

# **CprE 2810: Digital Logic**

**Instructor: Alexander Stoytchev** 

http://www.ece.iastate.edu/~alexs/classes/

# D Flip-Flops

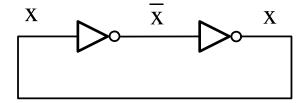
CprE 2810: Digital Logic Iowa State University, Ames, IA Copyright © Alexander Stoytchev

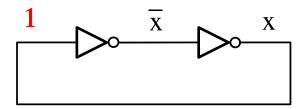
# **Administrative Stuff**

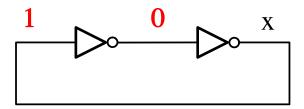
Homework 7 is due today

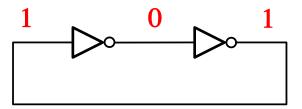
Homework 8 is due on Monday Oct 28 @ 10pm.

# **Quick Review**

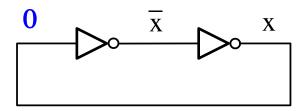


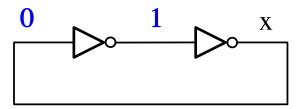


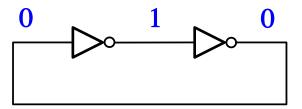




The circuit will stay in this state indefinitely.





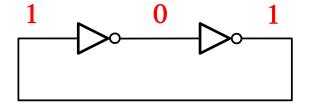


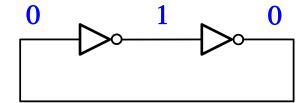
The circuit will stay in this state indefinitely.

# **A Strange Loop**

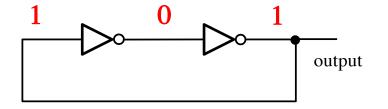


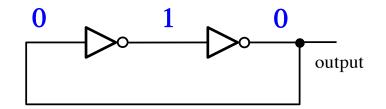
# This circuit can be in two possible states





# This circuit can be in two possible states

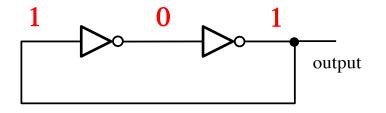


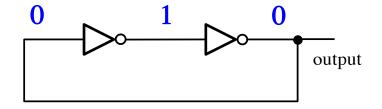


used to store a 1

used to store a 0

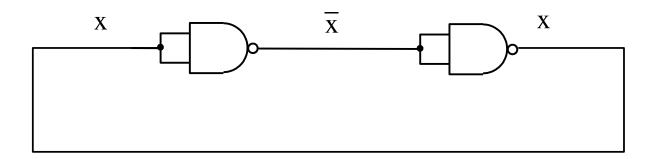
# This circuit can be in two possible states

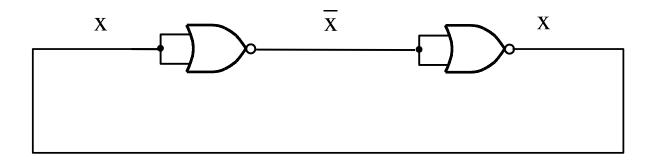




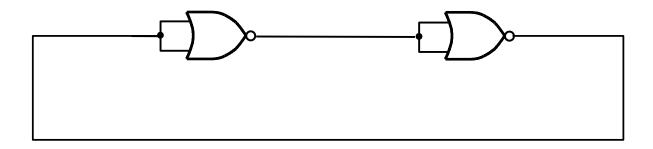


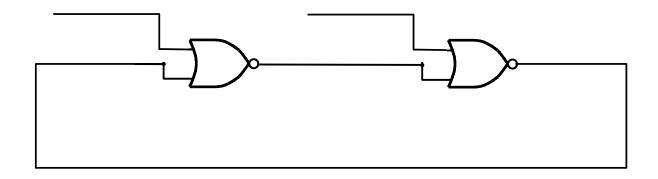


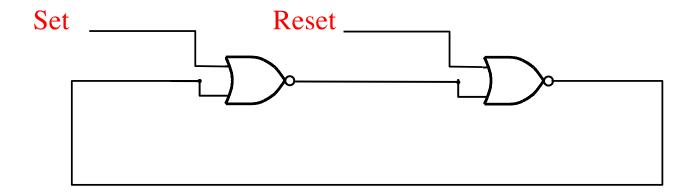




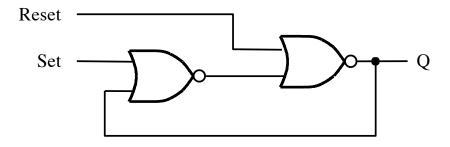
# **Basic Latch**



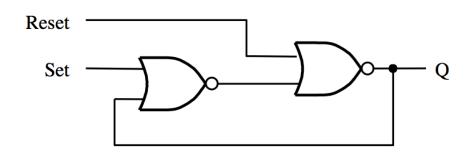


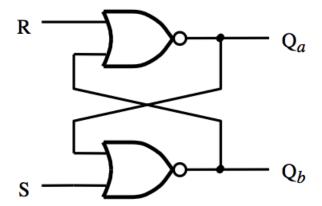


# A memory element with NOR gates



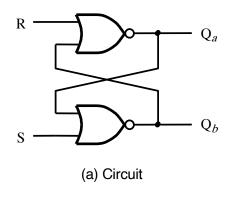
# **Two Different Ways to Draw the Same Circuit**

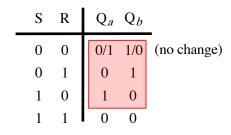




#### **Circuit and Characteristic Table for the Basic Latch**

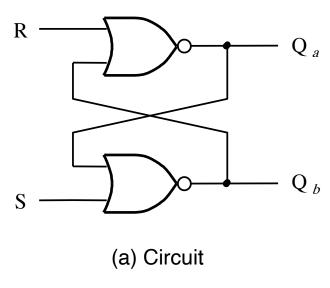
Note that  $Q_a$  and  $Q_b$  are inverses of each other!





(b) Characteristic table

### **SR Latch: Circuit and Characteristic Table**

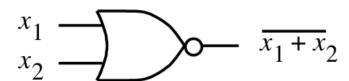


S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	(Undesirable)

#### (b) Truth table

[ Figure 5.4a,b from the textbook ]

#### NOR Gate



#### NOR Gate Truth table

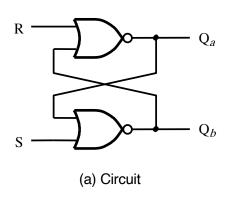
$x_1$	$x_2$	f
0	0	1
0	1	0
1	0	0
1	1	0

### Oscillations and Undesirable States

- When S=1 and R=1 both outputs of the latch are equal to 0, i.e.,  $Q_a$ =0 and  $Q_b$ =0.
- Thus, the two outputs are no longer complements of each other.
- This is undesirable as many of the circuits that we will build later with these latches rely on the assumption that the two outputs are always complements of each other.
- (This is obviously not the case for the basic latch, but we will patch it later to eliminate this problem).

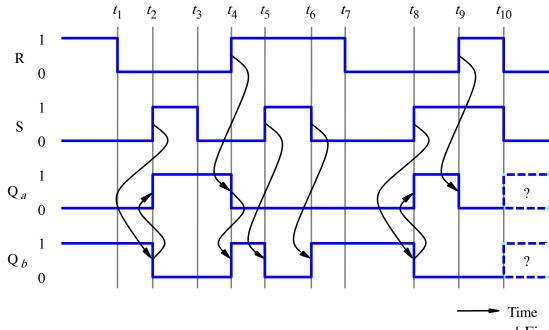
### Oscillations and Undesirable States

- An even bigger problem occurs when we transition from S=R=1 to S=R=0.
- When S=R=1 we have  $Q_a=Q_b=0$ . After the transition to S=R=0, however, we get  $Q_a=Q_b=1$ , which would immediately cause  $Q_a=Q_b=0$ , and so on.
- If the gate delays and the wire lengths are identical, then this oscillation will continue forever.
- In practice, the oscillation dies down and the output settles into either  $Q_a=1$  and  $Q_b=0$  or  $Q_a=0$  and  $Q_b=1$ .
- The problem is that we can't predict which one of these two it will settle into.

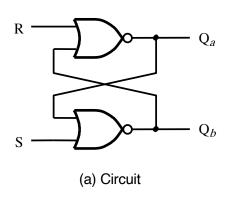


S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table

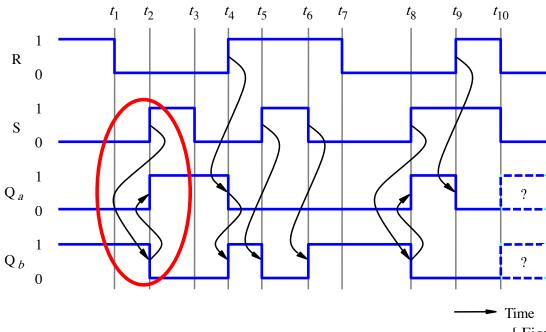


[ Figure 5.4 from the textbook ]



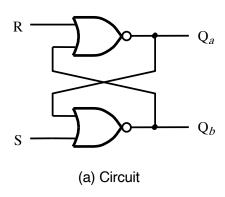
S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



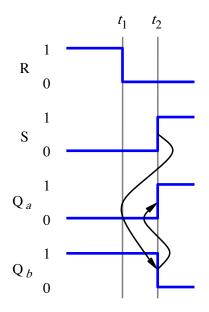
(c) Timing diagram

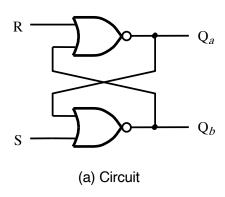
[ Figure 5.4 from the textbook ]



S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

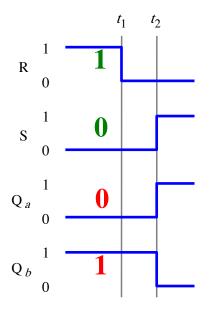
(b) Characteristic table

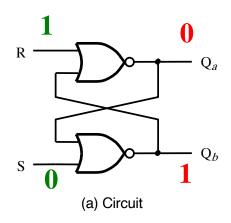


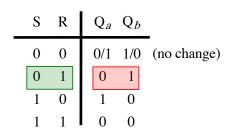


S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

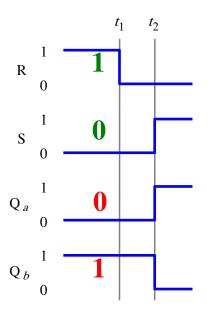
(b) Characteristic table

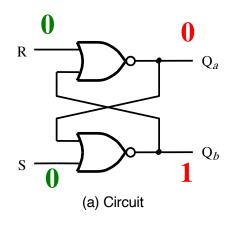


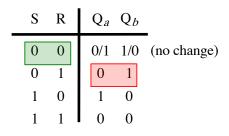




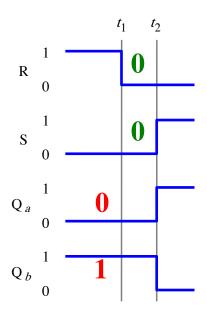
(b) Characteristic table

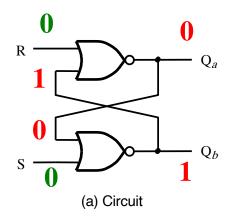






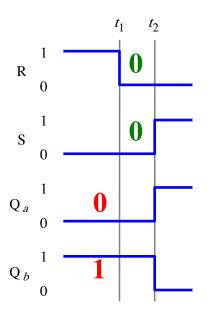
(b) Characteristic table

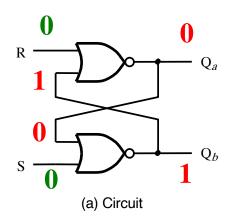




S R	$Q_a$ $Q_b$	_
0 0	0/1 1/0	(no change)
0 1	0 1	
1 0	1 0	
1 1	0 0	

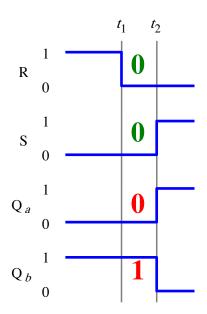
(b) Characteristic table

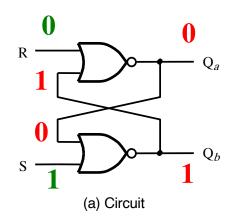




S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

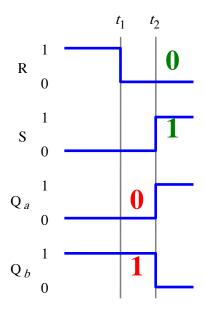
(b) Characteristic table

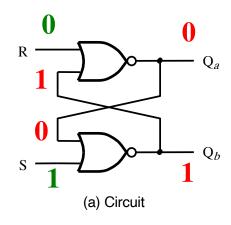




S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

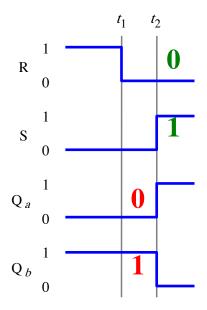
(b) Characteristic table

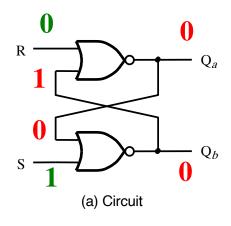




S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

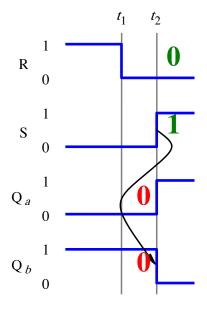
(b) Characteristic table



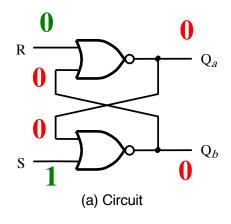


S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table

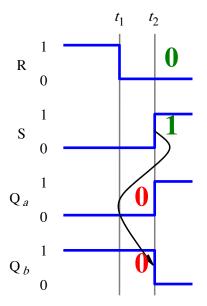


For a brief moment the latch goes through the undesirable state  $Q_a=0$  and  $Q_b=0$ .

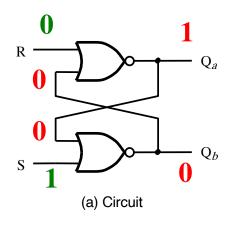


S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	_ 1	0	
1	1	0	0	

(b) Characteristic table

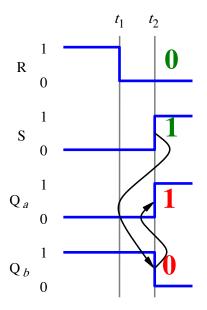


But these zeros loop around ...

