

class Bkub 3rd yr (ECE)
 Subt AD DV

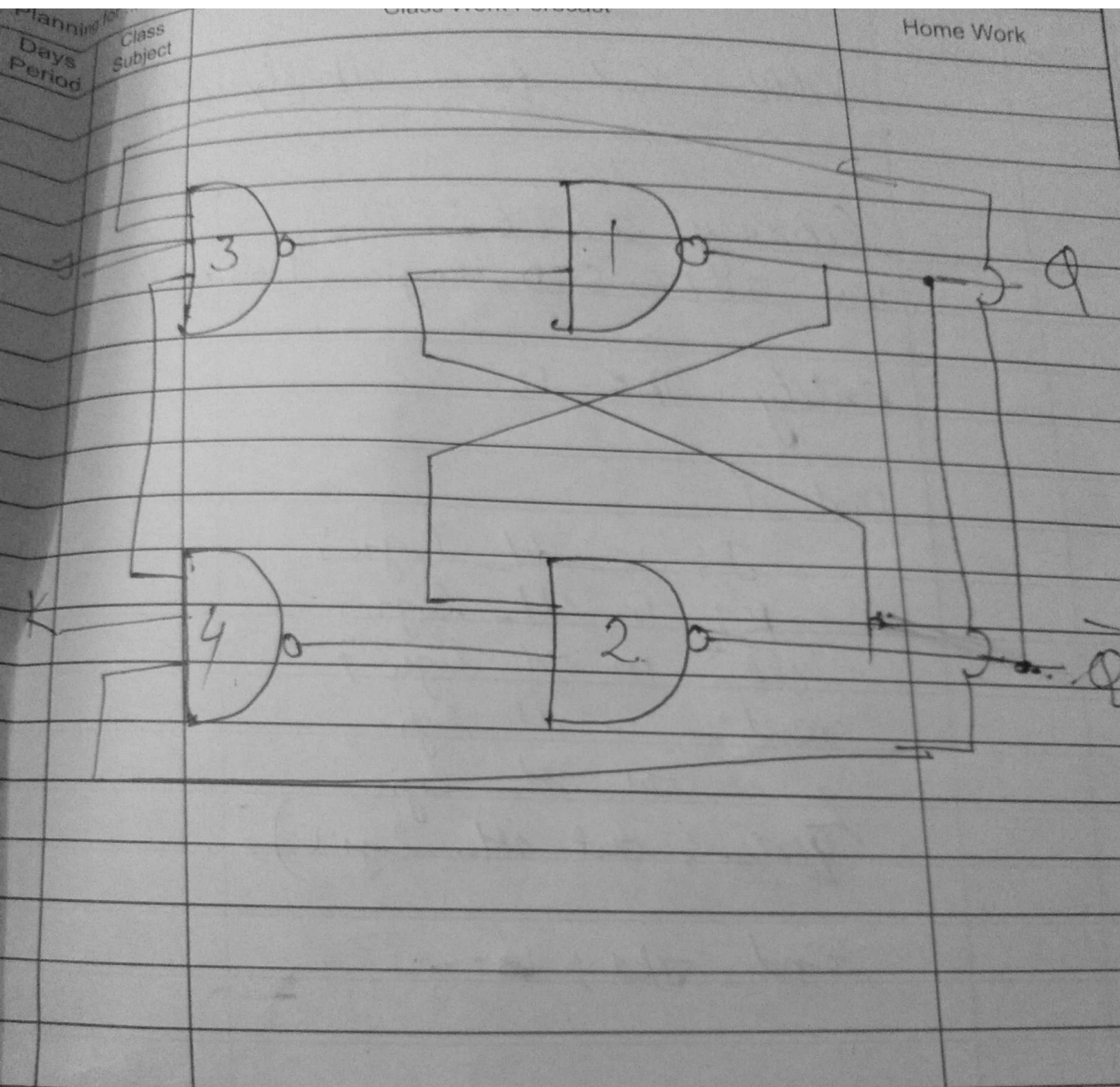
Faculty: Manideep Singh

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Topic: Design of flip flop

Q.1. Design of JK flip flop:

E	Inputs		Outputs	
	J	K	Q_n	$\overline{Q_n}$
0	X	X	Q_n	$\overline{Q_n}$
1	0	0	Q_n	$\overline{Q_n}$
1	0	1	0	1
1	1	0	1	0
1	1	1	$\overline{Q_n}$	Q_n



VHDL - Code for a JK flip flop

```
library IEEE;  
use IEEE.STD-Logic-1164.all;  
  
entity JK1 is  
  
port (  
    J: in std_logic;  
    K: in std_logic;  
    clk: in std_logic;  
    reset: in std_logic;  
    q: out std_logic;  
    qbar: out std_logic);  
  
end JK1;
```

Class Work Forecast

Home Work

Class Subject

Architecture behaviour of JK U

begin
JK1: process (J, K, clk, reset) is

variable m: std_logic := '0';

begin
if (reset = '1') then
m := '0';

elsif (rising edge (clk)) then
if (J = K) then

m := J;

elsif (J = '1' and K = '1')

m := not m;

end if;

$g \leq m;$

$gb \leq \text{not } m;$

end process $\exists k \exists$;

end behaviour;