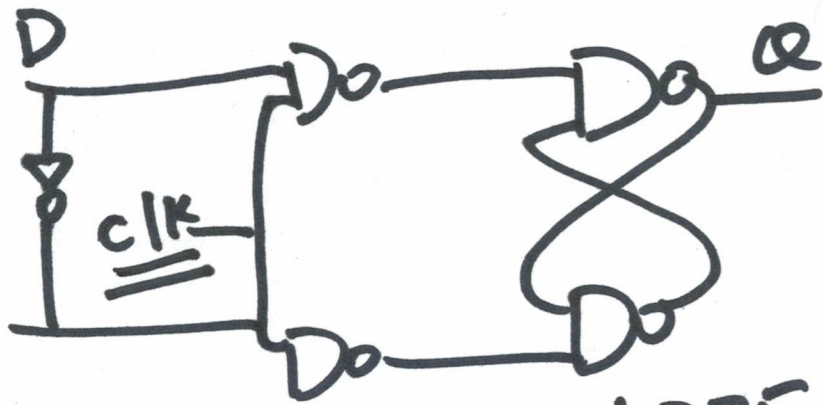
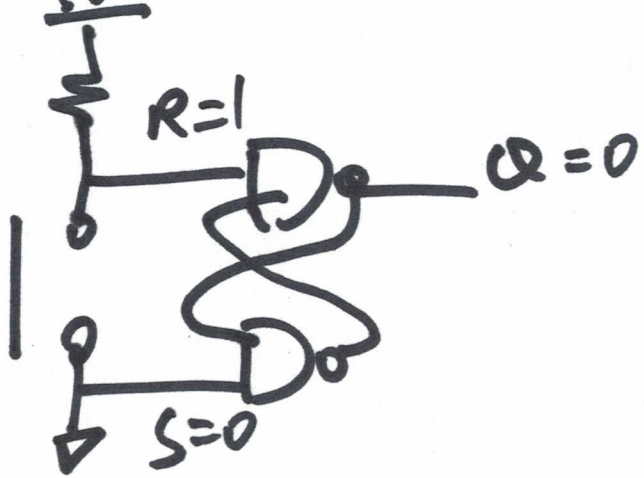
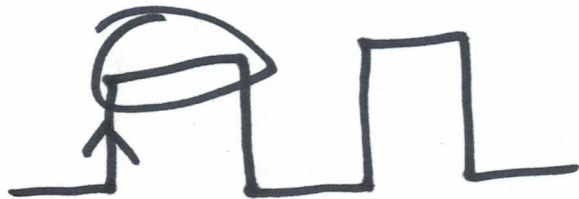