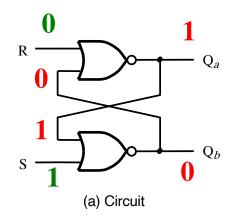


S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table

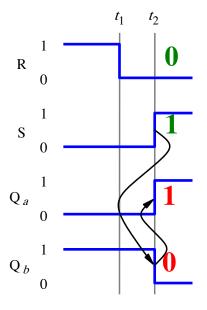


... and set it to  $Q_a=1$  and  $Q_b=0$ .

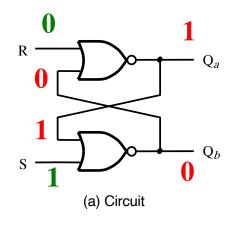


	S	R	$Q_a$	$Q_b$	_
	0	0	0/1	1/0	(no change)
	0	1	0	1	
	1	0	1	0	
Ī	1	1	0	0	

(b) Characteristic table

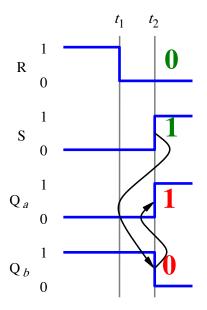


The new values also loop around ...

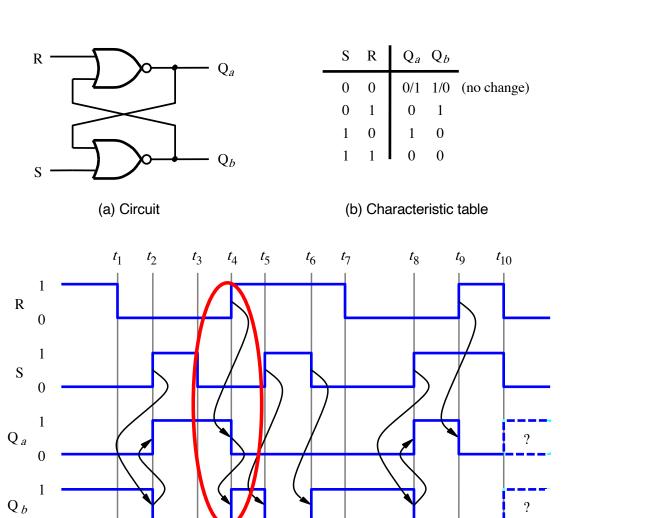


S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table



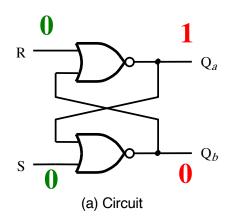
... but they leave the outputs the same.

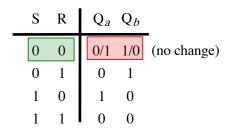


(c) Timing diagram

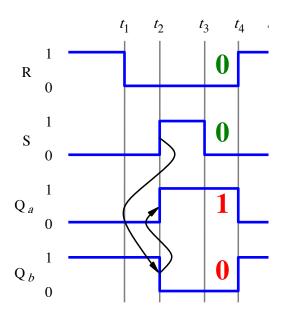
[ Figure 5.4 from the textbook ]

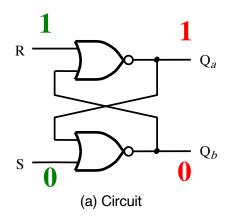
Time

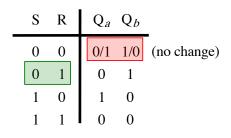




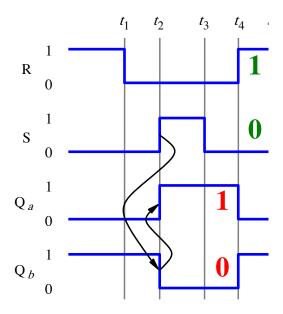
(b) Characteristic table

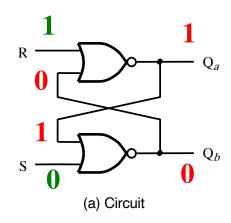


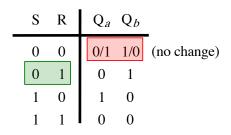




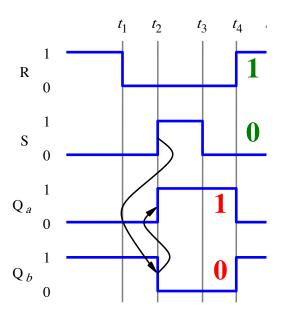
(b) Characteristic table

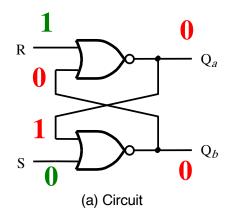


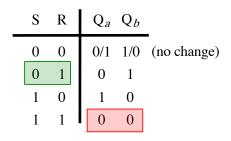




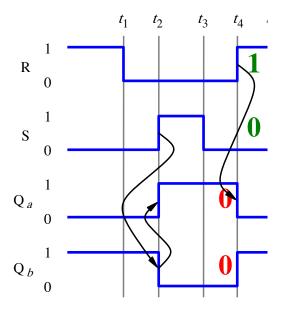
(b) Characteristic table



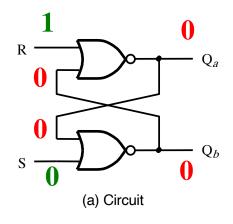


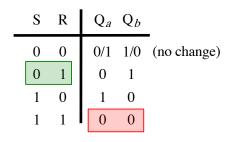


(b) Characteristic table

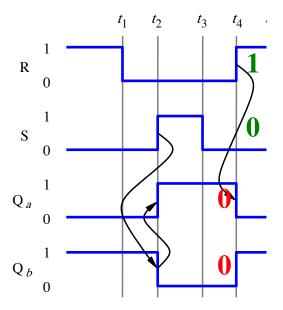


For a brief moment the latch goes through the undesirable state  $Q_a=0$  and  $Q_b=0$ .

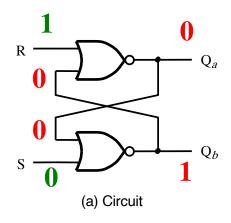


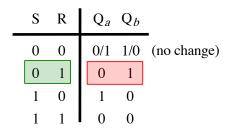


(b) Characteristic table

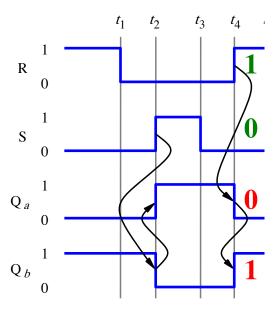


But these zeros loop around ...

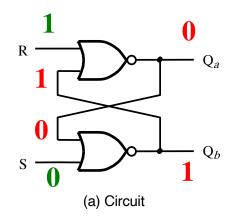


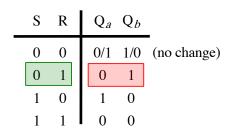


(b) Characteristic table

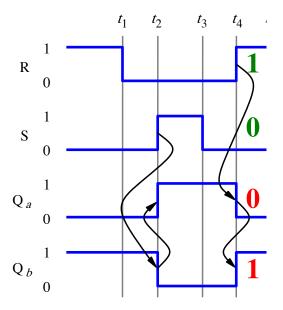


... and set it to  $Q_a=0$  and  $Q_b=1$ .

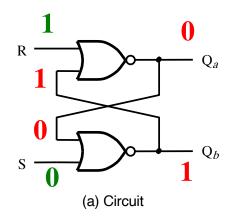




(b) Characteristic table

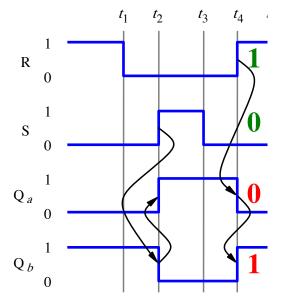


The new values also loop around ...

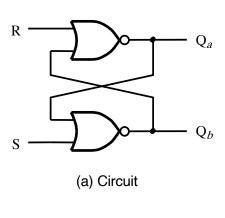


S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

(b) Characteristic table

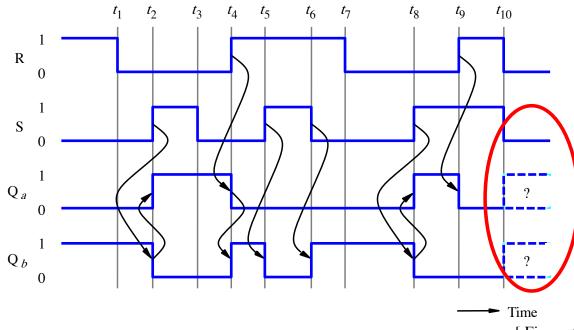


... but they leave the outputs the same.



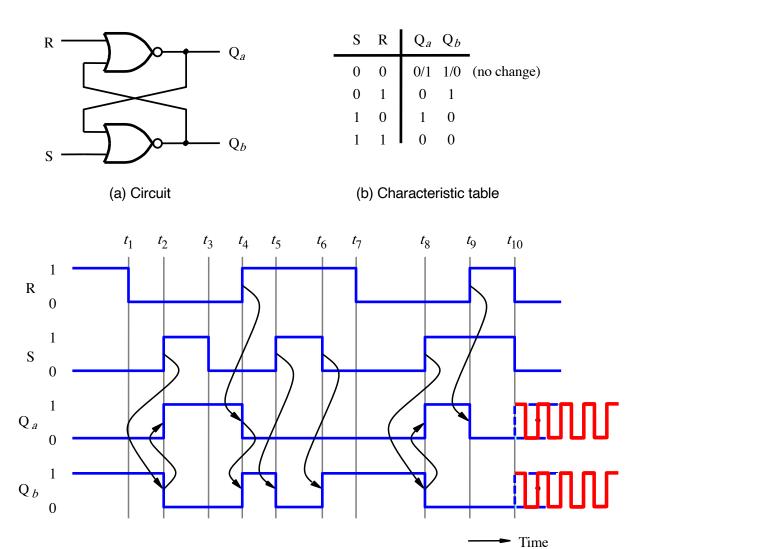
S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	
	0	0 0	0 0 0/1	0 0 0/1 1/0

(b) Characteristic table



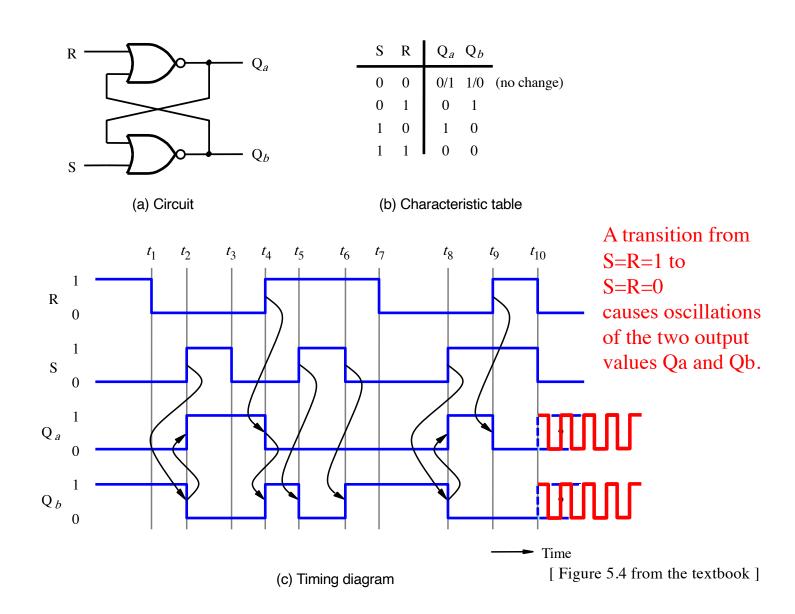
(c) Timing diagram

[ Figure 5.4 from the textbook ]



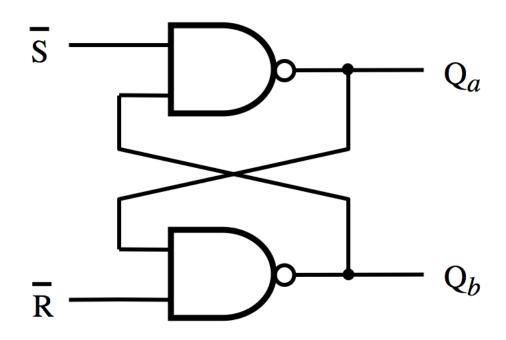
(c) Timing diagram

[ Figure 5.4 from the textbook ]

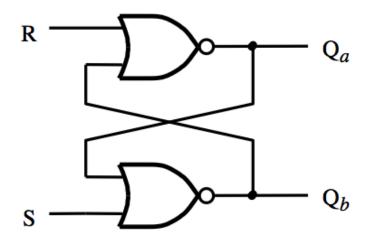


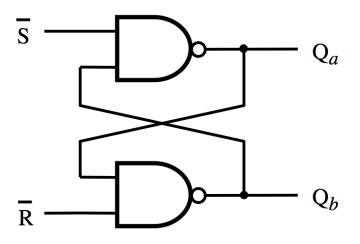
### **Basic Latch with NAND Gates**

### **Circuit for the Basic Latch with NAND Gates**



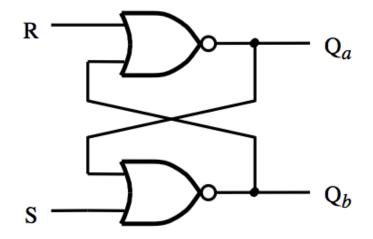




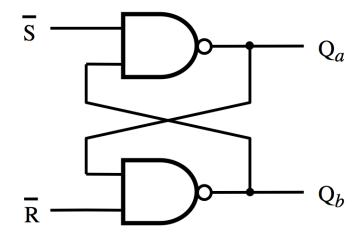


Notice that in the NAND case the two inputs are swapped and negated.

The labels of the outputs are the same in both cases.



