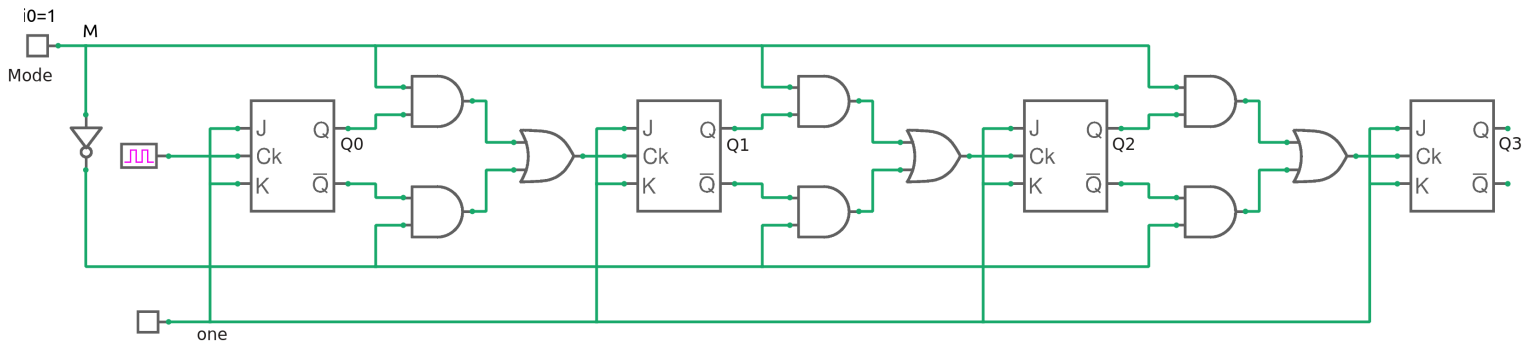# up_down_counter.sqproj

Note: flip-flops are negative-edge triggered.

This example illustrates the working of an up/down counter made up of JK flip-flops.

Exercise Set

1. Determine whether the counter will count up or down when Mode is 0 or 1. Sketch Q_0, Q_1, Q_2, Q_3 as a function of time in each case.

2. Compare your plots with simulation results.