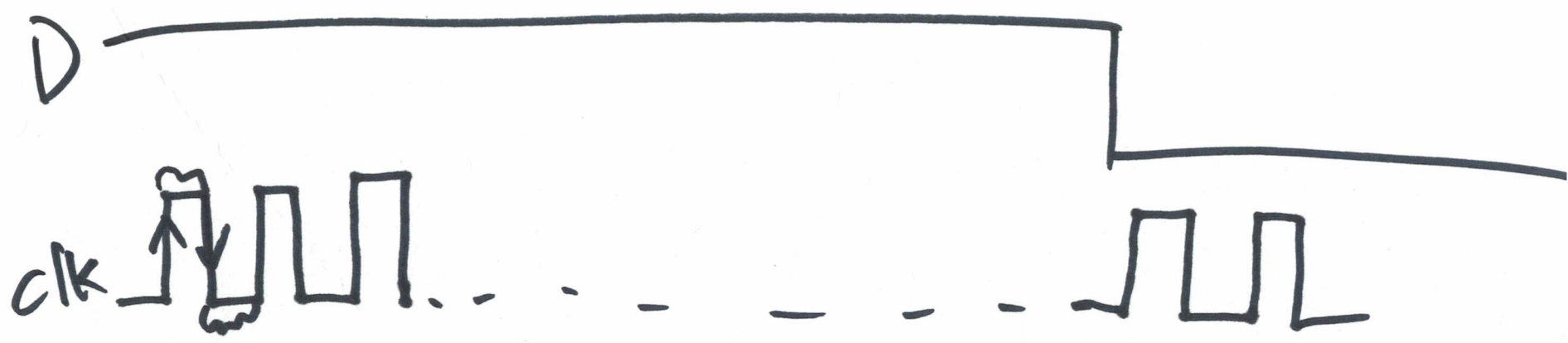
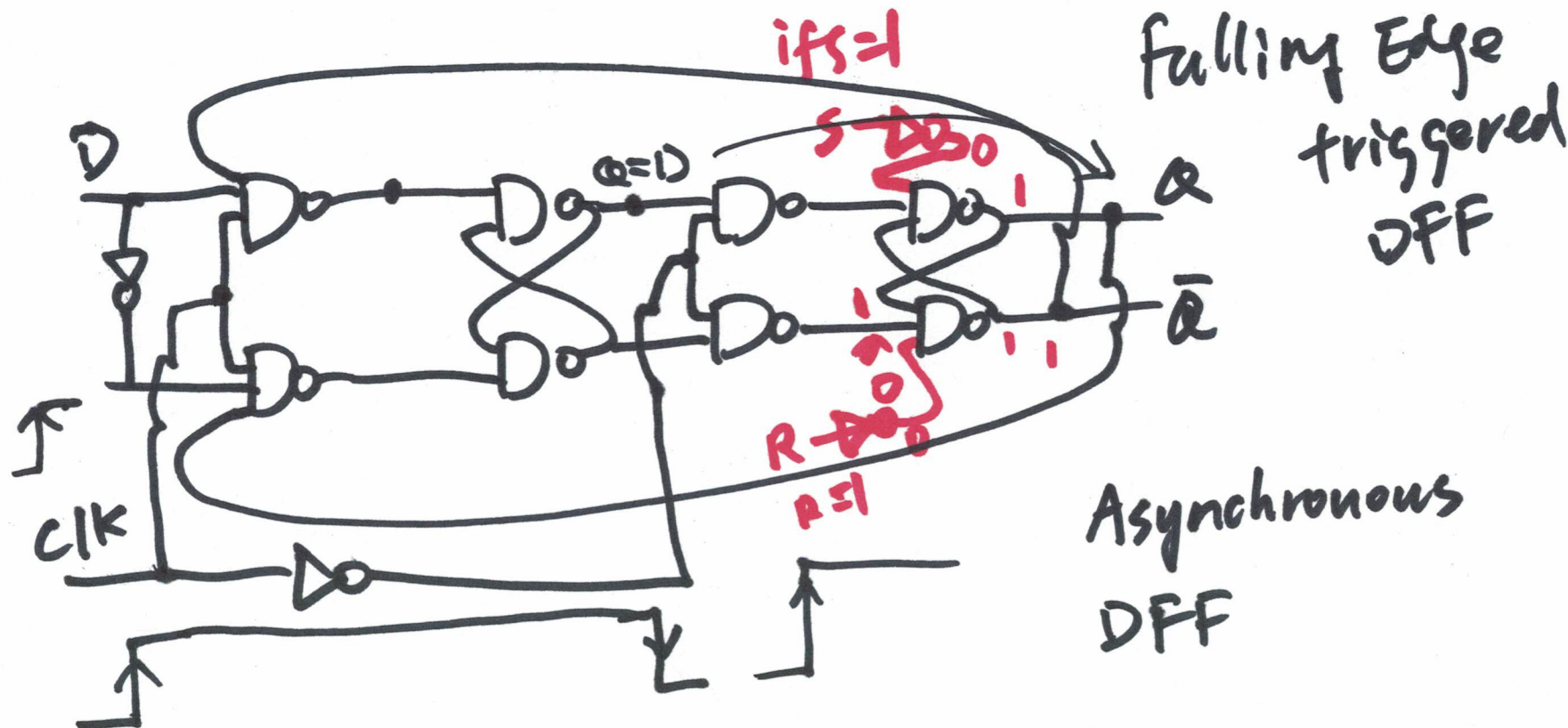
①