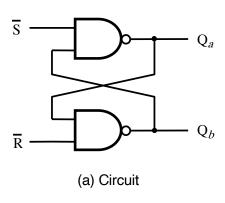
# Basic Latch (with NAND Gates)



SR Latch

SR Latch

#### **Circuit and Characteristic Table**



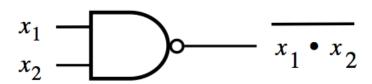
s	R	$Q_a$	$Q_b$	_
0	0	1	1	-
0	1	1	0	
1	0	0	1	
1	1	0/1	1/0	(no change)
	0	0 0 0 1	0 0 1 0 1 1 1 0 0	0 0 1 1 0 1 1 0 1 0 0 1

(b) Characteristic table (version 1)

_	$Q_b$	$Q_a$	R	S	
(no change)	1/0	0/1	0	0	
	1	0	1	0	
	0	1	0	1	
	1	1	1	1	

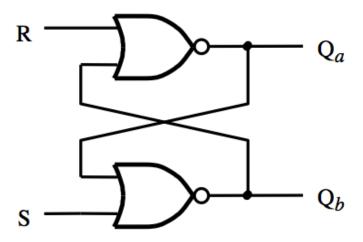
(c) Characteristic table (version 2)

#### NAND Gate



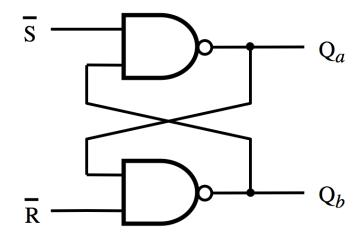
#### NAND Gate Truth table

$x_1$	$x_2$	f
0	0	1
0	1	1
1	0	1
1	1	0

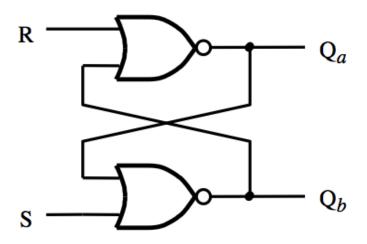


S	R	$Q_a$	$Q_b$	_
0	0	0/1	1/0	(no change)
0	1	0	1	
1	0	1	0	
1	1	0	0	

# Basic Latch (with NAND Gates)

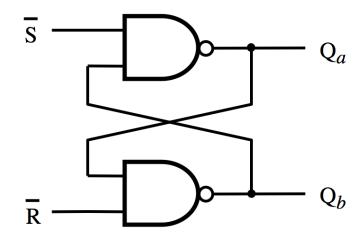


	S	R	$Q_a$	$Q_b$	_
•	0	0	0/1	1/0	(no change)
	0	1	0	1	
	1	0	1	0	
	1	1	1	1	

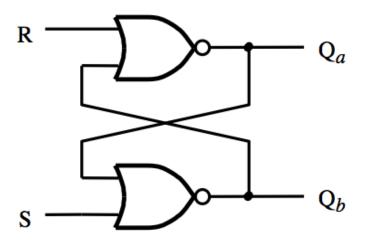


S	R	$Q_a$	$Q_b$	_	
0	0	0/1	1/0	(no change)	Latch
0	1	0 1	1		Reset
1	0	1	0		Set
1	1	0	0		Undesirable

# Basic Latch (with NAND Gates)

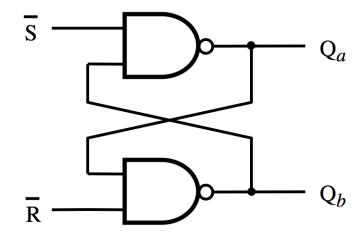


	S	R	$Q_a$	$Q_b$	_
•	0	0	0/1	1/0	(no change) Latch
	0	1	0	1	Reset
	1	0	1	0	Set
	1	1	1	1	Undesirable



	S	R	$Q_a$	$Q_b$	_	
•	0	0	0/1	1/0	(no change)	Latch
	0	1	0	1		Reset
	1	1 0	1	0		Set
	1	1	0	0		Undesirable

## Basic Latch (with NAND Gates)



S	R	$Q_a$	$Q_b$	_	
		0/1	1/0	(no change)	Latch
0	1	0	1		Reset
1	0	1	0		Set
1	1	1	1		Undesirable

The two characteristic tables are the same (except for the last row, which is the undesirable configuration).

#### Oscillations and Undesirable States

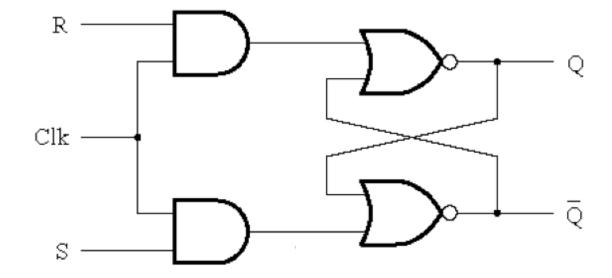
 The basic latch with NAND gates also suffers form oscillation problems, similar to the basic latch implemented with NOR gates.

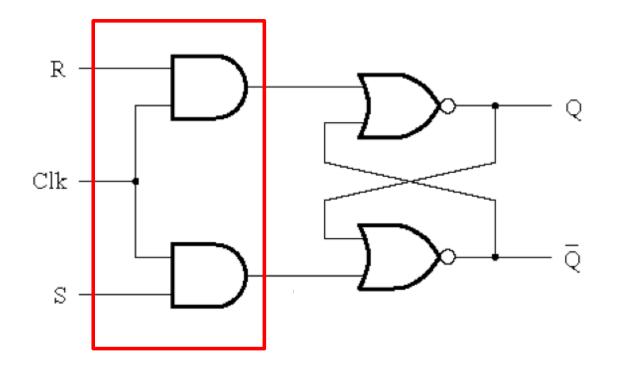
Try to do this analysis on your own.

### **Gated SR Latch**

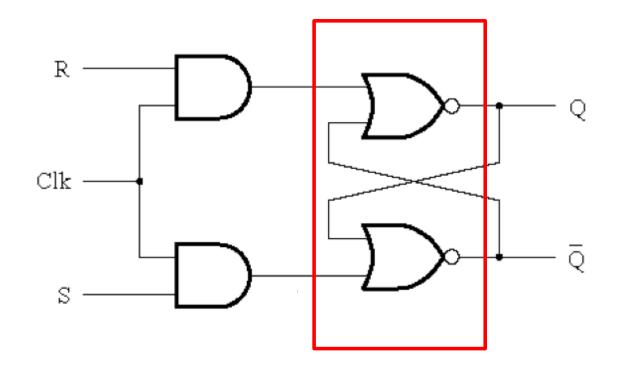
#### **Motivation**

- The basic latch changes its state when the input signals change
- It is hard to control when these input signals will change and thus it is hard to know when the latch may change its state.
- We want to have something like an Enable input.
- In this case it is called the "Clock" input because it is desirable for the state changes to be synchronized.

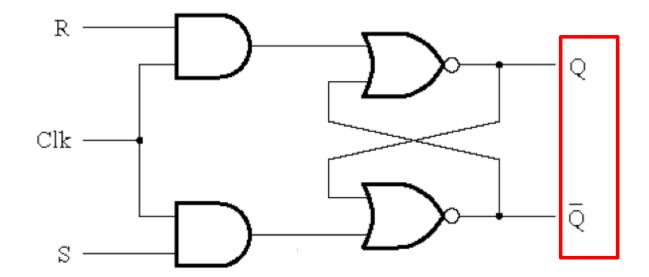




This is the "gate" of the gated latch

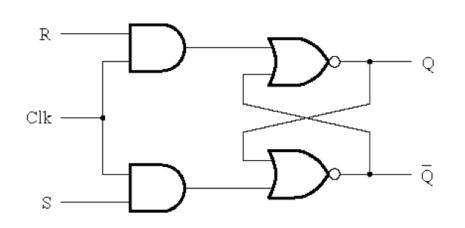


This is the "snake" of the gated latch



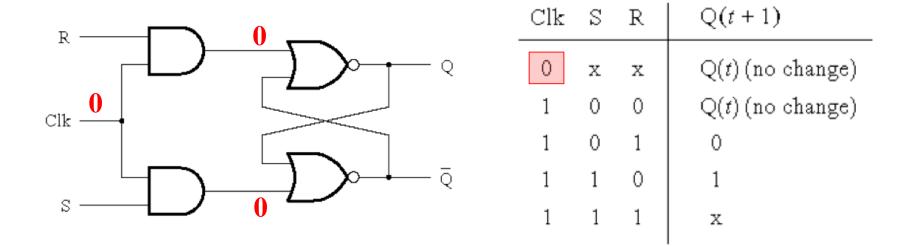
The outputs are complements of each other

# Circuit Diagram and Characteristic Table for the Gated SR Latch



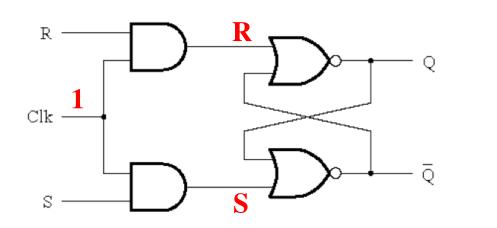
Clk	S	R	Q(t+1)
0	x	x	Q(t) (no change)
1	0	0	Q(t) (no change)
1	0	1	0
1	1	0	1
1	1	1	x

# Circuit Diagram and Characteristic Table for the Gated SR Latch



When Clk = 0 this circuit holds the previous output values, regardless of the current inputs S and R because S' and R' are 0.

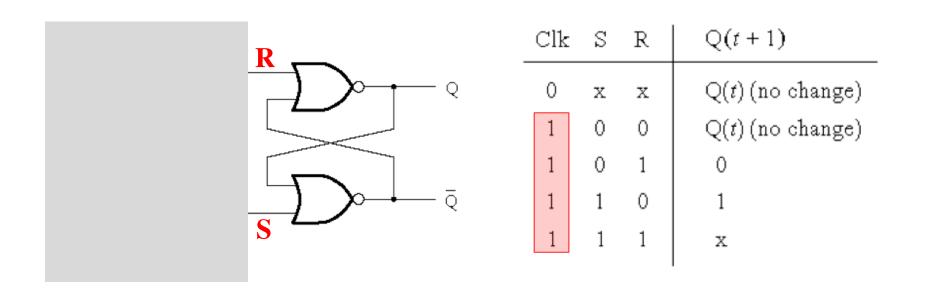
# Circuit Diagram and Characteristic Table for the Gated SR Latch



Clk	ន	R	Q(t+1)
0	х	х	Q(t) (no change)
1	0	0	Q(t) (no change)
1	0	1	0
1	1	0	1
1	1	1	x

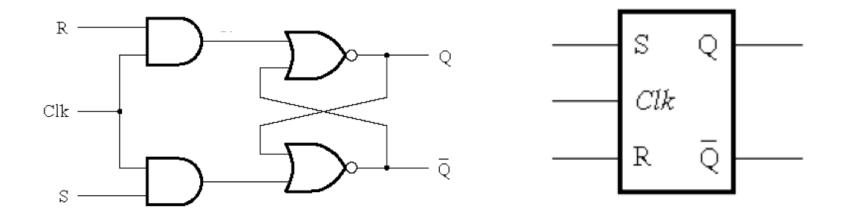
When Clk = 1 this circuit behaves like a basic latch.

### Circuit Diagram and Characteristic Table for the Gated SR Latch

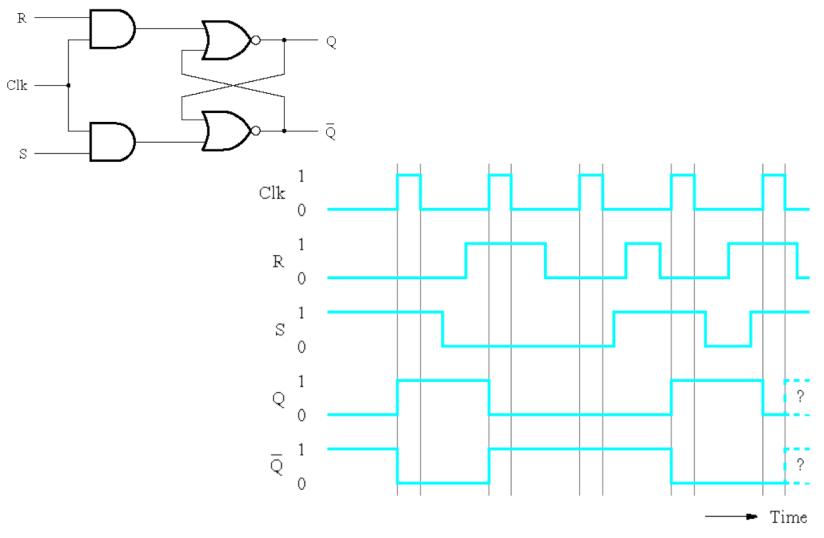


When Clk = 1 this circuit behaves like a basic latch.
As if this part in gray were not even there.

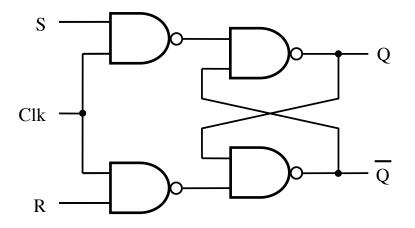
# Circuit Diagram and Graphical Symbol for the Gated SR Latch

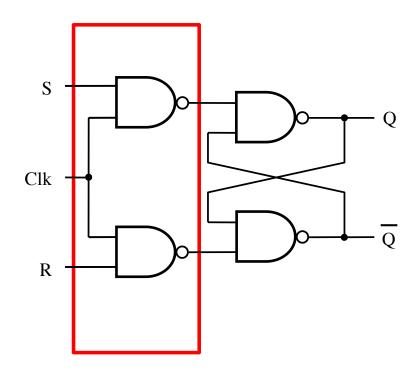


### Timing Diagram for the Gated SR Latch

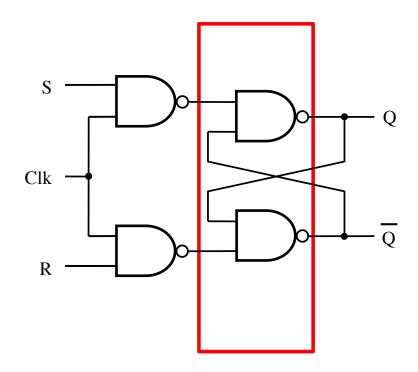


[ Figure 5.5c from the textbook ]

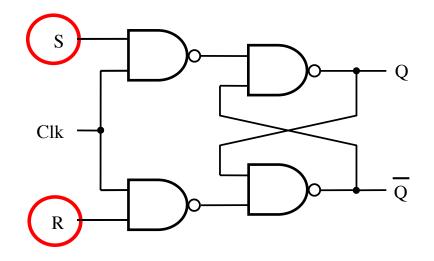




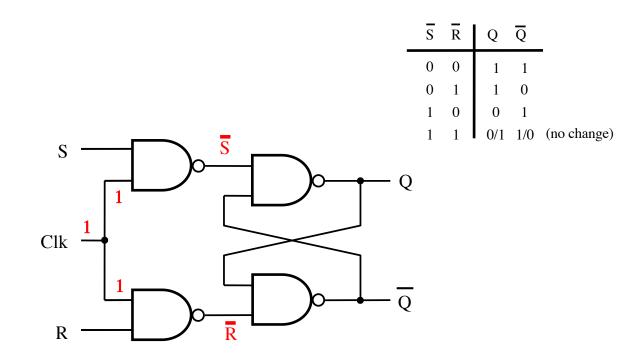
In this case, the "gate" is constructed using NAND gates! Not AND gates.



