

Pulses, Clocks and Flip-Flops

Part 7e of
“Electronics and Telecommunications”
A Fairfield University E-Course
Powered by LearnLinc

Module: Digital Electronics

(in two parts)

- Text: “[Digital Logic Tutorial](http://www.play-hookey.com/digital/),” [Ken Bigelow](#),
<http://www.play-hookey.com/digital/>
- References:
 - “[Electronics Tutorial](#)”, part 10 (Thanks to Alex Pounds)
http://doctord.dyndns.org:8000/courses/Topics/Electronics/Alex_Pounds/Index.htm
- Contents:
 - 7 – Digital Electronics 1
 - 5 on-line sessions plus one lab and a quiz
 - 8 – Digital Electronics 2
 - 5 on-line sessions plus one lab and a quiz
- Mastery Test part 4 follows this Module

Section 7: Digital Electronics 1

- Logic gates and Boolean algebra
- Truth Tables
- Binary numbers
- Memory
- Flip-Flops

Section 8: Digital Electronics 2

- Clocks and Counters
- Shift Registers
- Decoders
- Multiplexers & Demultiplexers
- Sampling

- **MT4**

Section 7 Schedule

Session 7a	03/05	Introduction: Binary, Logic Gates and Boolean	Alex Pounds: Part 10 “Ken B”: Home, Basic Gates, & Boolean Algebra
Session 7b	03/10	Logic Gates and Truth Tables	Alex Pounds: Part 10 “Ken B”: Derived Gates, Xor
Session 7c	03/12	Binary numbers	“Keb B”: Binary Addition “Vinay “: Binary Numbers
Session 7d	03/17	Memory: The Latch, Registers, RAM & ROM	“Ken B”: RS Nand Latch, Clocked RS Latch, D Latch
Session 7e (Lab - 03/22, Sat.)	03/19	Pulses, Clocks and Flip-Flops	“Ken B”: RS Flip-Flop, JK Flip-Flop, D Flip-Flop, Flip-Flop Symbols
Session 7f (Quiz 7 due 03/30)	03/24	Review for Quiz 7	
Session 7g	03/31	Quiz Results	

Review

- Binary: 1, 0; True, False; On, Off; High, Low; 5 volts, 0 volts
- Basic Logic Gates: AND, OR, NOT
- Derived Logic Gates: NAND, NOR, XOR
- Truth Tables: Enumerate outputs for all input combinations
- Boolean Algebra: Named Variables, Expressions, Equations, Rules
- Binary Numbers:
 - Based on powers of 2
 - k bits can count up to $2^k - 1$ (2^k values including zero)
 - 8-bits \Rightarrow 256 values, 16-bits \Rightarrow 65536 values (64k binary)
 - 10-bits \Rightarrow 1024 values (1k binary)
 - 20-bits \Rightarrow 1,048,576 values (1 meg binary)
 - Bits, Nibbles, Bytes, and Words
 - Negative Numbers: Two's complement
 - Binary Adders: half and full

Review (continued)

- Storage

- The RS Latch (a “bit” of storage)

- Set = 1: $Q=1$

- Reset = 1: $Q=0$

- Register (n-bits of storage)

- n latches (or flip-flops)

- Stores a word (or byte) of data

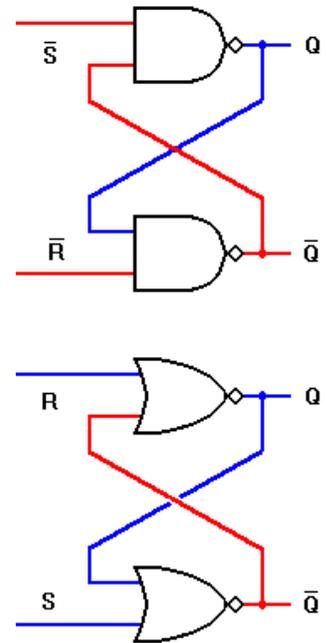
- RAM (addressable words of memory)

- Read / write

- Volatile (data lost if power lost)

