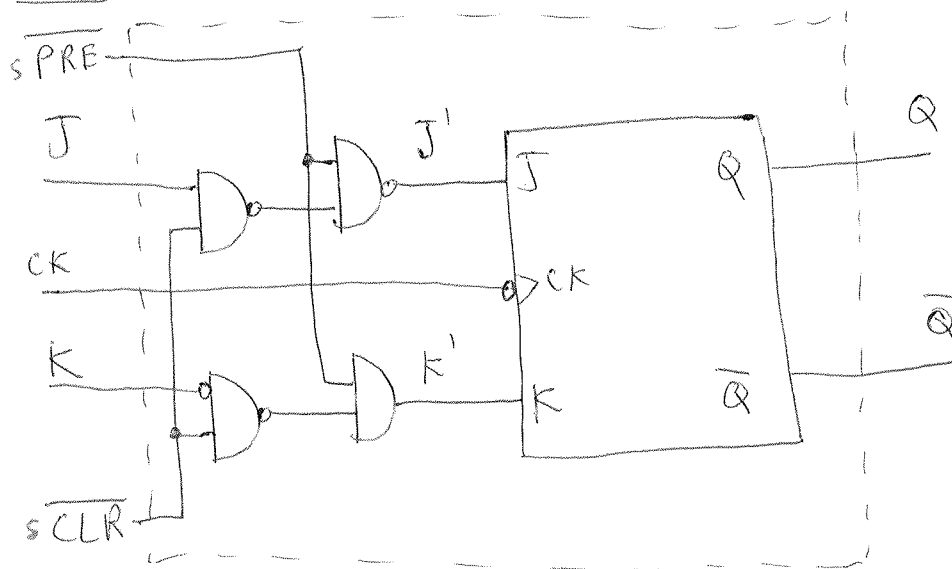


Flip-Flop JK Mestre-Escravo com Preset e Clear Sincronos

Na sequência:
 Exemplo de
 projeto: cronô-
 metro.

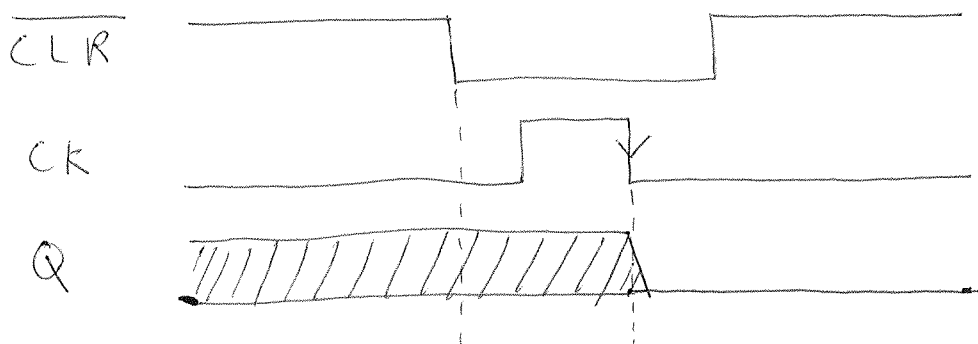


\overline{PRE}	\overline{CLR}	J'	K'
0	0	1	0
0	1	1	0
1	0	0	1
1	1	J	K

Adotou-se que
 Preset prevalece
 sobre o Clear.

→ O Preset ou Clear ocorre apenas
 quando houver um pulso de clock.

Exemplo do comportamento:



Exemplo de Projeto

Cronômetro Inicia-Para-Marca-Zera

Aspecto Final :