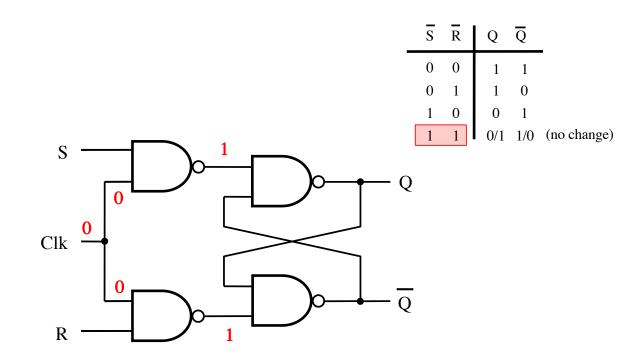
The "snake" is also constructed with NANDs.



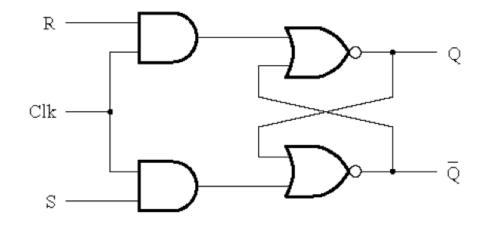
Also, notice that the positions of S and R are now swapped.



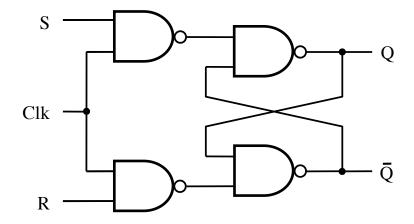
Notice that when Clk=1 this turns into the basic latch with NAND gates, i.e., the  $\overline{SR}$  Latch.

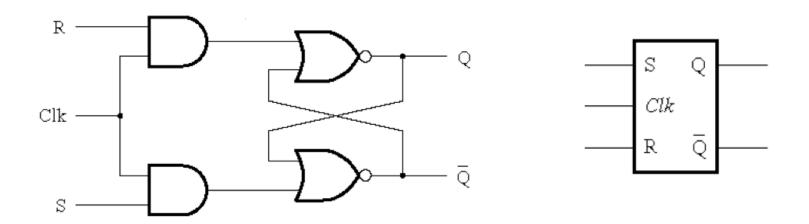


When Clk=0 this circuit holds the previous output values.

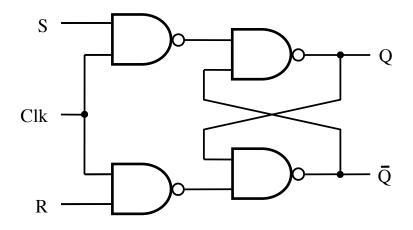


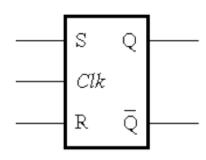
### Gated SR latch with NAND gates



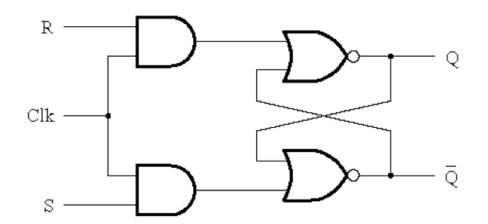


### Gated SR latch with NAND gates



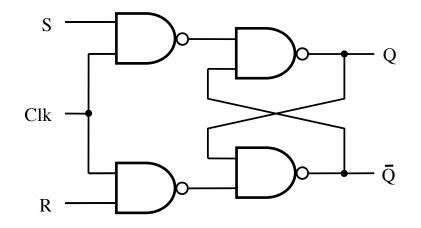


Graphical symbols are the same



Clk	S	R	Q(t+1)
0	х	х	Q(t) (no change)
1	0	0	Q(t) (no change)
1	0	1	0
1	1	0	1
1	1	1	x (undesirable)
			I

#### Gated SR latch with NAND gates



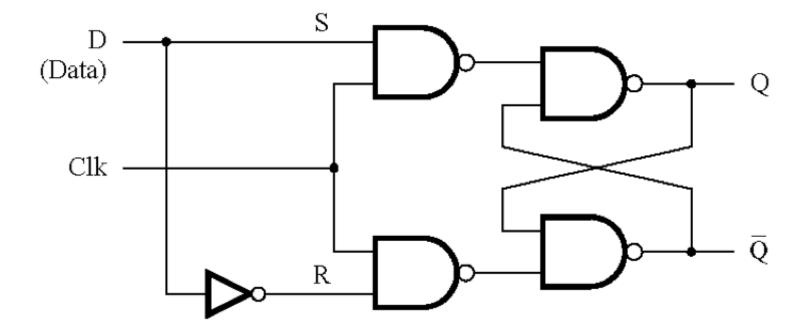
Clk	ន	R	Q(t+1)
0	x	x	Q(t) (no change)
1	0	0	Q(t) (no change)
1	0	1	0
1	1	0	1
1	1	1	x (undesirable)

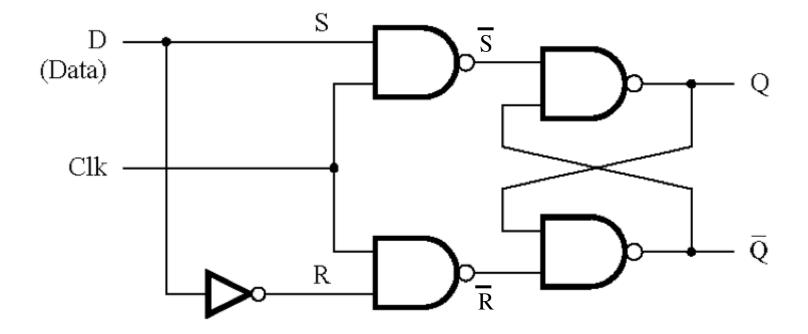
Characteristic tables are the same

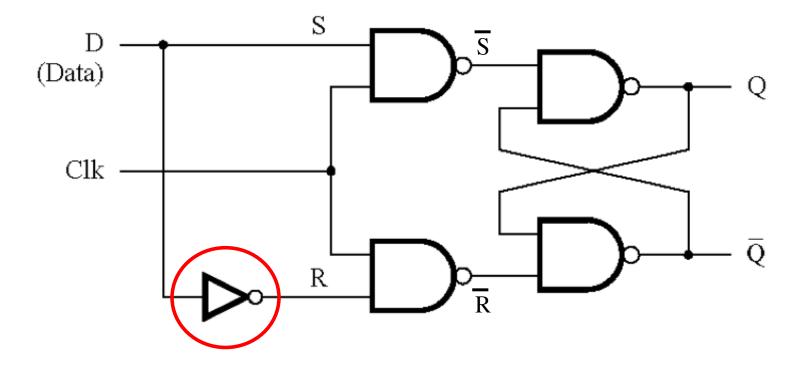
### **Gated D Latch**

#### **Motivation**

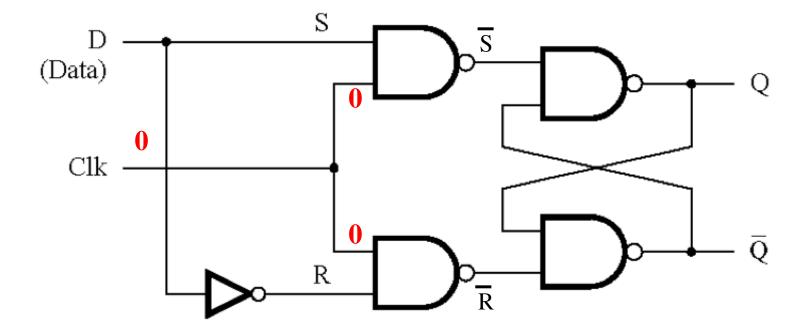
- Dealing with two inputs (S and R) could be messy.
   For example, we may have to reset the latch before some operations in order to store a specific value but the reset may not be necessary depending on the current state of the latch.
- Why not have just one input and call it D.
- The D latch can be constructed using a simple modification of the SR latch.

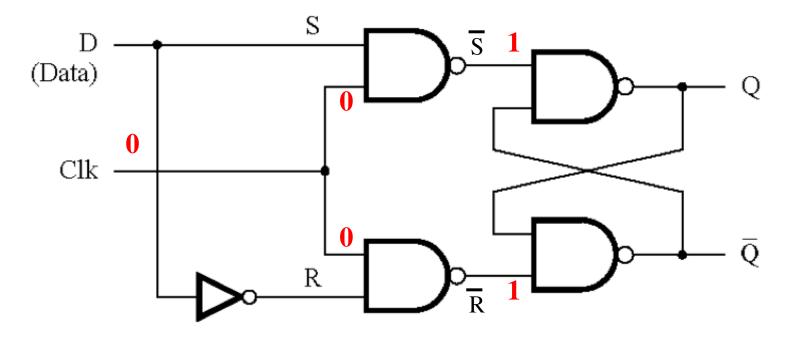






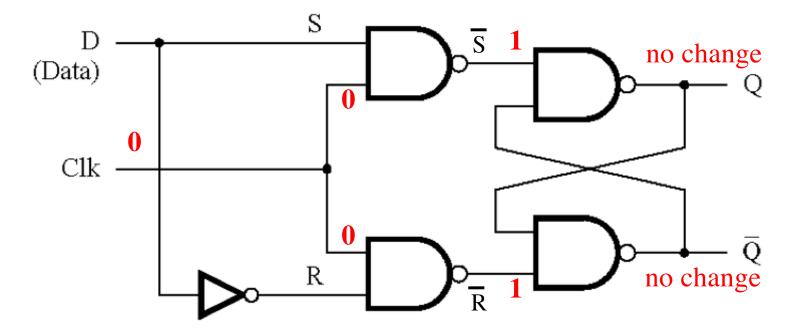
This is the only new thing here.





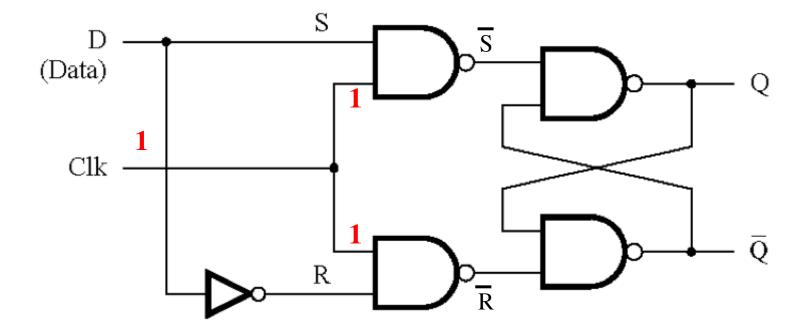
s	R	Q	Q	_
0	0	1	1	_
0	1	1	0	
1	0	0	1	
1	1	0/1	1/0	(no change)

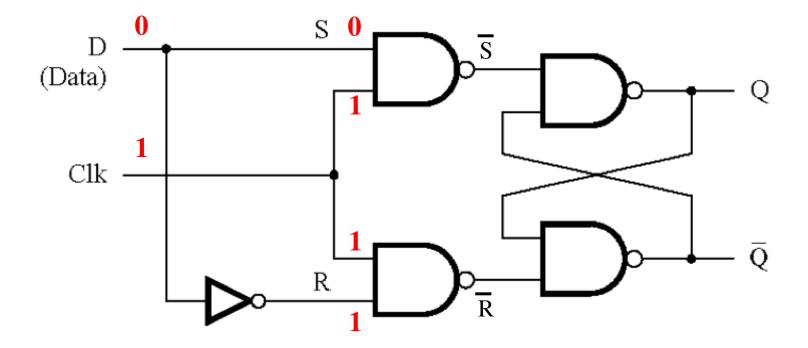
[ Figure 5.7a from the textbook ]

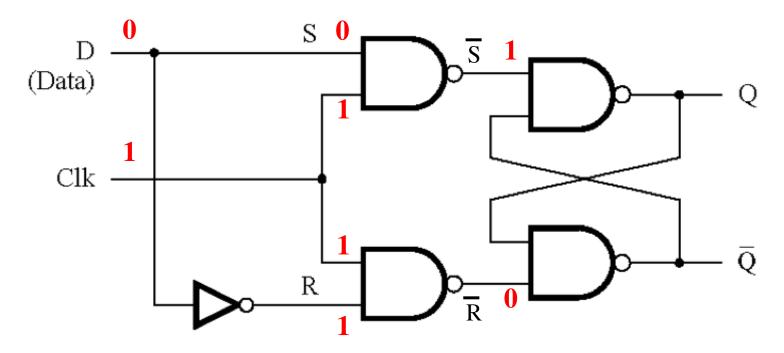


_	s	R	Q	Q	_
	0	0	1	1	-
	0	1	1	0	
	1	0	0	1	
	1	1	0/1	1/0	(no change)

[ Figure 5.7a from the textbook ]

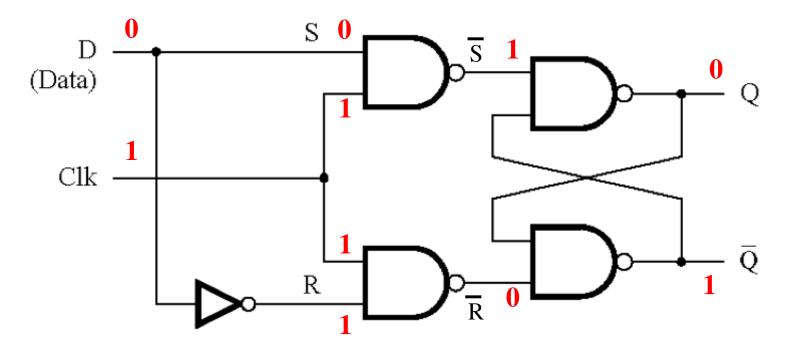






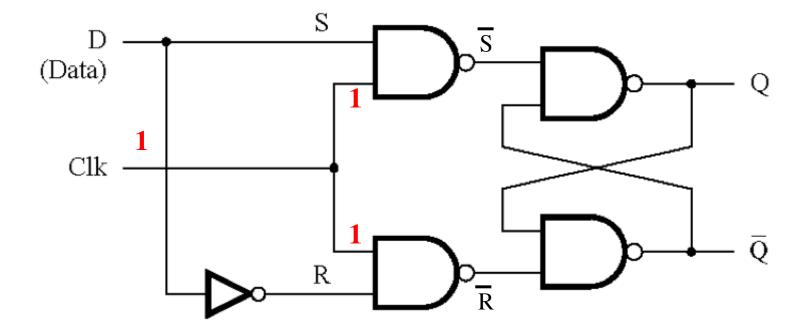
_	s	R	Q	Q	_
	0	0	1	1	_
	0	1	1	0	
	1	0	0	1	
	1	1	0/1	1/0	(no change)

