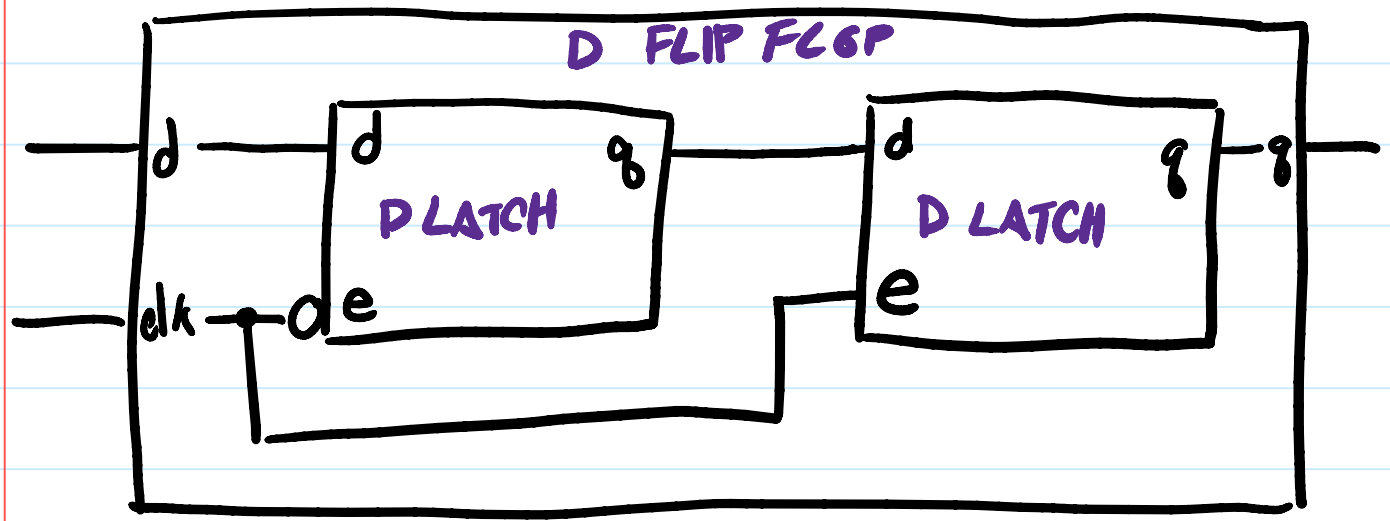
### • SECTION 2 • ... FLIP FLOPS ...

- A LATCH IS LEVEL SENSITIVE.  
↳ AS LONG AS  $e$  IS 1 IT CHANGES

**FLIP FLOP** - STORES A BIT ONLY AT THE RISING  
EDGE OF AN ENABLE  
- A FLIP FLOP IS EDGE TRIGGERED



- THE RISING CLOCK IS HIGHLIGHTED
- ONLY THE FIRST 1 IN A SEQUENCE
- FLIP FLOP ONLY ENABLES ON A RISING 1



- THE ABOVE IS IMPLEMENTED WITH A MASTER-SERVANT IMPLICATION  
↳ COMMONLY REFERRED TO AS "MASTER SLAVE" BUT THAT'S RACIST D:
- FIRST LATCH IS THE MASTER THE SECOND IS THE SERVANT