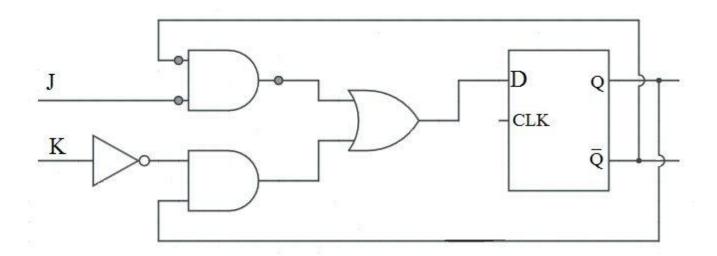
8. Implement a JK Flip Flop using D Flip Flops.

J	K	Qn	Qn+1	D
0	0	0	0	0
0	0	1	1	1
0	1	0	0	0
0	1	1	0	0
1	0	0	1	1
1	0	1	1	1
1	1	0	1	1
1	1	1	0	0

Using K-maps, D = J.Qnbar + Kbar.Qn



CODE:

```
module jk_d (
    input clk,
    input rst, // asynchronous reset
    input j, k,
    output q,
    output qbar
);
    wire d;
    wire q_int, qbar_int;

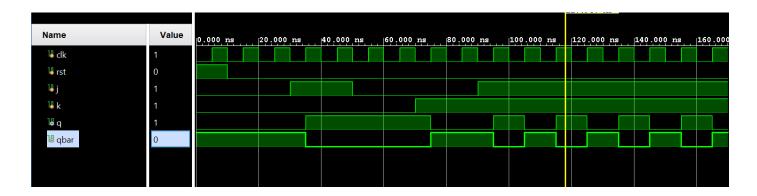
// JK to D conversion: D = J·Q + K·Q
    assign d = (j & ~q_int) | (~k & q_int);

// Instantiate D Flip-Flop
    dff dff_inst (
```

```
.clk(clk),
    .rst(rst),
     .d(d),
    .q(q_int)
    .qbar(qbar_int)
  );
  assign q = q_int;
  assign qbar = qbar_int;
endmodule
module dff (
  input clk,
  input rst, // asynchronous reset
  input d,
  output reg q,
  output qbar
);
  always @(posedge clk or posedge rst) begin
    if (rst)
       q <= 1'b0;
    else
       q \le d;
  end
  assign qbar = ^{\sim}q;
endmodule
//testbench
`timescale 1ns/1ps
module jktb;
  reg clk;
  reg rst;
  regj, k;
  wire q, qbar;
  // Instantiate JK FF using D FF
  jk_d jk(
    .clk(clk),
    .rst(rst),
    .j(j),
    .k(k),
     .q(q),
```

```
.qbar(qbar)
  );
  // Clock generation: 10ns period
  initial begin
    clk = 0;
    forever #5 clk = ~clk; // Toggle every 5ns
  end
  // Stimulus
  initial begin
    $dumpfile("jk_ff_using_d_tb.vcd"); // For waveform
    $dumpvars(0, jktb);
    // Initial values
    rst = 1; j = 0; k = 0;
    #10 rst = 0;
    // Test sequence
    // Hold (J=0, K=0)
    j = 0; k = 0; #20;
    // Set (J=1, K=0)
    j = 1; k = 0; #20;
    // Hold again
    j = 0; k = 0; #20;
    // Reset (J=0, K=1)
    i = 0; k = 1; #20;
    // Toggle (J=1, K=1)
    j = 1; k = 1; #40;
    // Multiple toggles
    j = 1; k = 1; #40;
    // End simulation
    $finish;
  end
  // Monitor output
  initial begin
    $monitor("Time=%0t | J=%b K=%b | Q=%b Qbar=%b", $time, j, k, q, qbar);
  end
endmodule
```

Simulation Result:



KEY NOTES:

Had to make separate wires: wire q_int, qbar_int;