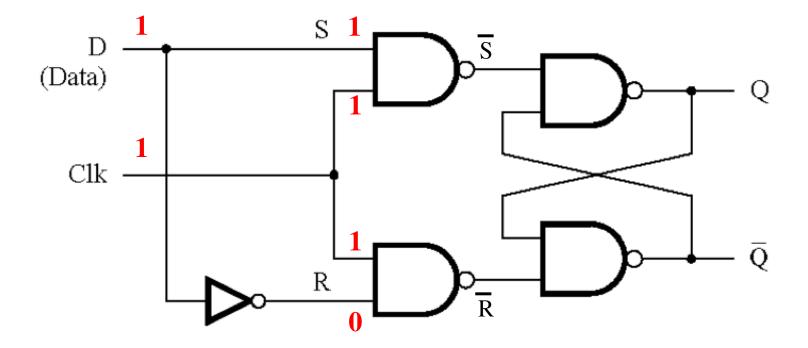
[ Figure 5.7a from the textbook ]

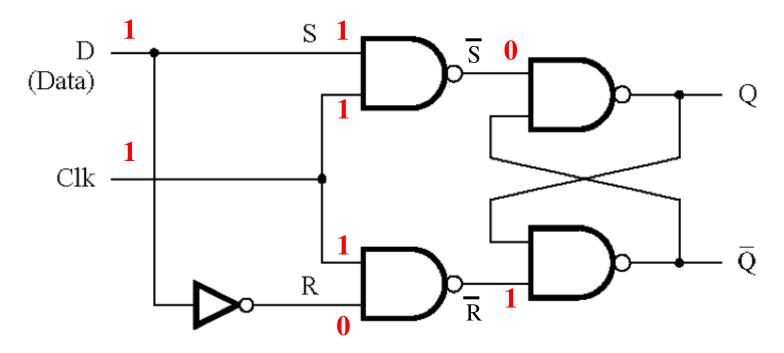


S	R	Q	Q	_
0	0	1	1	-
0	1	1	0	
1	0	0	1	
1	1	0/1	1/0	(no change)

[ Figure 5.7a from the textbook ]

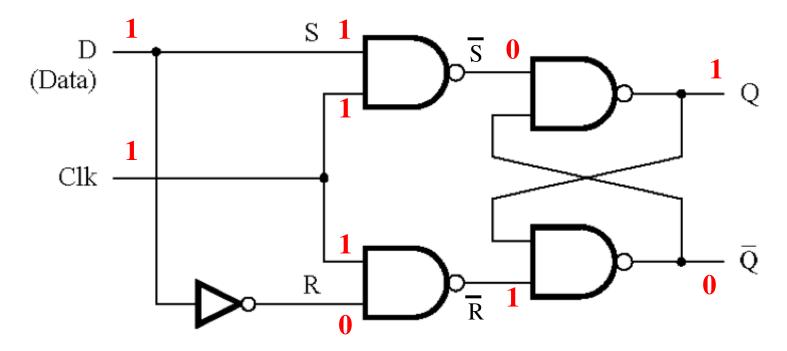






_	S	R	Q	Q	_
	0	0	1	1	-
	0	1	1	0	
	1	0	0	1	
	1	1	0/1	1/0	(no change)

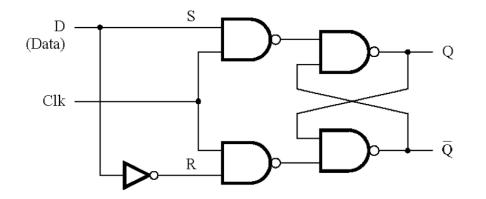
[ Figure 5.7a from the textbook ]



_	s	R	Q	Q	_
	0	0	_1	1	-
	0	1	1	0	
	1	0	0	1	
	1	1	0/1	1/0	(no change)

[ Figure 5.7a from the textbook ]

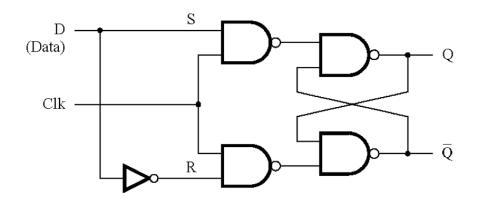
# Circuit Diagram and Characteristic Table for the Gated D Latch



Clk	D	Q(t+1)
0	X O	Q(t)
1	U	0
1	1	1

Note that it is now impossible to have S=R=1.

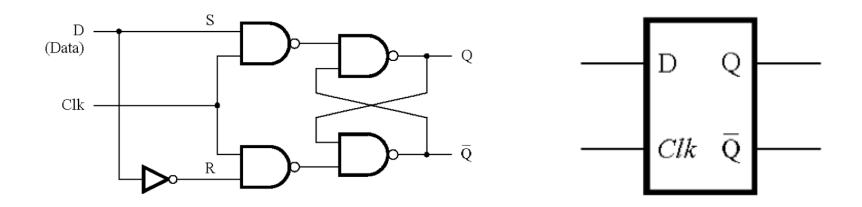
# Circuit Diagram and Characteristic Table for the Gated D Latch



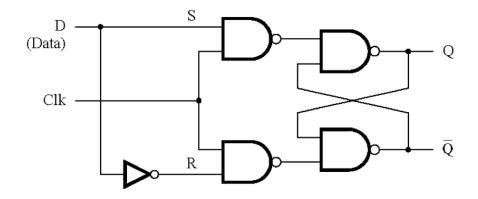
Clk	D	Q(t+1)
0	X	Q(t)
1	0	0
1	1	1

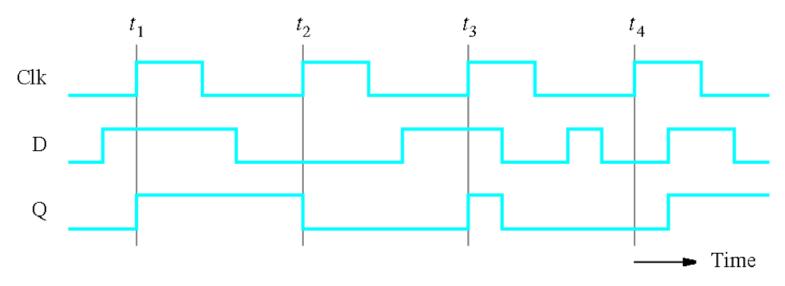
When Clk=1 the output follows the D input. When Clk=0 the output cannot be changed.

# Circuit Diagram and Graphical Symbol for the Gated D Latch

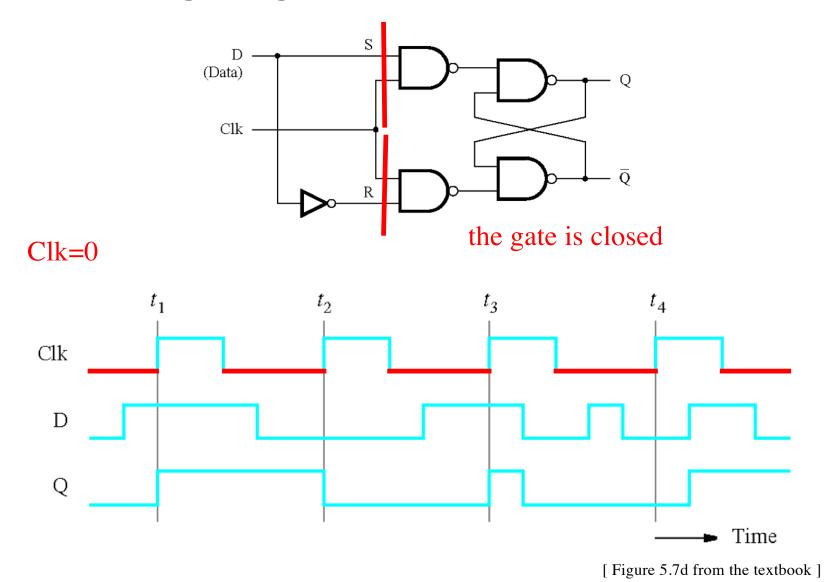


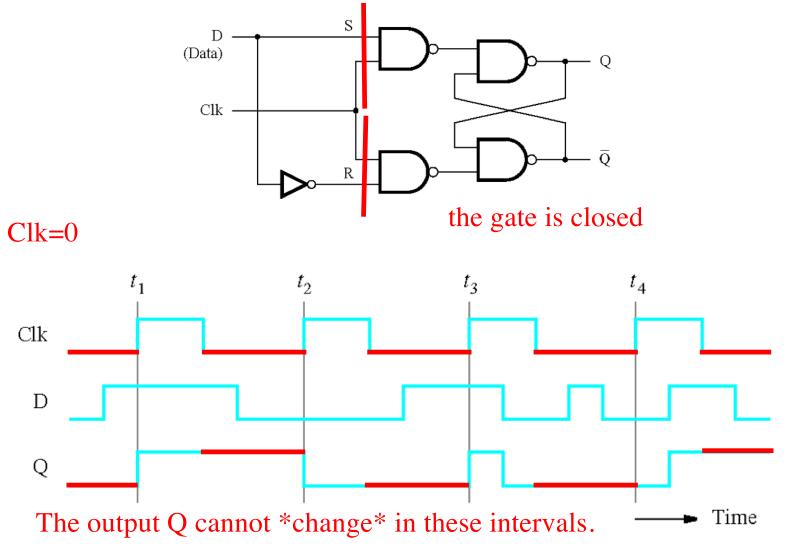
### Timing Diagram for the Gated D Latch



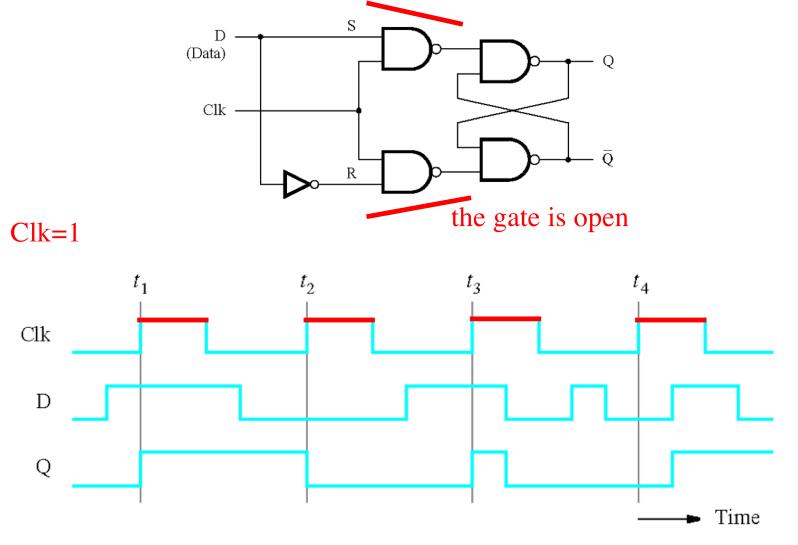


[ Figure 5.7d from the textbook ]

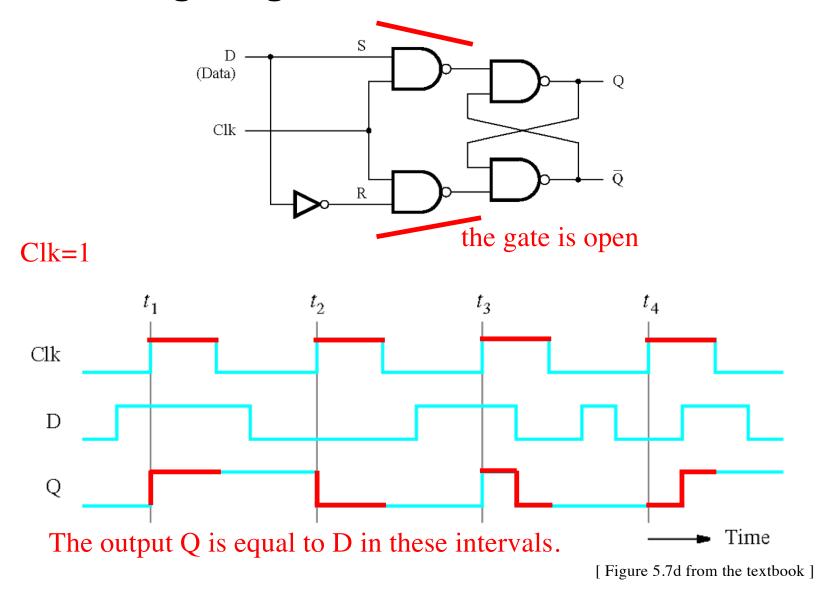




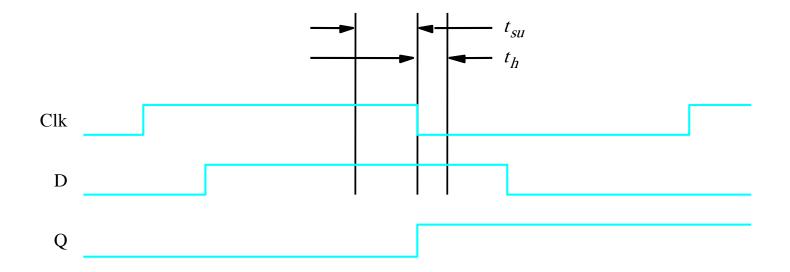
[ Figure 5.7d from the textbook ]



[ Figure 5.7d from the textbook ]



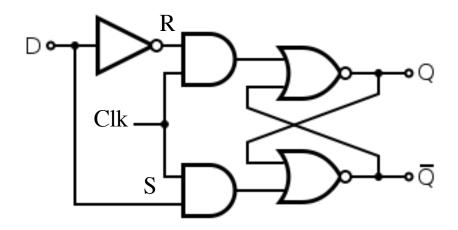
#### Setup and hold times



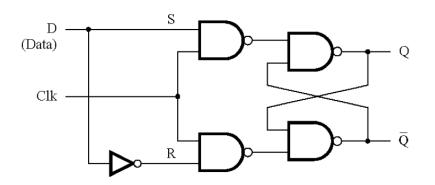
Setup time  $(t_{su})$  – the minimum time that the D signal must be stable prior to the negative edge of the Clock signal.

