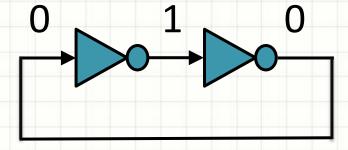


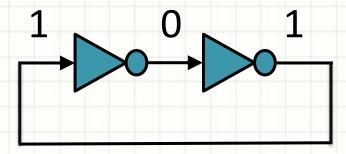
Lecture Outline

- Basic memory elements
- Gated latches
- Master-Slave flip-flops
- Edge triggered flip-flops

A simple storage element

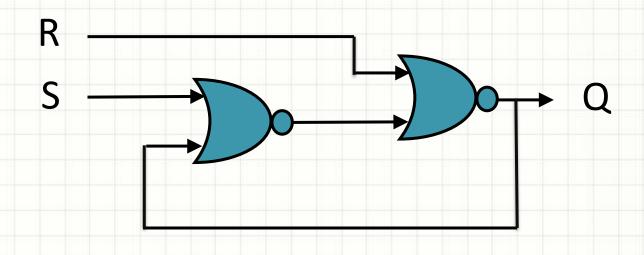


A simple storage element



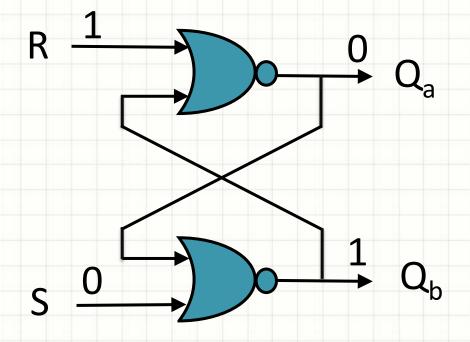
How to change the stored value?

A Set-Reset Latch (SR Latch)

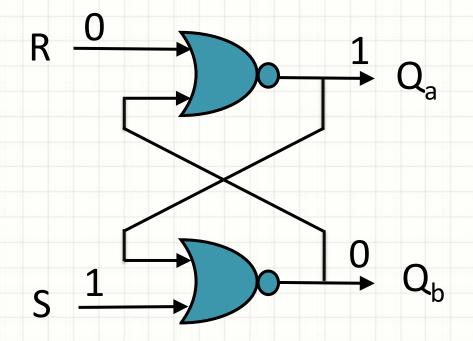


R: Reset

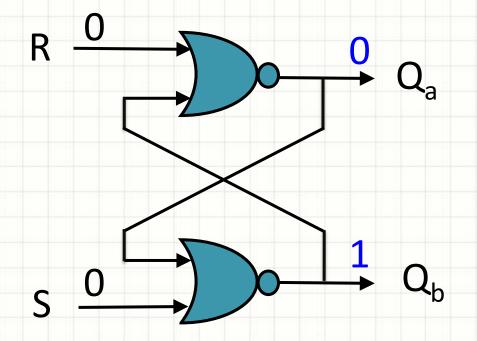
S:Set



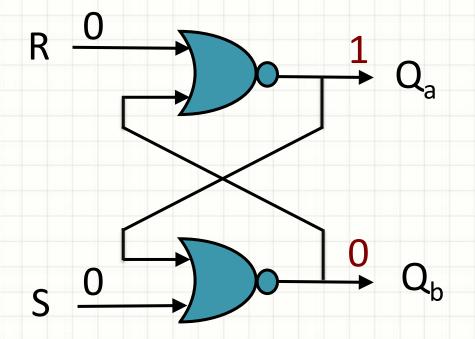
S	R	Q_a	Q_b



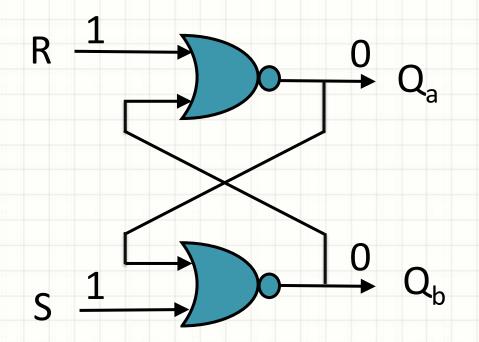
S	R	Q_a	Q _b
0	1	0	1
1	0		



S	R	Q _a	Q_b
0	0		
0	1	0	1
1	0	1	0



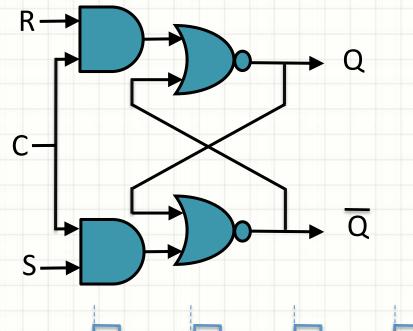
S	R	Q_a	Q_b
0	0		
0	1	0	1
1	0	1	0



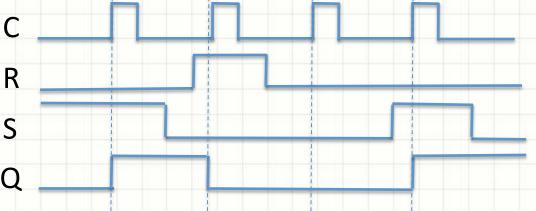
S	R	Q_a	Q_b
0	0	0/1	1/0
0	1	0	1
1	0	1	0
1	1		

