

Flip-Flops and Registers

Exercise 1: Is a signal named overload active-high or active-low? Is there an overload if this signal is high? What if the signal was named **overload**?

anything is active-low

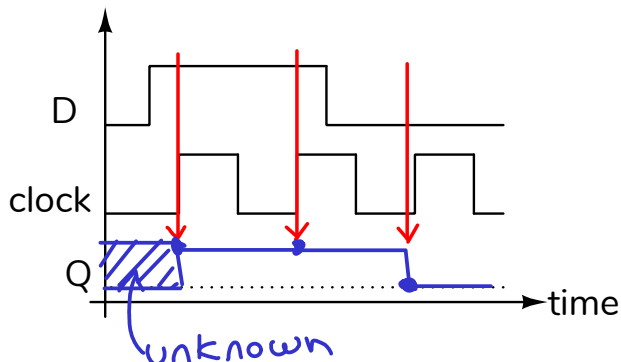
active low \rightarrow L is true
H is false \rightarrow overload is false

overload is active-high \rightarrow H is true \rightarrow overload is true
L is false

Exercise 2: Come up with an appropriate name for a signal that is at 3 V when a door is open and 0 V when the door is closed.

3 V = H \rightarrow true \rightarrow open
0 V = L

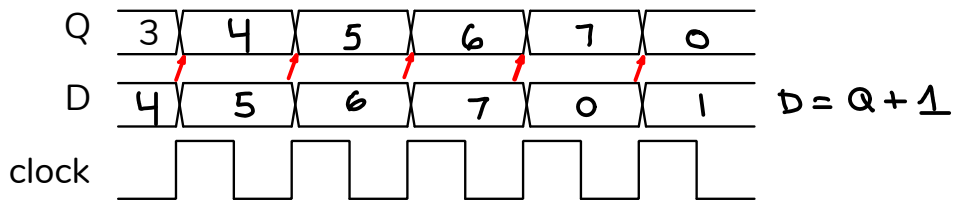
Exercise 3: Fill in the waveform for the Q signal in the diagram above.



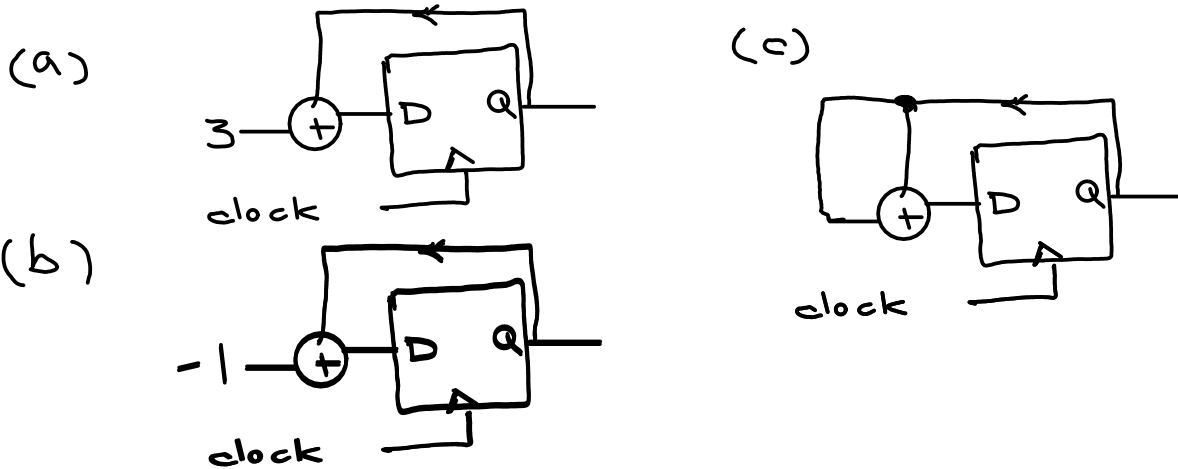
Exercise 4: What would be another name for a 1-bit register?

