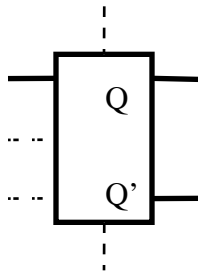Basic
Symbol

- Outputs are always inverses
- One or two inputs (see behaviors below)
- Enable or clock not present on asynchronous type
- Latch or master-slave may also have asynchronous preset and/or clear - often active low

Three basic types
 Asynchronous - Outputs change instantly when inputs changed
 Latch - Has "enable" or "trigger"
 - when inactive, inputs have no effect on outputs
 - when active, outputs may change instantaneously when inputs changed
 Master-slave - Has "clock"
 - Outputs change on rising/falling edge of clock, based on inputs at that time

Three kinds of behavior

S' R'	Q_{before}	Q_{after}		SR	Q_{before}	Q_{after}
00	0	(disallowed)		00	0	0 (no change)
00	1	(disallowed)		00	1	1 (no change)
01	0	1	OR	01	0	0
01	1	1		01	1	0
10	0	0		10	0	1
10	1	0		10	1	1
11	0	0 (no change)		11	0	(disallowed)
11	1	1 (no change)		11	1	(disallowed)

(Asynchronous, latch, or master-slave possible)

D	Q_{before}	Q_{after}
0	0	0
0	1	0
1	0	1
1	1	1

(Would be meaningless as asynchronous. Latch or master-slave possible.
Asynchronous preset and/or clear often present as well)

JK	Q_{before}	Q_{after}
00	0	0 (no change)
00	1	1 (no change)
01	0	0
01	1	0
10	0	1
10	1	1
11	0	1
11	1	0

(Master-slave is only option. Asynchronous preset and/or clear often present as well)