- ROMs, PROMs, EPROMs and EEROMS

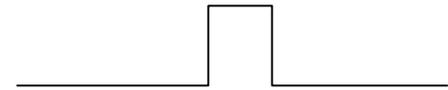
- Non-volatile memories



Pulses and Clocks

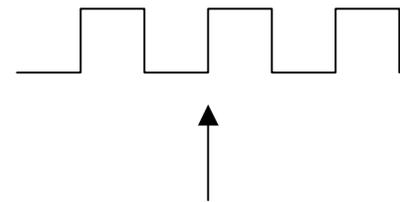
- Single Pulse

- Signal normally low then high for a short time and goes back to low



- Clock

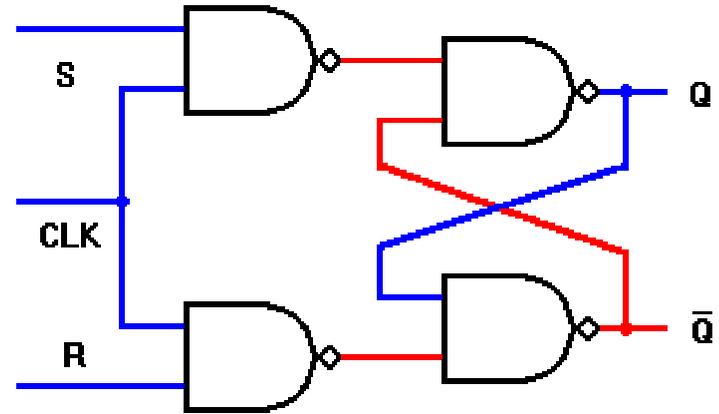
- Signal alternates high-low at a regular rate



Positive going edge

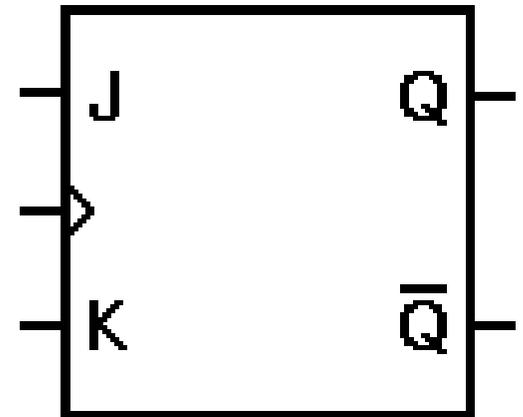
The Clocked RS LATCH

- Clock signal “enables Set and Reset pins
- Synchronous Logic
 - Slower than “ripple” logic
 - Gates have input to output “delay”
 - Delays build up as signals propagate through the logic
 - Predictable timing
 - Clocked (synchronous) logic prevents the build up of delays



The JK Flip-Flop

- Edge Triggered Generic Flip-Flop
 - the triangle symbol
 - triangle: rising edge triggers change
 - Not then triangle: falling edge triggers change



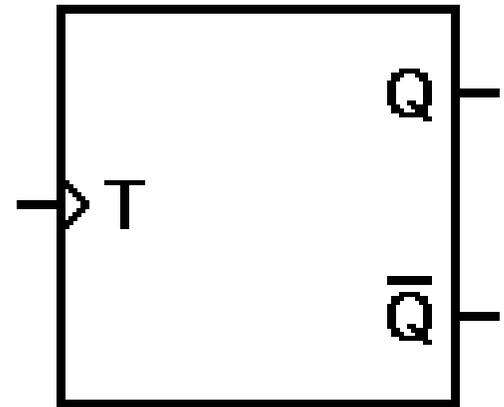
- Truth Table
 - J and K determines state change

J	K	Q(t+1)
0	0	Q(t) – No change
0	1	0 – Reset
1	0	1 – Set
1	1	Q'(t) – Complement

The T Flip-Flop

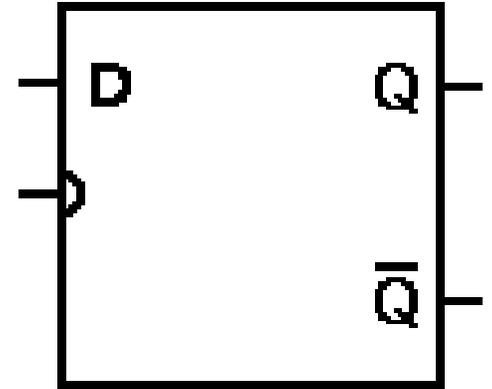
- State toggles (flips) on each positive going clock edge

T	Q(t+1)
0	Q(t) – No change
1	Q'(t) - Complement



The D Flip-Flop

- Simple triggered storage Flip-Flop



D	Q(t+1)
0	0 - Reset
1	1 - Set

Simulation

- We'll again go to www.play-hookey.com/digital to see Latches in action

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