Level-triggered DFF



(2)



3

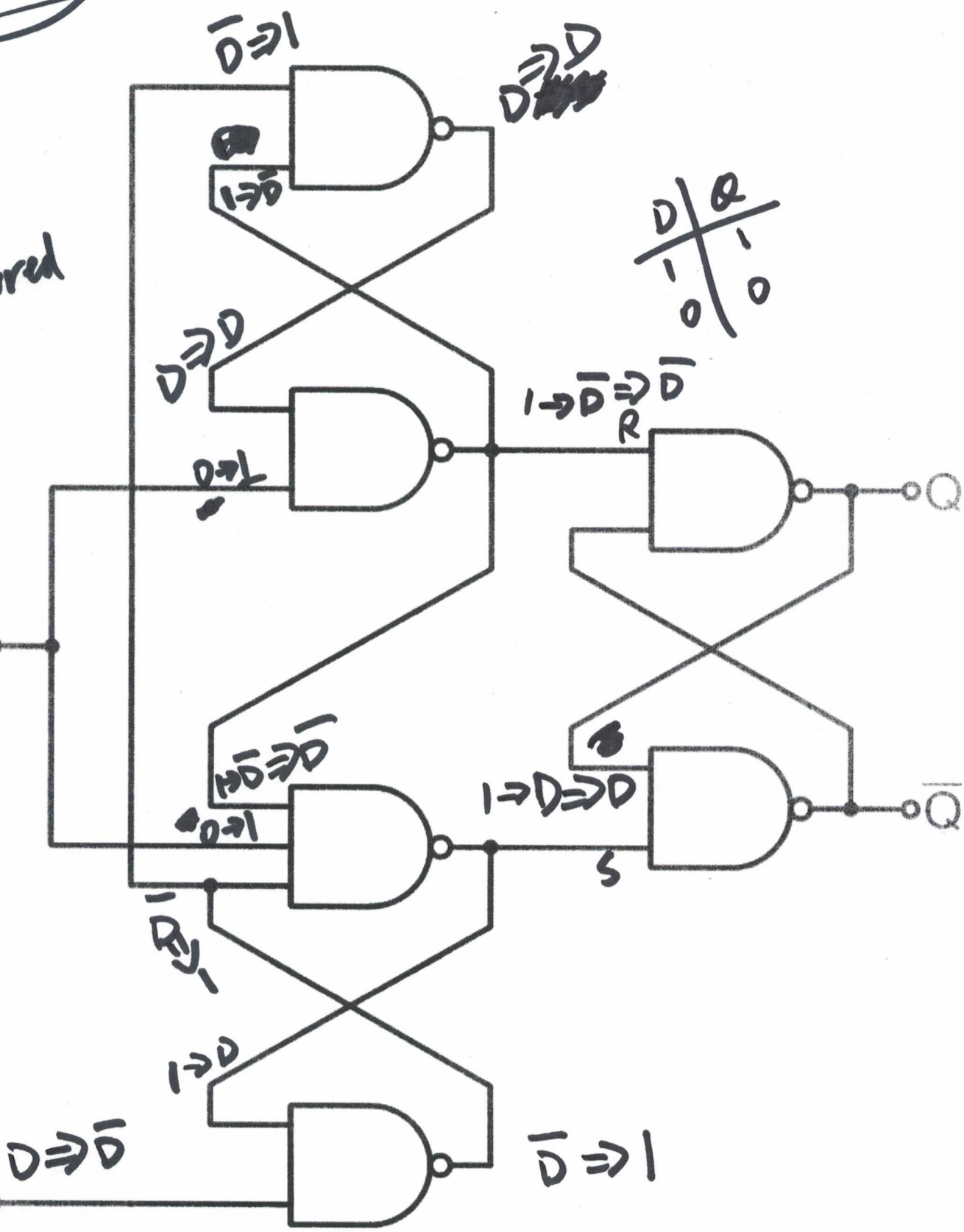
DFF

