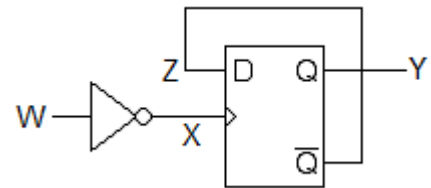


1 Link each number in **binary** with its equivalent in **BCD**.

binary	BCD
0011	8
0001	6
0101	3
1000	1
0110	5

2 Complete the sentences for this one-bit counter.  
Choose from these words.

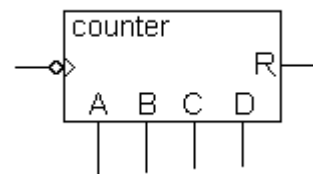
**falling flip-flop rising W X Y Z**



When a rising edge arrives at W, a \_\_\_\_\_ edge appears at X. This has no effect on the \_\_\_\_\_, which requires a \_\_\_\_\_ edge at \_\_\_\_\_ for the signal at \_\_\_\_\_ to be copied to \_\_\_\_\_. Since the signals at \_\_\_\_\_ and \_\_\_\_\_ are always different, this means that \_\_\_\_\_ changes state each time a \_\_\_\_\_ edge arrives at W.

3 Link the binary output state **DCBA** of a binary counter with the number of **clock pulses** it has counted since it was last reset.

DCBA	clock pulses
1110	10
1010	2
0111	14
0010	13
1101	7



4 Here are some statements about binary counters. Which of them are correct?

An eight-bit counter can count up to 1024 pulses.

Binary counters always have to start counting from zero.

Latches can be used instead of D flip-flops to make counters.

Their outputs can be connected directly to seven-segment display.

They count only the falling edges of each pulse at the clock terminal.

Each bit of a counter changes when the preceding bit falls from 1 to 0.

Each D flip-flop in a counter changes state when its input rises from 0 to 1.