Don't allow S = 1 as well as R = 1 or allow above, but allow only one input change at a time

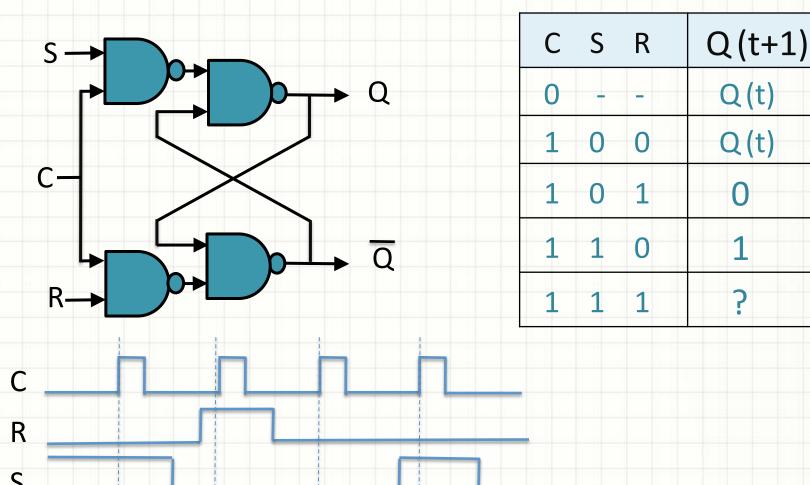
Gated SR Latch



С	S	R	Q (t+1)
0	-	-	
1	0	0	
1	0	1	
1	1	0	
1	1	1	

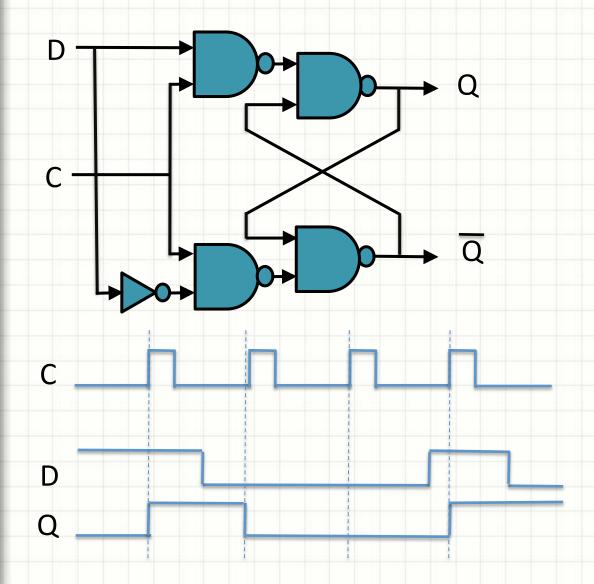


Gated SR Latch using NAND gates



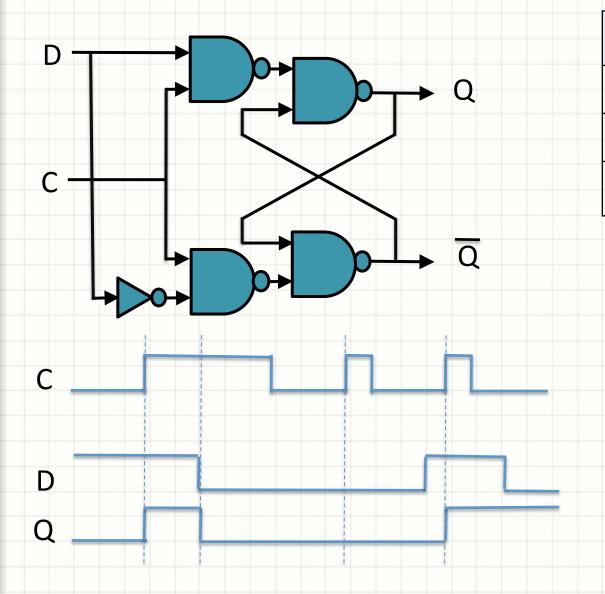
Q

D Latch

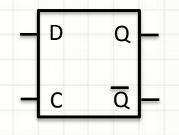


С	D	Q (t+1)
0	-	Q(t)
1	0	0
1	1	1

D Latch (D changes while C = 1)



С	D	Q (t+1)
0	-	Q(t)
1	0	0
1	1	1



Master-Slave D Flip-FLop

