

**The University of Alabama in Huntsville**  
**ECE Department**  
**EE 202 – 02**  
**Fall 2010**  
**Sample Test 3**

J	K	Q(t+1)
0	0	Q(t)
0	1	0
1	0	1
1	1	Q'(t)

D	Q(t+1)
0	0
1	1

T	Q(t+1)
0	Q(t)
1	Q'(t)

1. (1 point) Storage elements that operate with signal levels (rather than signal transitions) are referred to as \_\_\_\_\_.
2. (1 point) A \_\_\_\_\_ defines the logical properties of a flip-flop by describing its operation in tabular form.
3. (1 point) Some flip-flops have \_\_\_\_\_ inputs that are used to force the flip-flop to a particular state independent of the clock.
4. (1 point) The time sequence of inputs, outputs, and flip-flop states can be enumerated in a \_\_\_\_\_.
5. (1 point) In Verilog, behavior declared by the keyword **initial** is called \_\_\_\_\_ behavior.
6. (20 points) An .LM flip-flop has four operations, set to 1, no change, complement, and clear to 0, when inputs are P and N are 00, 01, 10, and 11, respectively.
  - (a) Tabulate the characteristic table.
  - (b) Derive the characteristic equation.
  - (c) Tabulate the excitation table.

7. (15 points) Reduce the number of states in the following state table, and tabulate the reduced state table:

Present State	Next State		Present Output (Z)
	x = 0	x = 1	
a	b	a	0
b	c	a	0
c	d	g	0
d	a	e	0
e	f	a	0
f	a	a	1
g	h	a	0
h	i	a	0
i	a	a	1



9. (25 points) Design a 3-bit counter which counts in the sequence 001, 011, 010, 110, 101, 100, 001 using clocked D flip-flops. What will happen if the counter is started in state 000?

10. (20 points) Design a sequential circuit that behaves in the following way. When a sequence of 0's and 1's is applied to the X input, the output of the network is  $Z = 1$  if the total number of 1 inputs received is odd. Otherwise the output is  $Z = 0$ . (0 is an even number). Use JK flip-flops. You do not have to draw the circuit diagram.