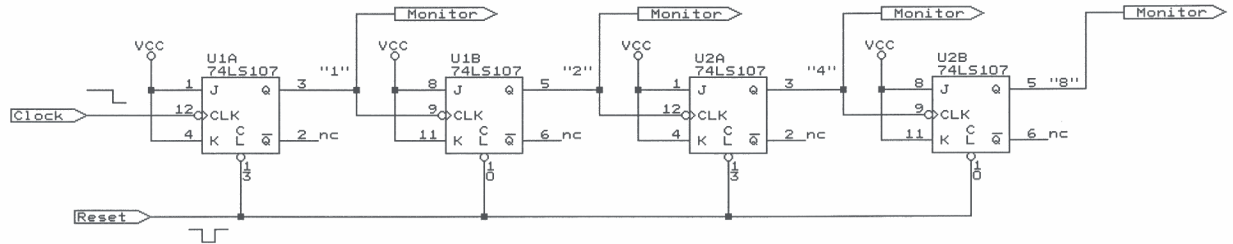


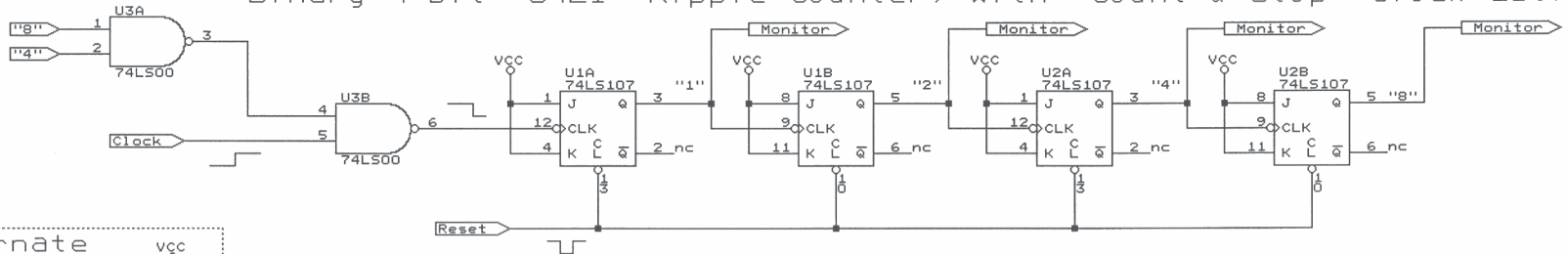
J=0, K=0, No Effect, No Change
 J=1, K=0, Logic-Set, Q=1, /Q=0
 J=0, K=1, Logic-Reset, Q=0, /Q=1
 J=1, K=1, Logic-Toggle, Q & /Q Toggle State

"Effect" vs "Change"

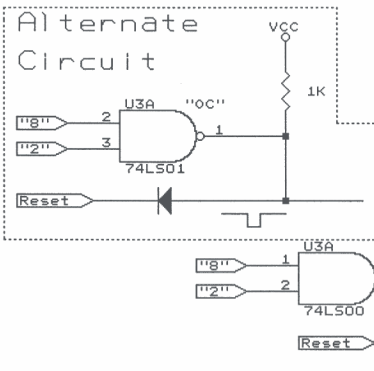
Binary 4-bit "8421" Ripple-Counter, Count = 0 to 15



Binary 4-bit "8421" Ripple-Counter, with "Count & Stop" Clock-Gating



Alternate Circuit



Binary 4-bit "8421" Ripple-Counter, with "Hiccup" on the "10-Count"

