

Clocked synchronous state machines

Controlled by clock

flip flop

edge triggered (Rising edge)

S changes at specific clk signals

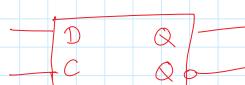
R (Set reset)

latch (uncontrolled)
acts w/ resp on I/O
independent of CLK signals

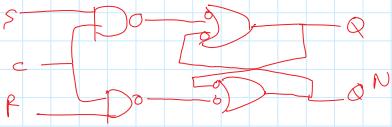
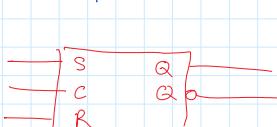
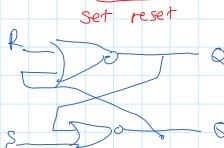
Types

S-R with EN

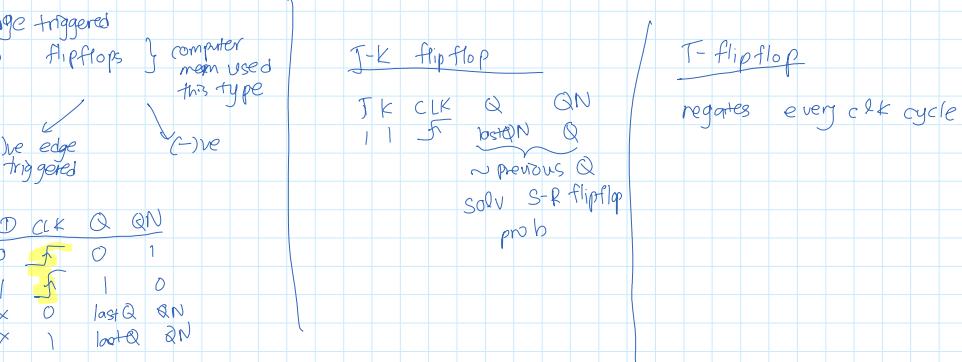
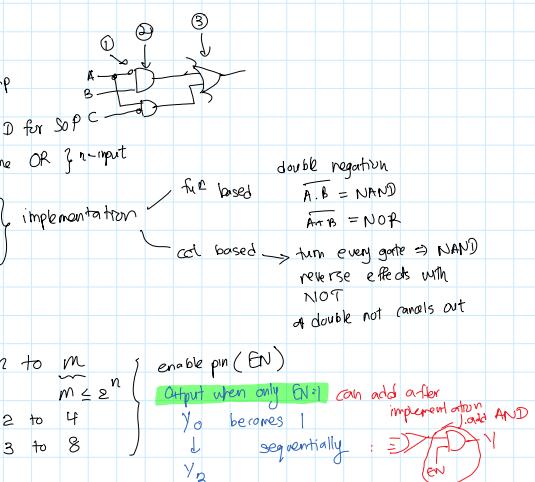
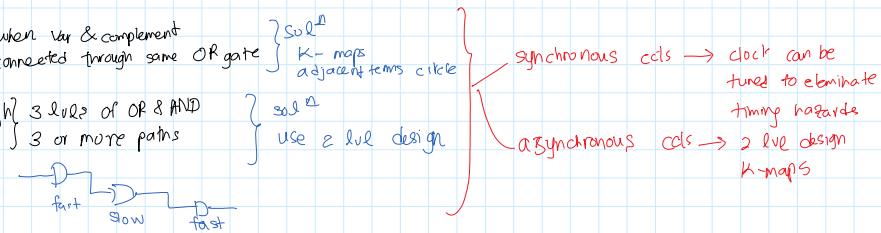
D

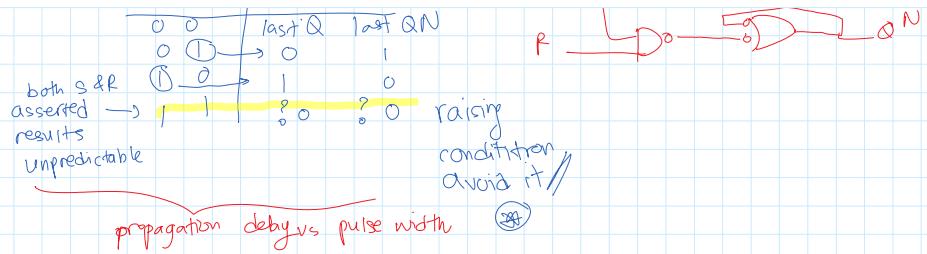


⇒ keep the val (1-bit store)



	S	R	Q	QN	last Q	last QN
both S & R	0	0	0	1	0	1
	0	1	1	0	1	0
	1	0	0	1	0	1





I	1	0
x	0	lastQ
x	1	lastQ