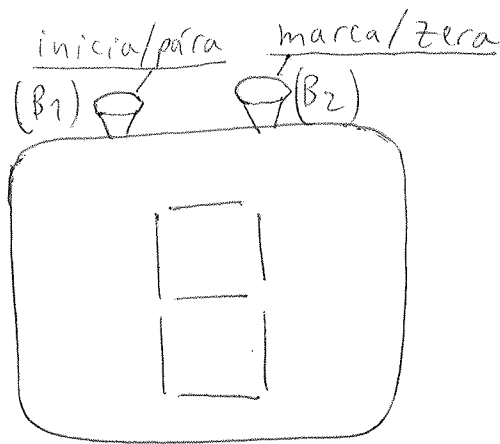
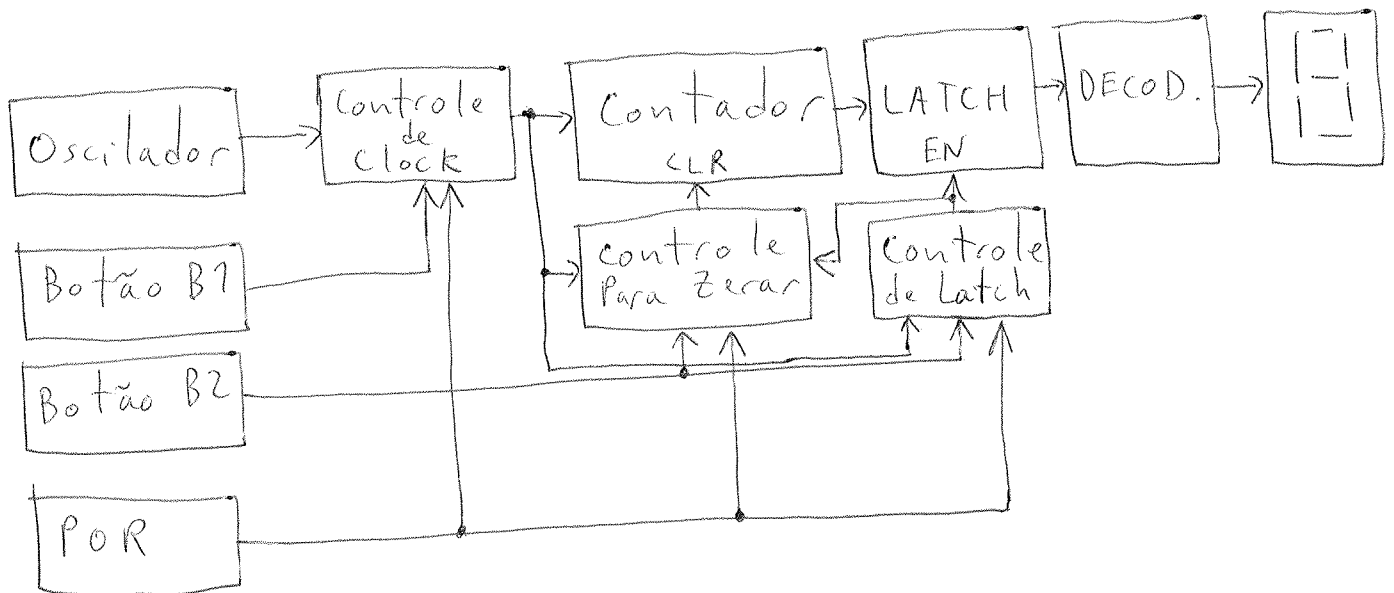
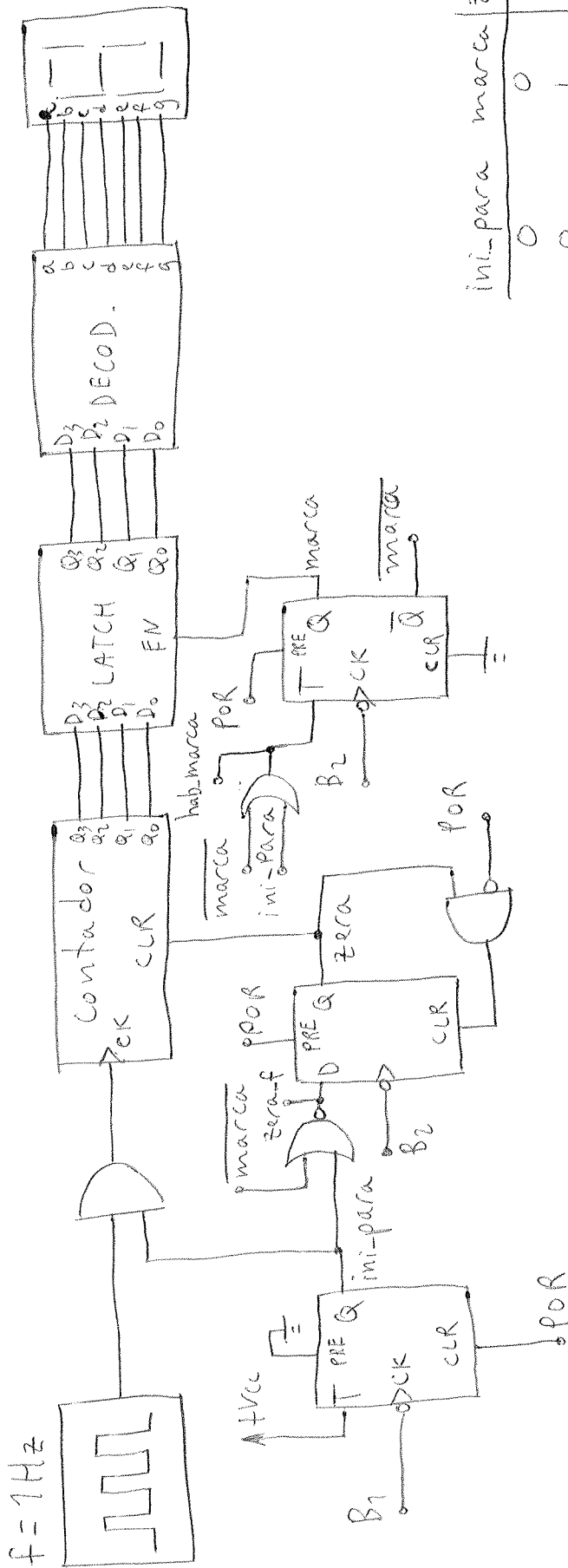