a flip-flop

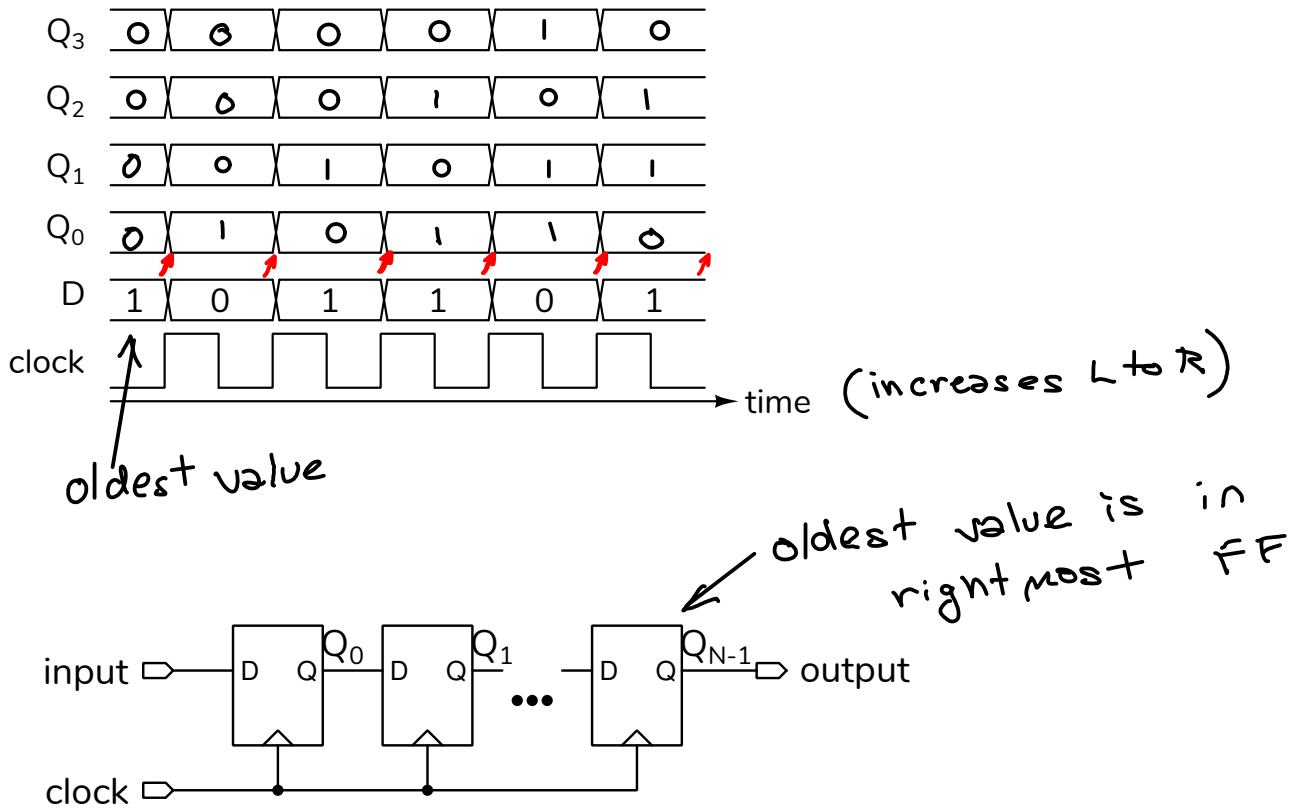
Exercise 5: Assuming a 3-bit counter, fill in the values of D and Q in the diagram above.



Exercise 6: Draw the block diagram for a counter that: (a) counts up by 3? (b) counts down by 1? (c) whose value doubles on each clock edge?



