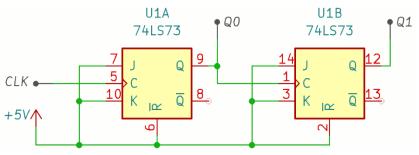
Digital Electronic Development Kit Tutorial – 01 2-bit Asynchronous Counter Using JK Flip-Flop

- Asynchronous Counters use flip-flops which are serially connected together.
- In JK Module, we are using 74LS73 that has two JK flip-flops

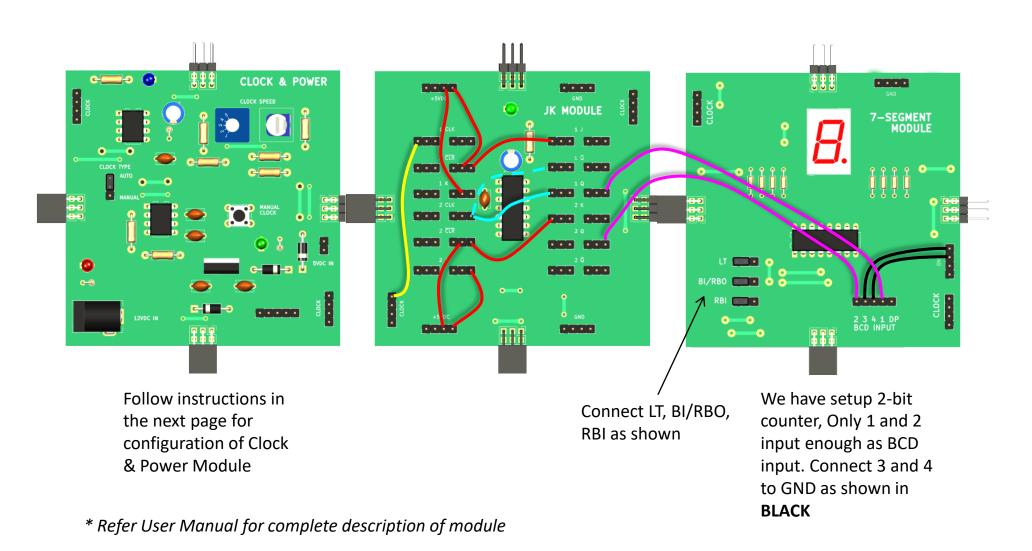


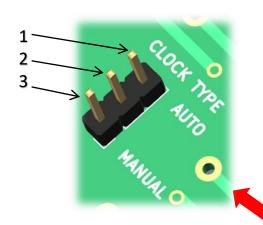
Circuit Diagram of 2-bit asynchronous counter

- We need to setup this circuit in the JK Module as shown in the next page. Use hookup wires and make relevant connection between IC pins.
- +5V connections shown in RED color, GND connections in BLACK colors, other signal connections in CYAN color

- It is possible to connect clock input of 2^{nd} JK flip-flop to Q or \overline{Q} of the 1^{st} JK flip-flop. If Q is used you can make up counter and vice versa. This is shown in dashed line CYAN color connection.
- You need to input clock signal to CLK input (Pin No. 5). You need to make the connection in YELLOW colored as shown.
- How to make Q₀ and Q₁ connection to the 7-Segment module? As shown in MAGENTA color, you have to use two hookup wires.
- How to make power connection? All you have to do is connect the Clock Module to one of the four connector. It provide correct power supply to the ICs and also distribute Clock signal to relevant points of all connected modules.

Connect Module Together





You can use either manual or auto clock type by changing the Shunt location.

1-2 → Auto

 $2-3 \rightarrow Manual$

Use the clock switch and variable resistor to change clock frequency in Auto mode.

You can use **push button** to manually increase the counter value.

CLOCK & POWER

CLOCK SPEED

CLOCK SPEED

CLOCK SPEED

CLOCK SPEED

SVOC IN

SVOC IN

Clock Switch

If **Manual clock type** is selected, and Clock Switch position is **1**, You can change counting speed by variable resistor.

In Auto clock type is selected, You can change counting speed to predefined values by setting Clock Switch to below positions,

 $2 \rightarrow 1$ count every 5s(0.2Hz)

 $3 \rightarrow 1$ count every 2s (0.5Hz)

 $4 \rightarrow 1$ count every 1s (1Hz)

 $5 \rightarrow 1$ count every 500ms (2Hz)

^{*} Refer User Manual for complete description of module