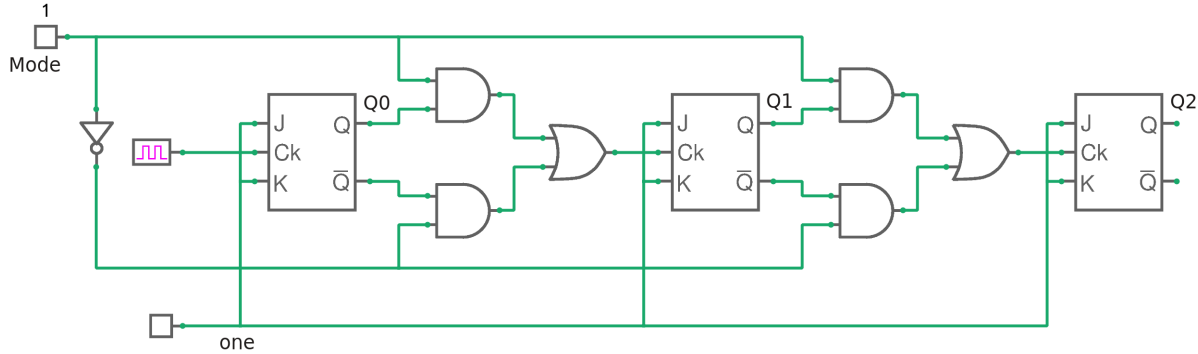


ee101_counter_3.sqproj



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 as a function of time in each case.
- 2. Compare your plots with simulation results.