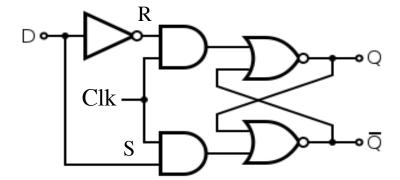
Hold time  $(t_h)$  – the minimum time that the D signal must remain stable after the negative edge of the Clock signal.

# Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)

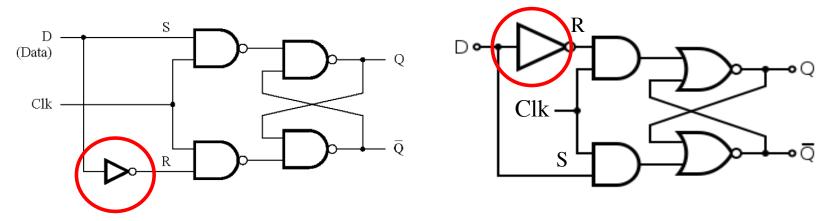


# Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)





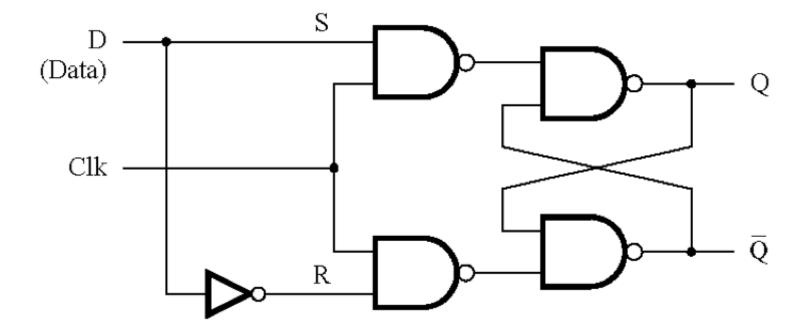
# Circuit Diagram for the Gated D Latch (with the latch implemented using NORs)



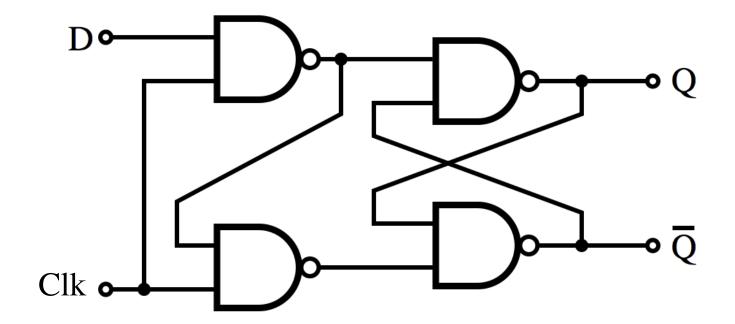
The NOT gate is now in a different place. Also, S and R are swapped.

# Alternative Design for the Gated D Latch

#### **Circuit Diagram for the Gated D Latch**

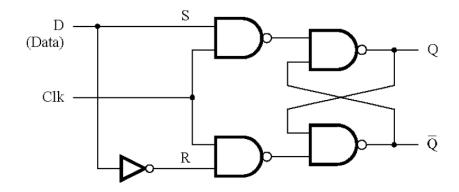


#### Gated D Latch: Alternative Design

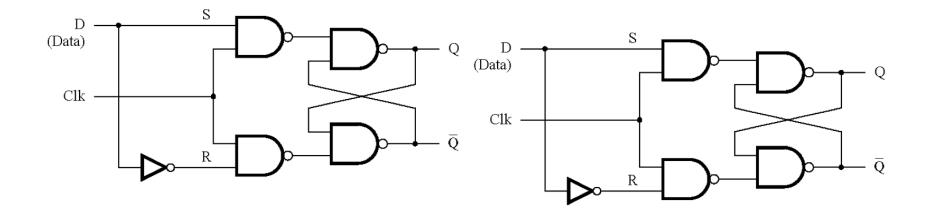


#### **Master-Slave D Flip-Flop**

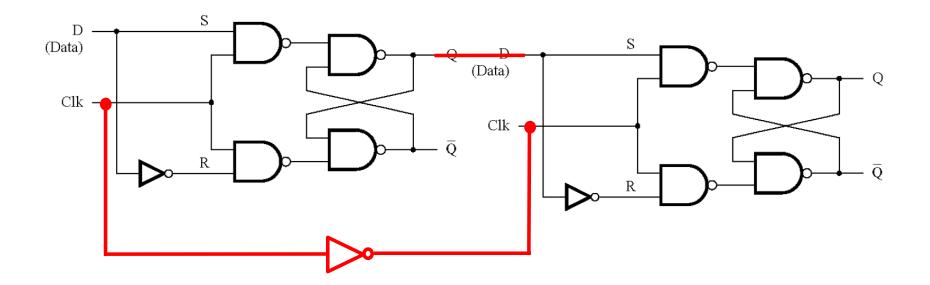
Latch #1



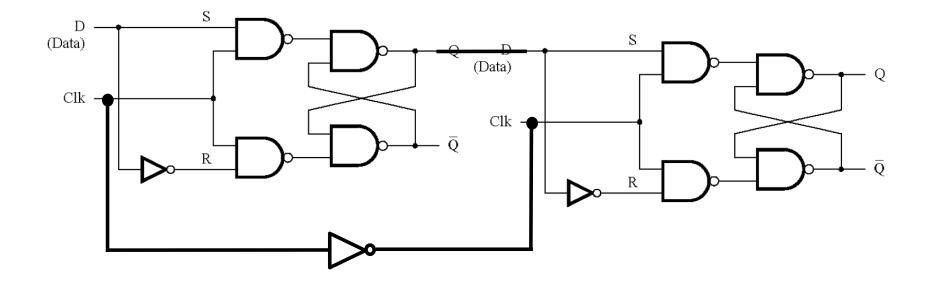
Latch #1 Latch #2



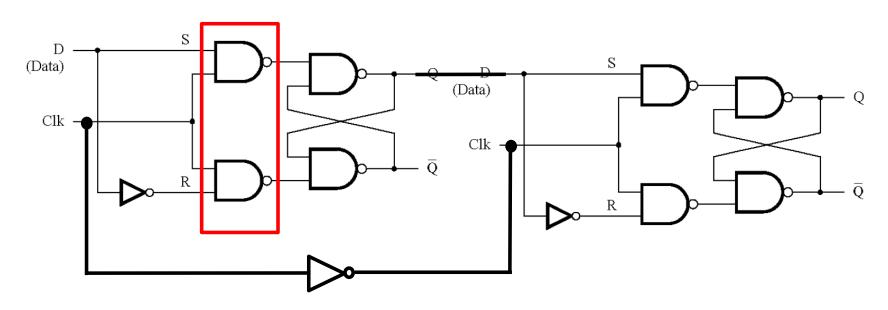
Latch #1 Latch #2



Latch #1 Latch #2



Latch #1 Latch #2



This is the first "gate"

Latch #1

Latch #2

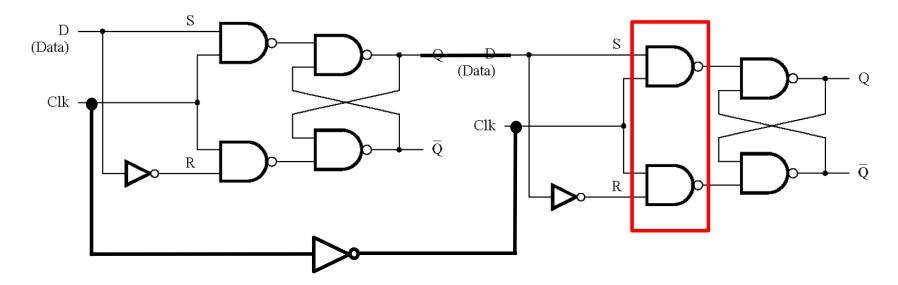
Clk

Clk

This is the

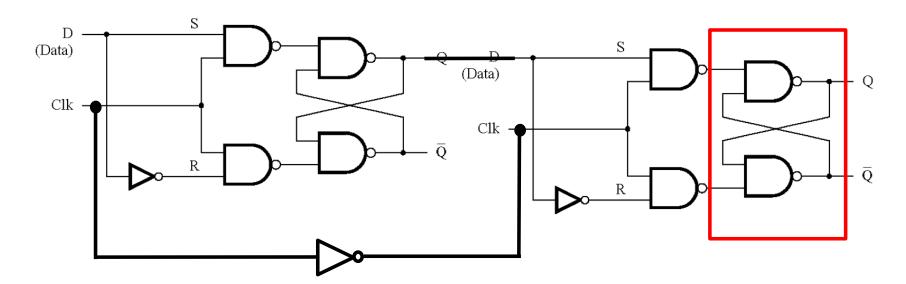
first "snake"

Latch #1 Latch #2



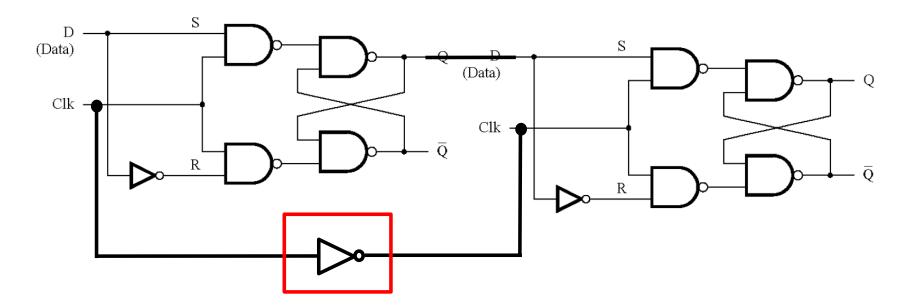
This is the second "gate"

Latch #1 Latch #2



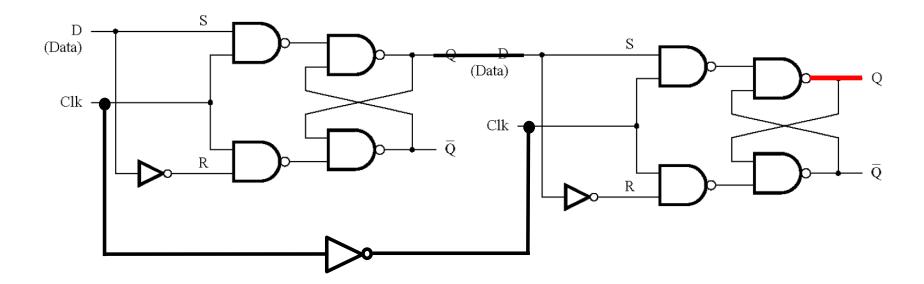
This is the second "snake"

Latch #1 Latch #2



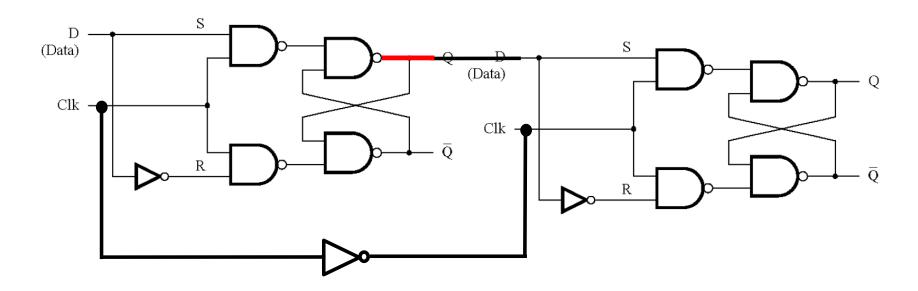
This imposes mutual exclusivity: only one gate is open at a time.

Latch #1 Latch #2



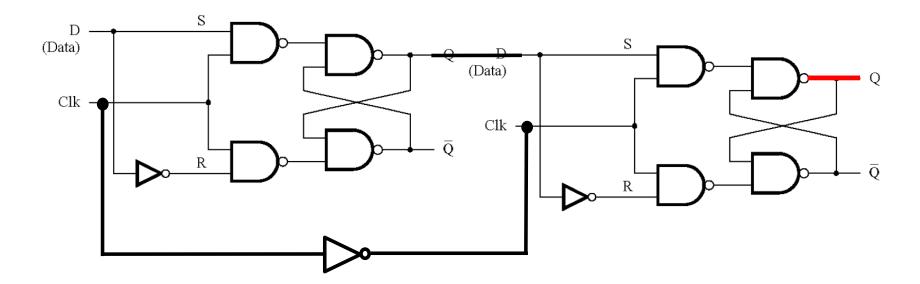
We need all of this to store only one bit here.

Latch #1 Latch #2

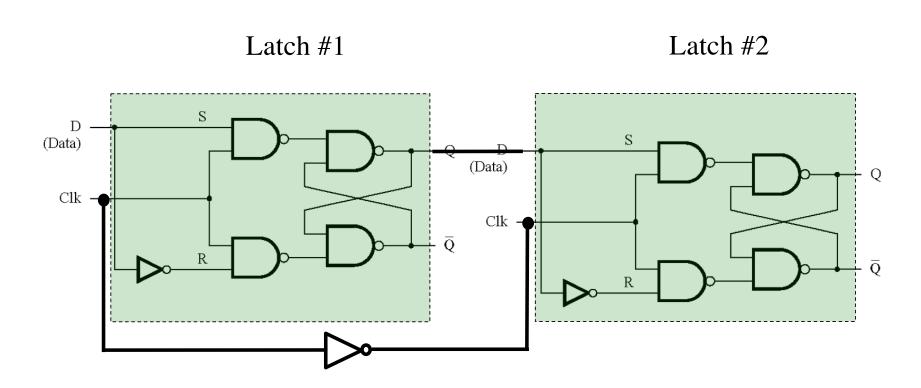


This also has the capacity to store one bit, but it is used to update the main output.

Latch #1 Latch #2



Only this bit is visible to the user of this circuit.