↑  
Rising  
Edge  
Triggered

Clock

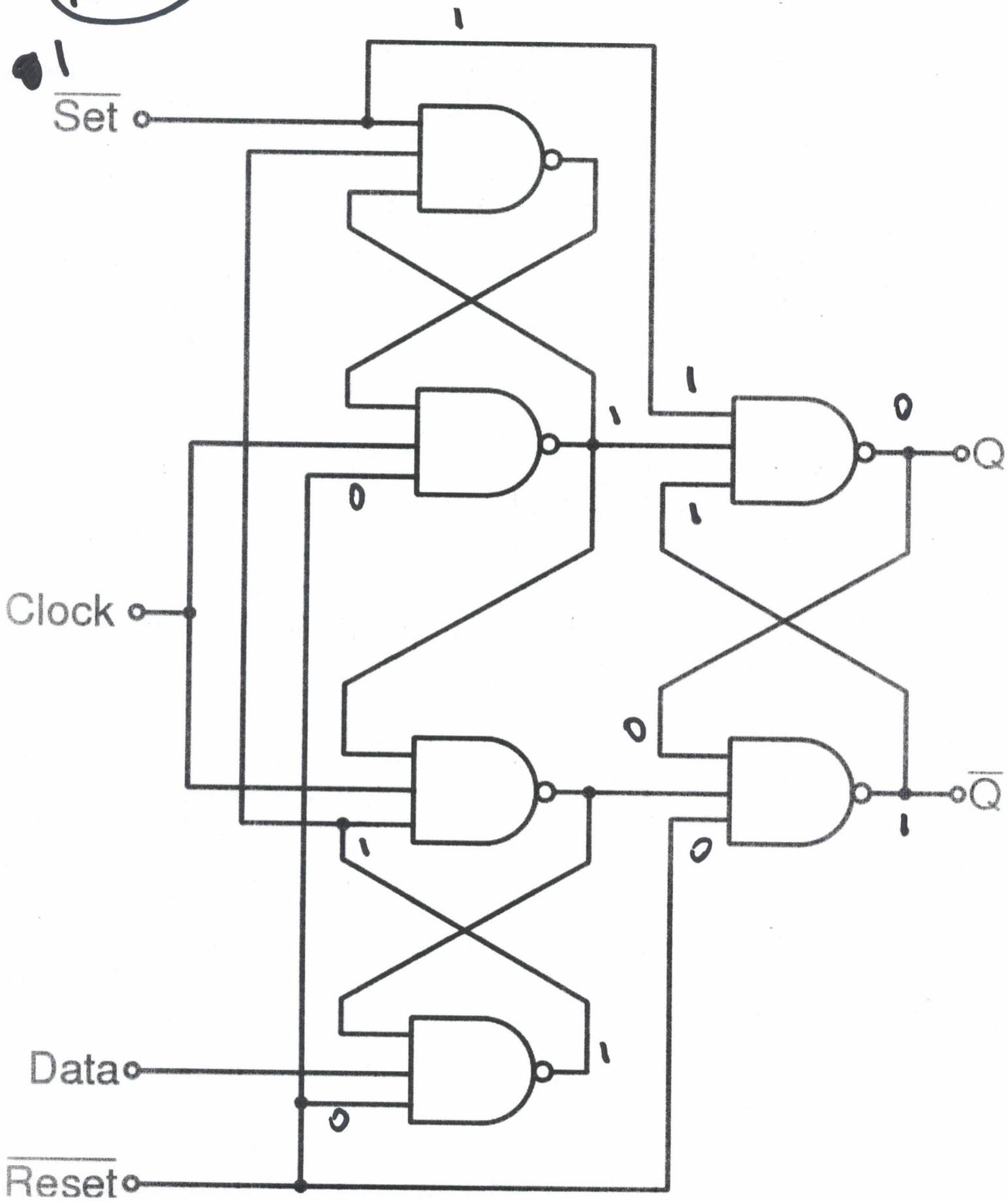