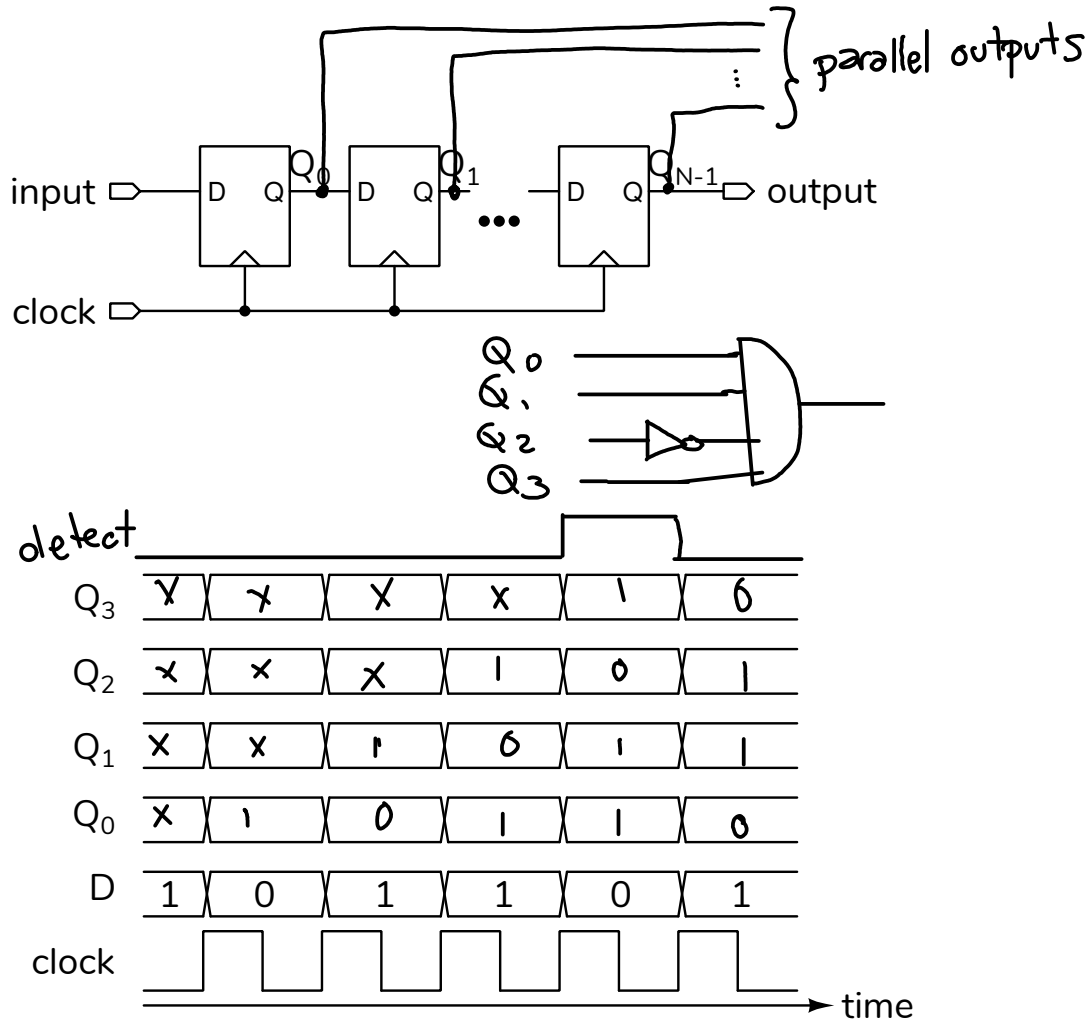
Exercise 7: Fill in the diagram above for a 4-bit shift register. Assume the initial value of each flip-flop is zero. Which is the oldest (first) value the D waveform? Which flip-flop holds the oldest value?



$$X = y - 1$$

$$X <= y + 1$$

Exercise 8: Add parallel outputs to the shift register schematic. Draw a circuit whose output is high when the sequence 1, 0, 1, 1 is detected. Add the output of this circuit to the timing diagram above.



Exercise 9: What would you change to make an 8-bit register? A 4-bit counter? A 3-bit shift register? Follow the course coding conventions.

```

module ex2 (input logic d, clk,
            output logic q) ;

    always_ff @(posedge clk)
        q <= d ;

```

} 8-bit register

endmodule

8-bit register:

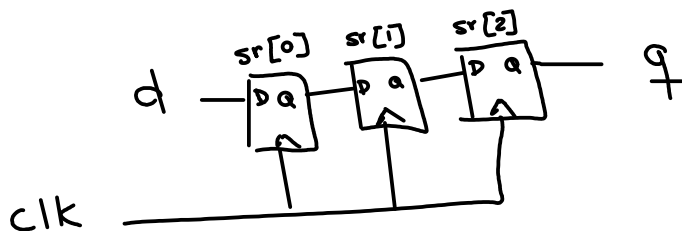
$d[7:0]$
 $q[7:0]$

4-bit counter:

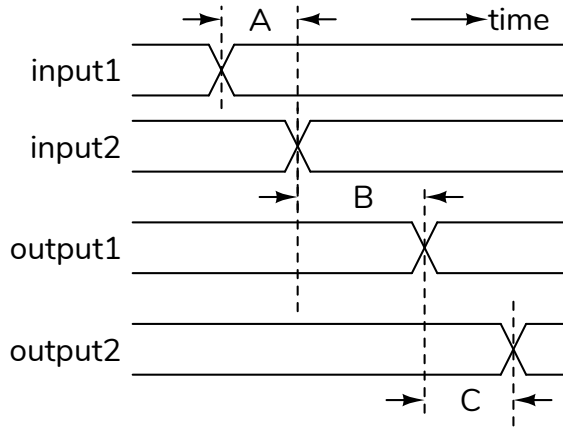
$d \rightarrow$ no input
 $q[3:0]$
 $q = q + 1;$

3-bit shift register:

logic sr [2:0];
always_ff ...
sr = {sr[1:0], d};
assign q = sr[2];



Exercise 10: Label the specifications A through C as requirements or guaranteed responses.



A: to input : requirement
B: to output : guaranteed
C: to output : guaranteed