Master Latch

Slave Latch

Clk

Clk

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Master Latch

Slave Latch

Clk

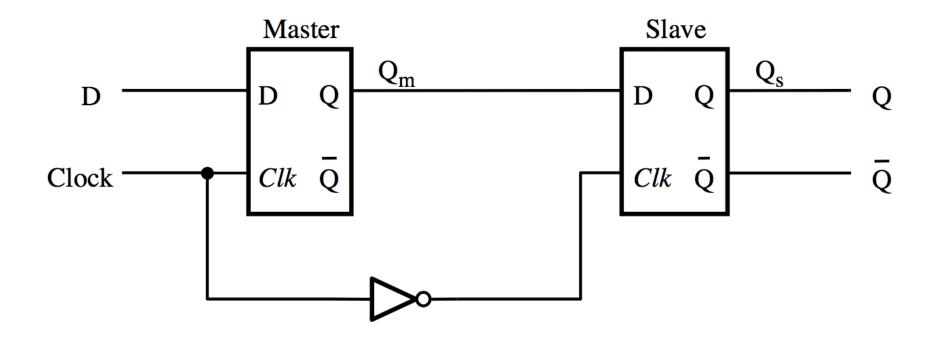
Clk

R

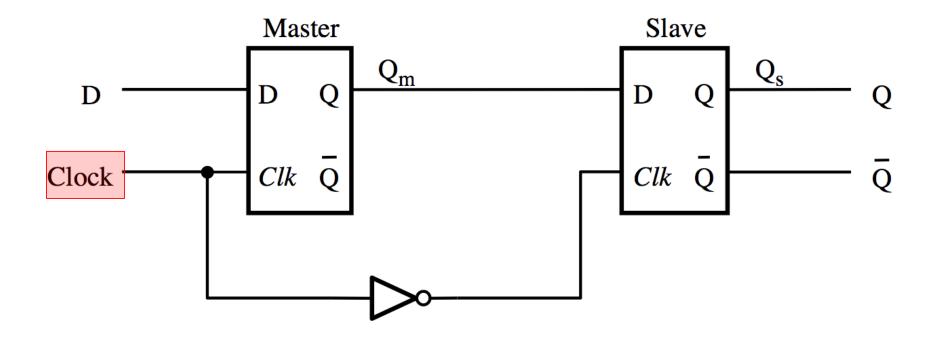
R

R

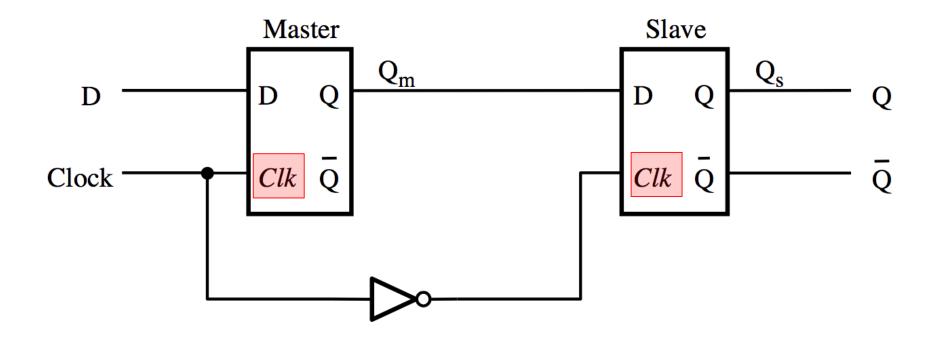
Slave Latch



#### Clock is used for the D Flip-Flop



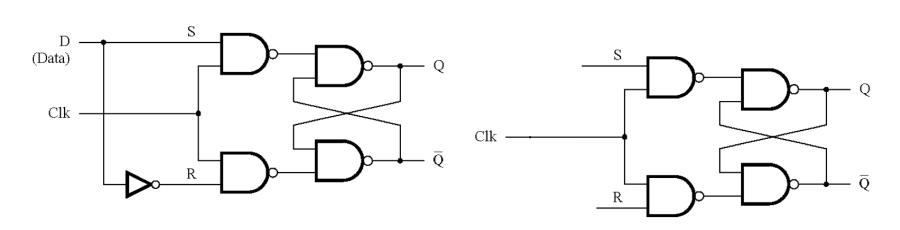
### Clock is used for the D Flip-Flop, but Clk is used for each D Latch



(This version uses one less NOT gate)

Master Latch

Slave Latch



(This version uses one less NOT gate)

Master Latch

Slave Latch

Clk

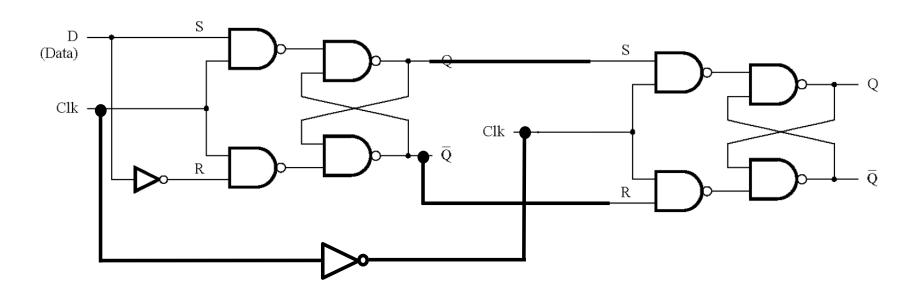
R

Clk

(This version uses one less NOT gate)

Master Latch

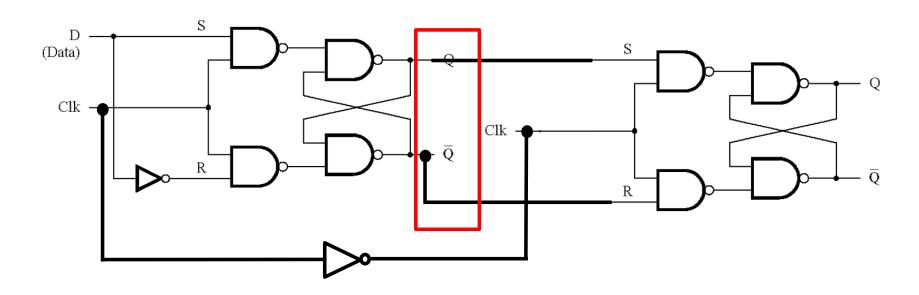
Slave Latch



(This version uses one less NOT gate)

Master Latch

Slave Latch



This uses the fact that Q and Q are inverses of each other.

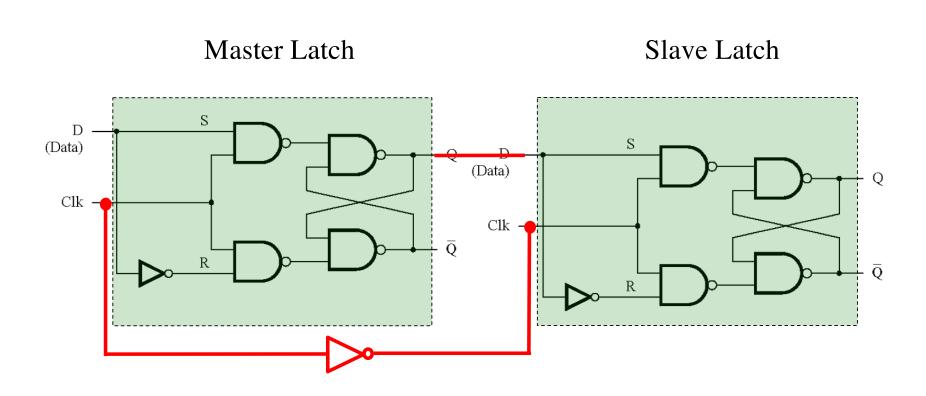
#### Flip-Flop



#### Latch







# Master Latch Slave Latch Clk Clk Q Clk Q

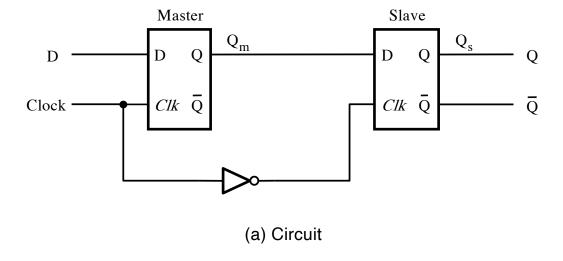


#### **Edge-Triggered D Flip-Flops**

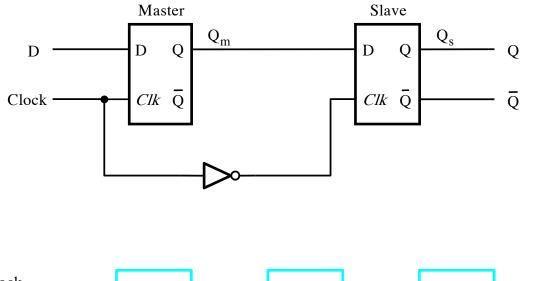
#### **Motivation**

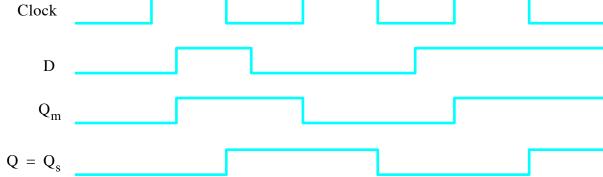
In some cases, we need to use a memory storage device that can change its state no more than once during each clock cycle.

#### **Master-Slave D Flip-Flop**

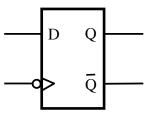


#### Timing Diagram for the Master-Slave D Flip-Flop

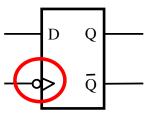




#### **Graphical Symbol for the Master-Slave D Flip-Flop**

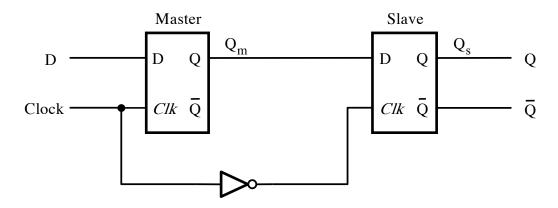


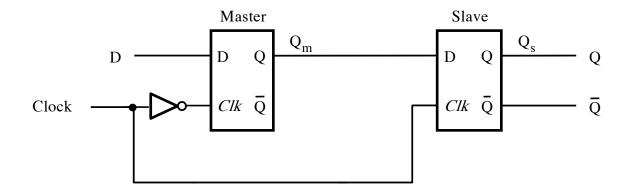
#### **Graphical Symbol for the Master-Slave D Flip-Flop**

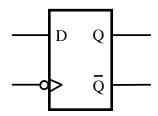


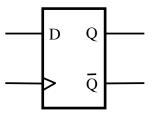
The > means that this is edge-triggered

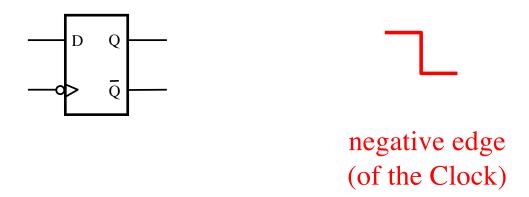
The small circle means that it is the negative edge