↑

Data

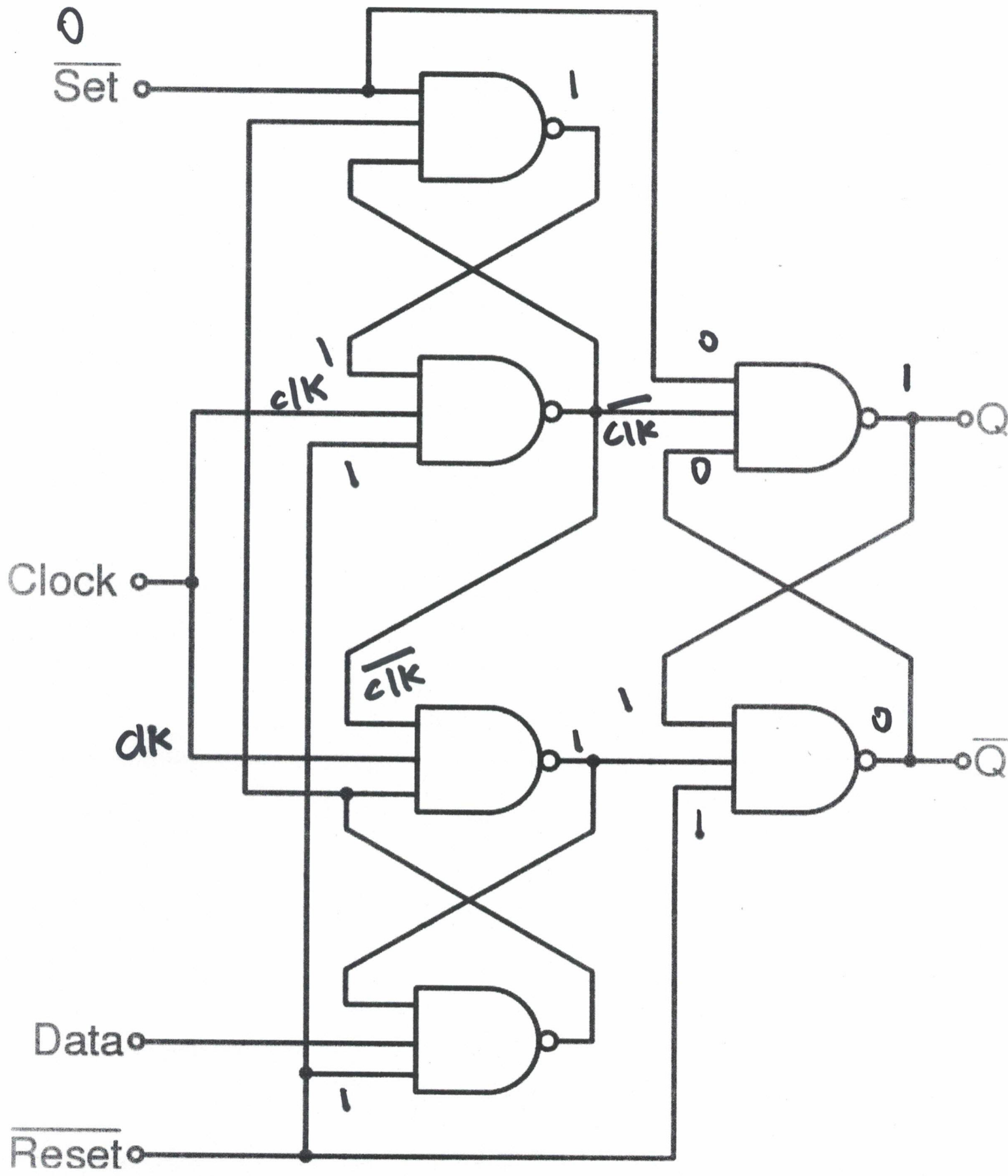


(4)

Reset



3 0



(b) 1