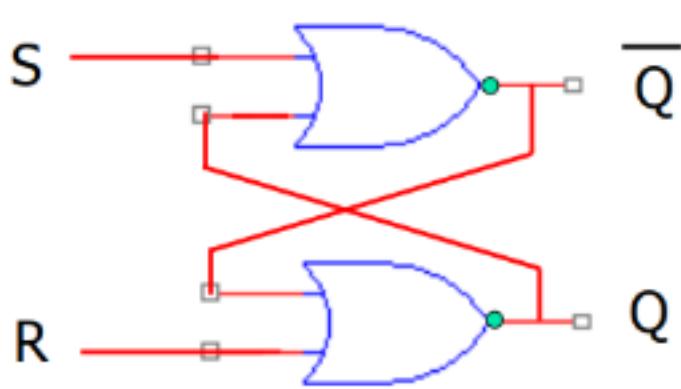
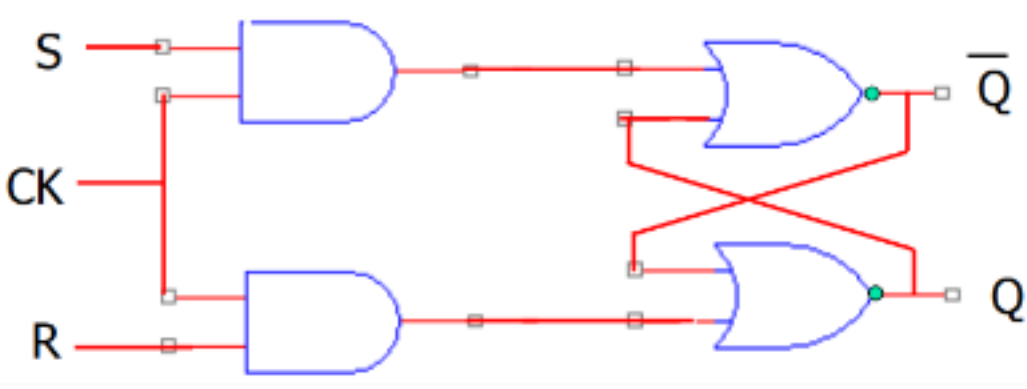


Flip-Flop SR (Set-Reset)



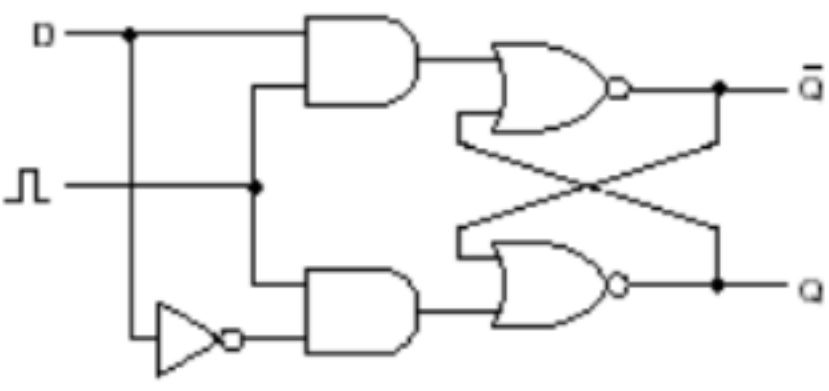
S	R	Q_{n+1}
0	0	Q_n
0	1	0
1	0	1
1	1	Prohibido

Flip-Flop SR SINCRÓNICO



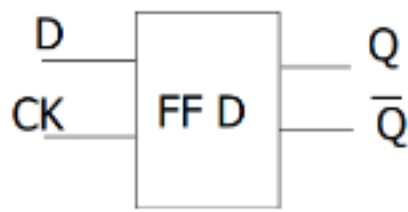
CK	S	R	Q_{n+1}
1	0	0	Q_n
1	0	1	0
1	1	0	1
1	1	1	Prohibido
0	x	x	Q_n

Flip-Flop D



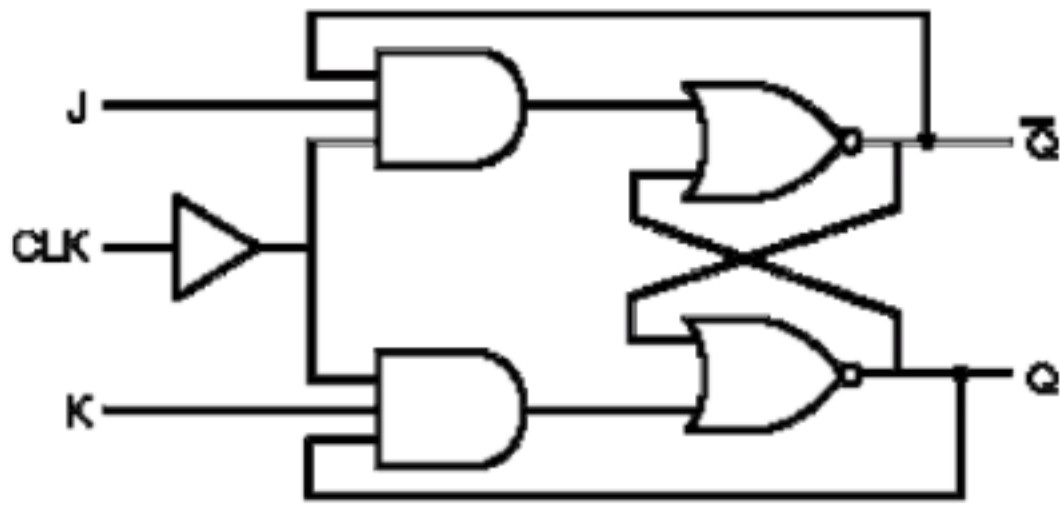
D	Q_{n+1}
0	0
1	1

con CK=1

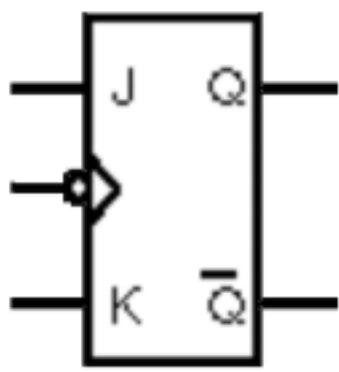


← Símbolo

Flip-Flop J-K

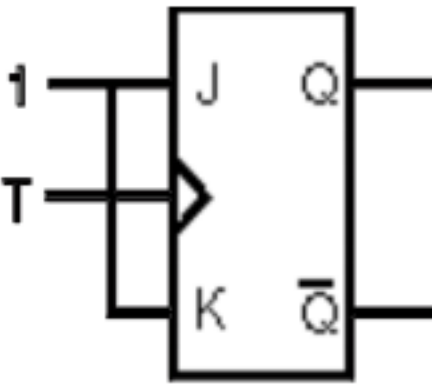


J	K	Q_{n+1}
0	0	Q_n
0	1	0
1	0	1
1	1	$\overline{Q_n}$

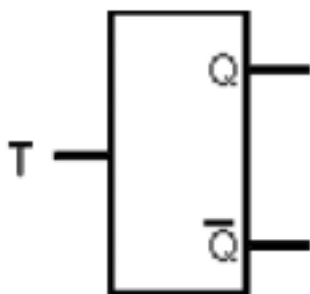


← Símbolo

Flip-Flop T (toggle)



T	Q_{n+1}
0	Q_n
1	$\overline{Q_n}$



← Símbolo

El Flip-Flop T (toggle): mantiene su estado o lo cambia dependiendo del valor de T cada vez que se activa. Puede implementarse utilizando un biestable J-K.