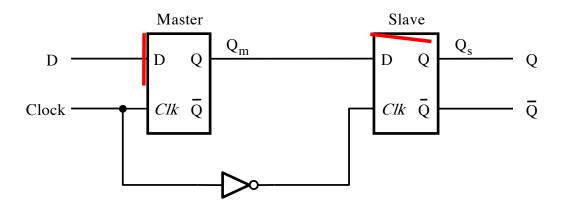




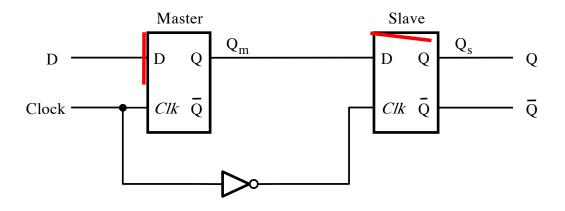




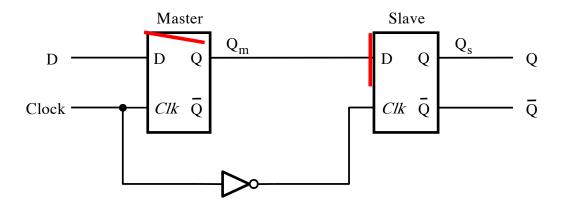
#### D Flip-Flop: A Double Door Analogy



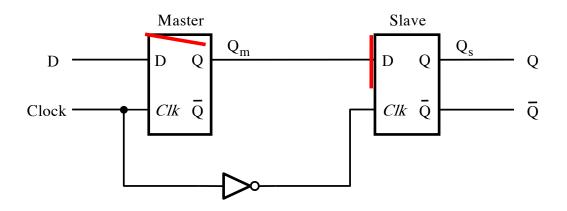




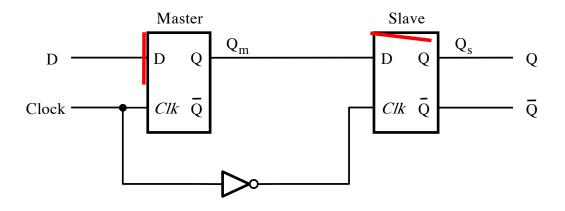




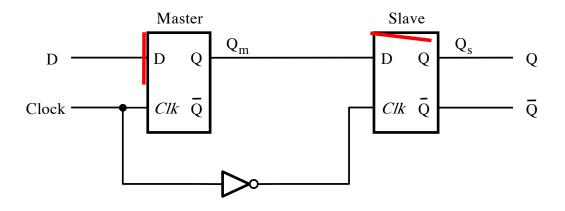




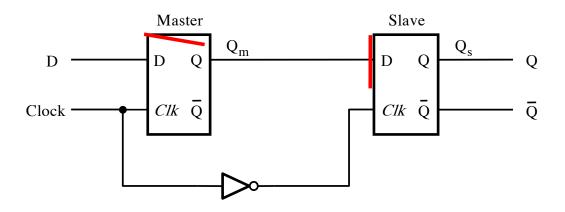




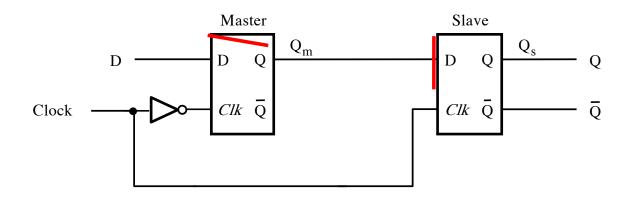




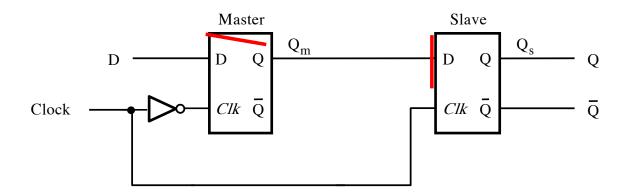




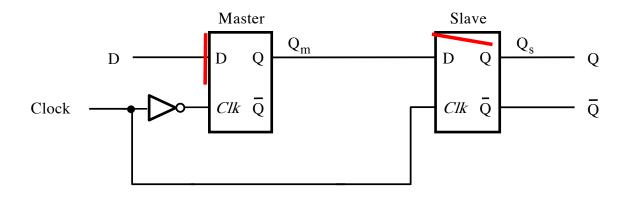




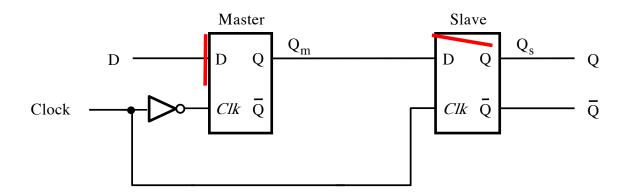




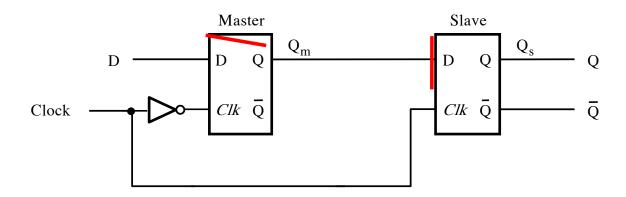




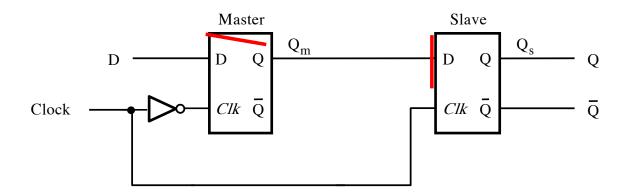




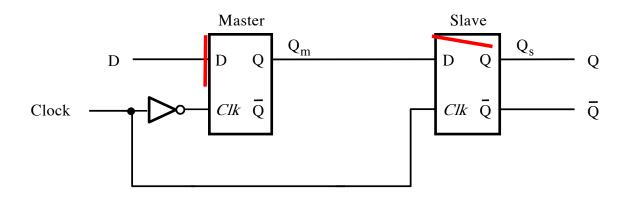






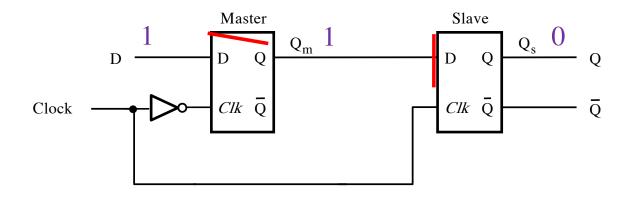




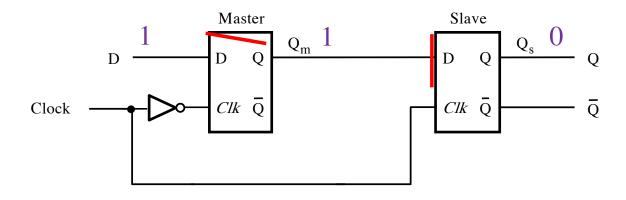




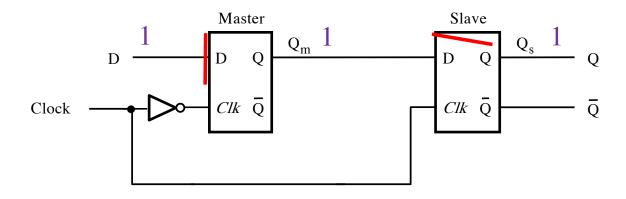
#### **Adding the Data Line**



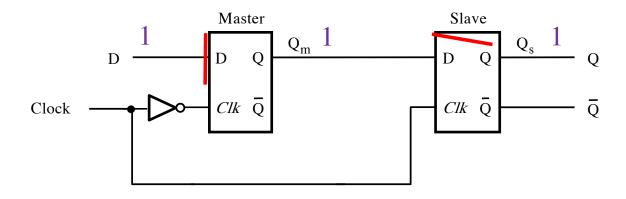




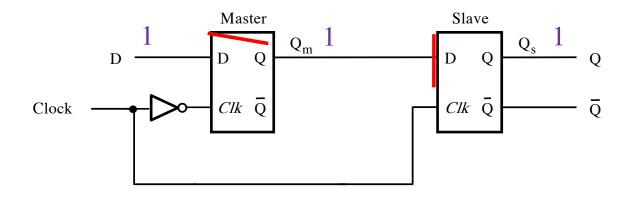


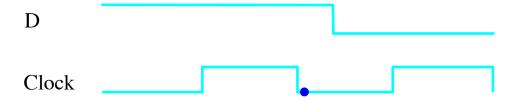


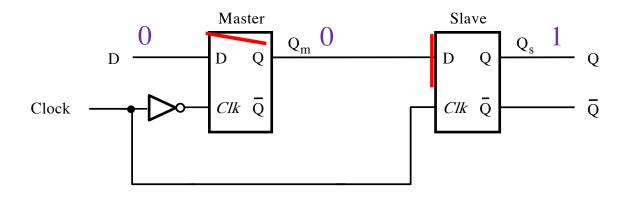






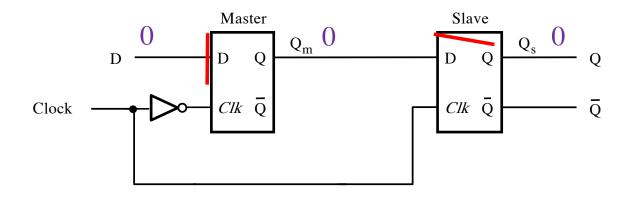






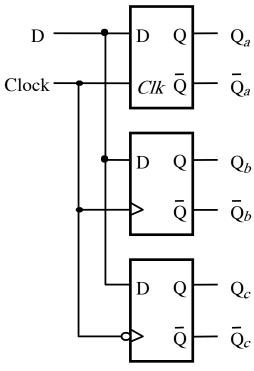


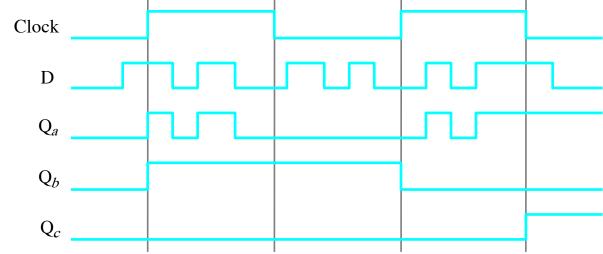
# Positive-Edge-Triggered Master-Slave D Flip-Flop

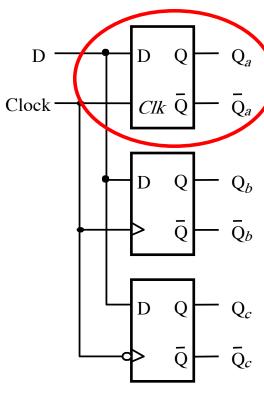




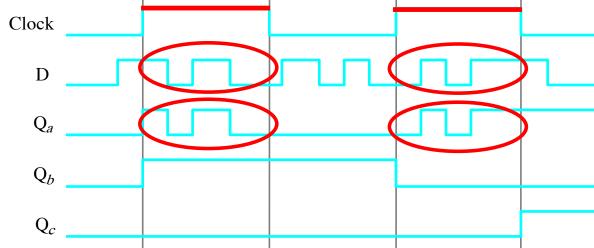
Level-Sensitive v.s. Edge-Triggered

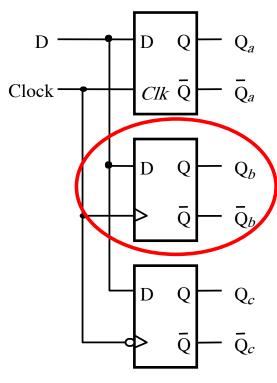




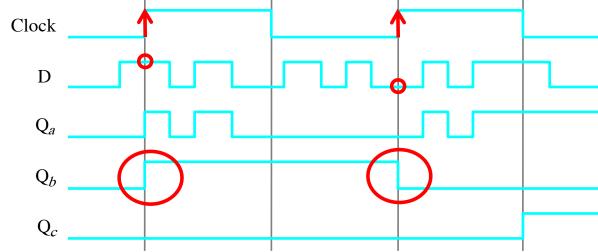


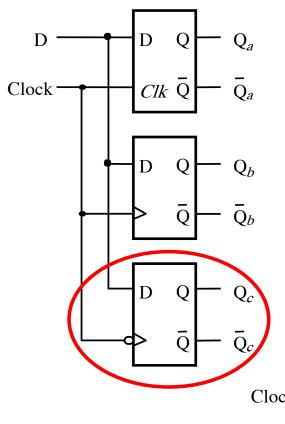
The D Latch is Level-Sensitive (the output mirrors the D input when Clk=1)



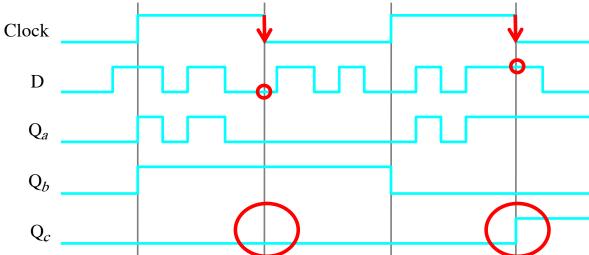


Positive-edge-triggered D Flip-Flop (the output is equal to the value of D right at the positive edge of the clock signal)



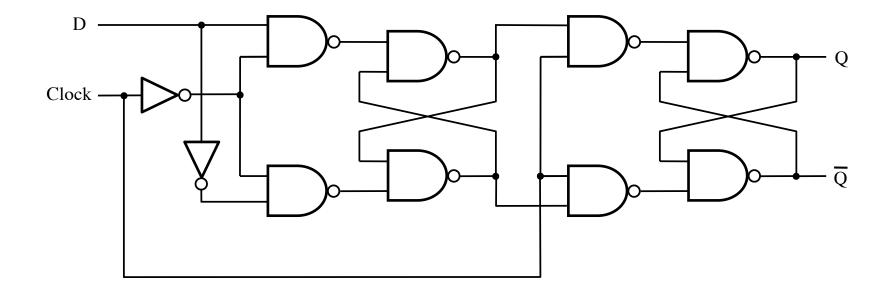


Negative-edge-triggered D Flip-Flop (the output is equal to the value of D right at the negative edge of the clock signal)

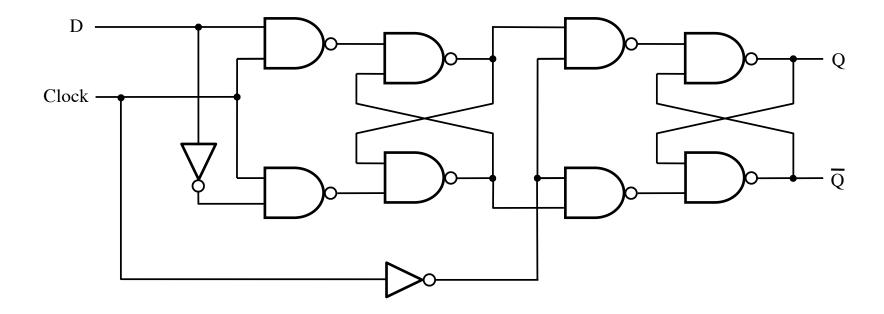


### **Summary**

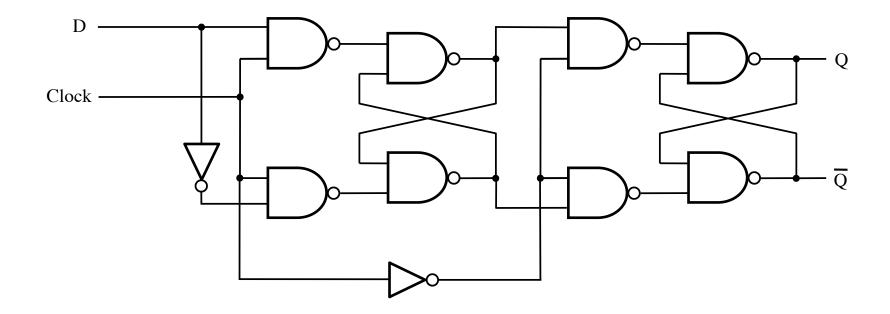
## The Complete Wiring Diagram for a Positive-Edge-Triggered D Flip-Flop



## The Complete Wiring Diagram for a Negative-Edge-Triggered D Flip-Flop



## The Complete Wiring Diagram for a Negative-Edge-Triggered D Flip-Flop



- Basic Latch is a feedback connection of two NOR gates or two NAND gates, which can store one bit of information (it has two outputs, but they are inverses of each other). The primary output can be set to 1 using the S input and reset to 0 using the R input.
- Gated Latch is a basic latch that includes input gating with a control input signal. The latch retains its existing state when the control input is equal to 0. Its state may be changed through the S and R inputs when the control signal is equal to 1.

- Two types of gated latches (the control input is the clock):
- Gated SR Latch uses the S and R inputs to set the latch to 1 or reset it to 0.
- Gated D Latch uses the D input to force the latch into a state that has the same logic value as the D input.

 Flip-Flop – is a storage element that can have its output state changed only on the edge of the controlling clock signal.

- Positive-edge triggered if the state changes when the clock signal goes from 0 to 1.
- Negative-edge triggered if the state changes when the clock signal goes from 1 to 0.

Both **latches** and **flip-flops** are storage elements. Each of them can store only one bit of information. However, they use different mechanisms to change the value of that bit.

A **latch** is level-sensitive, whereas a **flip-flop** is edgesensitive. When a latch is enabled it becomes transparent, meaning that its output can be changed immediately given appropriate values of the inputs. And the output can change multiple times while the latch is enabled.

On the other hand, the output of a **flip-flop** changes only on a single type of clock edge (either positive going or negative going edge). The new output depends on the input values at the time of the clock edge.

**Questions?** 

### THE END

### THE END