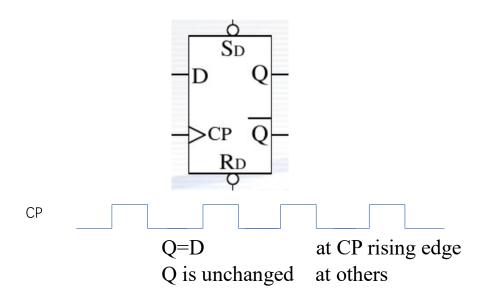
## Practice 4 Flip flop and counter

## 1. D flip flop test

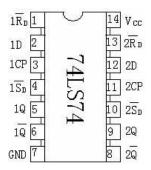
**74LS74** is ascending edge trigger D flip-flop (from 1 to zero). 74LS74 has two internal D flip-flops. The truth table of 74LS74 can be found in your system. Your task is to test and fill in the truth table.

- 1, Test Sd(set), Rd(reset) function
- 2. CP is clock pulse (press button switch on and down)
- 3, Q<sup>n</sup>, Q<sup>n+1</sup> stand for previous state and current state
- D is input, Test D flip-flop function, that is to let D=0, D=1, use single pulse or to observe the output

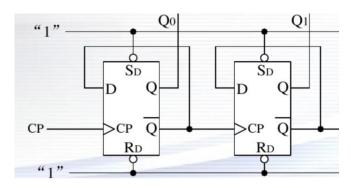
(Sd, Rd set or reset, then Sd=Rd=1)



$\overline{S}_d$ $\overline{R}_d$	СР	D	Q <sup>n</sup>	Q <sup>n+1</sup>
0 1	X	X	1	
			1	
1 0	X	X	0	
			0	
1 1		0	0	
			1	
1 1		1	0	
			1	
1 1	0 (1)	X	0	
			1	



## 2. Use D flip-flop build counter



Base 4 counter

3. Use logic analyzer to observe the base4 counter waveform