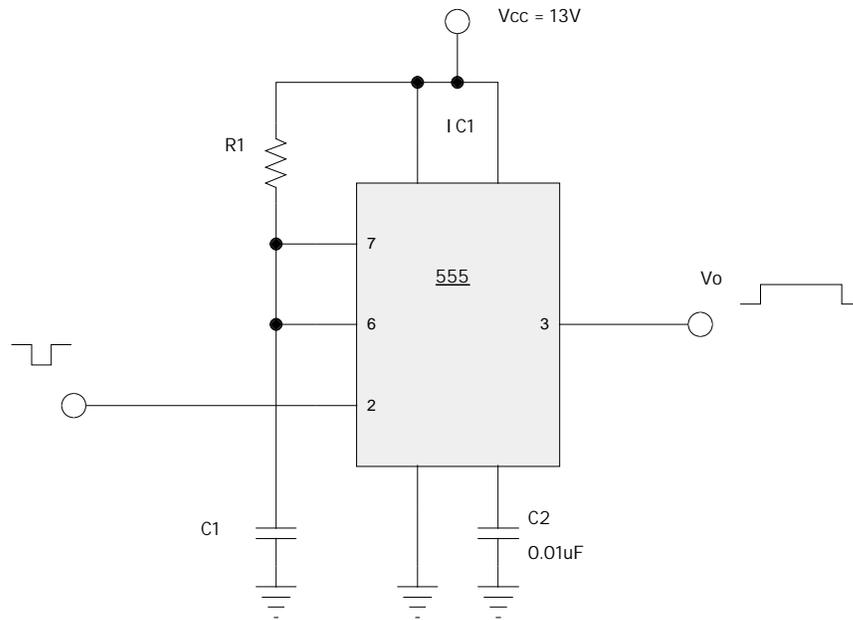
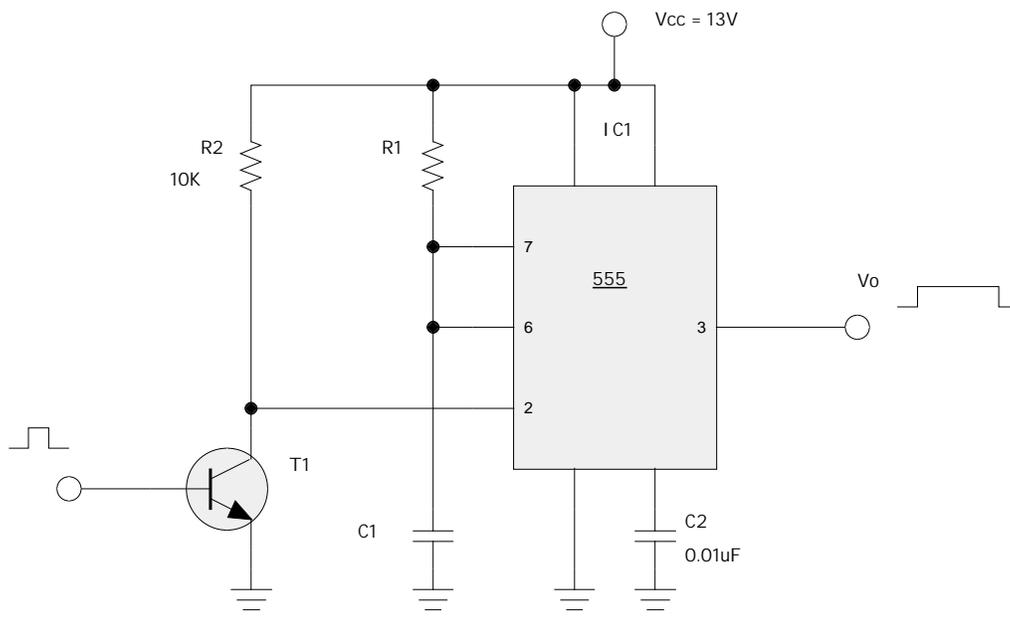


Negative level-triggered monostable



Positive level-triggered monostable



Negative edge-triggered monostable

