

Easy

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Consider the following statements regarding Flip Flops: 1. SR flip-flop has invalid state when both inputs are high causing undefined output. 2. JK flip-flop resolves

A

All of the above

B

2 and 3 only

C

1 and 3 only

D

1 and 2 only

Correct

Correct Answer: D

Full Detailed Explanation

Correct Answer: D - 1 and 2 only Quick Concept Explanation Flip-flops and latches store state.

In the basic active-high SR form, $S=R=1$ is forbidden/invalid. Key relation: JK with $J=K=1$

toggle.Exam focus: Race-around is associated especially with level-triggered JK at long clock pulses. Common trap: Do not credit level triggering itself with eliminating race-around.

Statement-wise Verification Statement 1 - Correct.SR flip-flop has invalid state when both inputs are high causing undefined output.In the basic active-high SR form, $S=R=1$ is forbidden/invalid. Statement 2 - Correct.JK flip-flop resolves this issue by toggling when both inputs are high.The JK design removes that invalid combination by toggling when $J=K=1$. Statement 3 - Incorrect.D flip-flop eliminates race condition by using level triggering.The correct principle is: Race-around concerns are addressed by edge triggering or master-slave design rather than simply 'level triggering'.

Core Concept Flip-flops and latches store state. In the basic active-high SR form, $S=R=1$ is forbidden/invalid. The JK design removes that invalid combination by toggling when $J=K=1$. D storage forces complementary set/reset behavior from one data input, but race-around concerns are addressed by edge triggering or master-slave design rather than simply 'level triggering'. Formula / Key Relationship JK with $J=K=1$