Diagrama em Blocos :

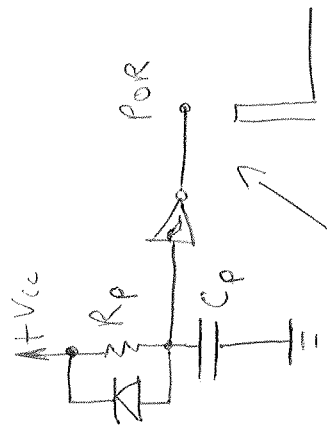
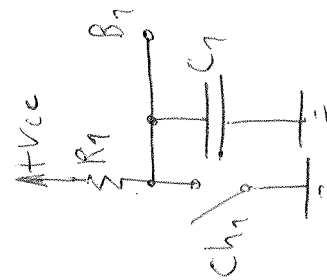
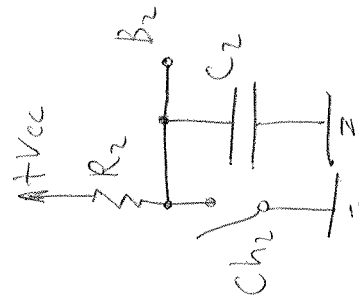


Circuito :



ini-para	marca	zera-f	hab-marca
0	0	0	1
0	1	1	0
1	0	0	1
1	1	0	1

poR	zera	CLR_zera
0	0	0
0	1	1
1	0	0
1	1	0



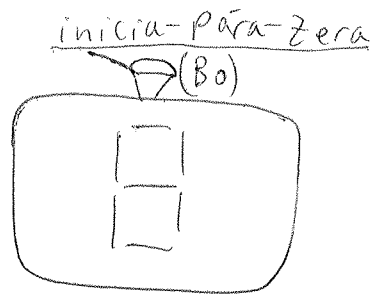
Proposta de Projeto

Cronômetro Inicia-Pára-Zera

→ Esta atividade deverá ser entregue via Moodle.

Projetar um cronômetro com um único botão, o qual terá as funções "inicia", "para" e "zera".

Aspecto final:



Comportamento:

