

- P1. (10 points) Problem 6.3 in textbook. In addition to the state diagram, please also give the state table.
- P2. (20 points) Problem 6.7 in textbook. Please try your best to minimize the cost of your implementations.
- P3. (15 points) For the vending machine control design in Example 6.7 of textbook, consider the following input sequence: DN=01, 00, 01, 00, 10, 00, 10, 00, 10, 00, 01, 00.
- For the design in Figure 6.54 / Figure 6.55, report the sequence of states and outputs for the given input sequence.
  - For the design in Figure 6.56 / Figure 6.57, report the sequence of states and outputs for the given input sequence.
  - For the design in Figure 6.58, report the sequence of states and outputs for the given input sequence.
- P4. (15 points) Problem 6.37 in textbook.
- P5. (20 points) Design a three-bit counter-like circuit controlled by the input  $w$ . If  $w=0$ , then the counter subtracts 1 from its contents (acting like a normal down-counter). If  $w=1$ , then the counter adds 2 to its contents, wrapping around if the count has to become 8 or 9. Thus if the current state is 6 (or 7) and  $w=1$ , then the next state is 0 (or 1). Use T flip-flops in your circuit. (Note that we have worked on a similar problem in HW 10 Problem 10 but we are using T flip-flops instead of D flip-flops here.)
- P6. (20 points) You are required to design a device to test one's reaction. The device has two inputs, G and R. G is controlled by the operator of the device, and R is controlled by the person under test. The device also has a single output, Z, which is equal to 0 when the device is not being used. The operator will push and then release G, which will turn a green light ON and then OFF. Once the person under test observes the green light coming ON, he/she is supposed to push and release R before the green light is turned OFF. In this case, the output Z becomes 1 until G is released. If the person under test fails to push *and* release R before the green light turns OFF, Z will not change.
- Draw the state transition diagram of a Moore-type machine which describes the behavior of the device.
  - For the following input sequence, find out the state and the output of the machine in part (a) after each clock edge:
    - At 1st clock edge, GR = 00
    - At 2nd clock edge, GR = 10
    - At 3rd clock edge, GR = 11
    - At 4th clock edge, GR = 01

- At 5th clock edge, GR = 00
  - At 6th clock edge, GR = 10
  - At 7th clock edge, GR = 10
  - At 8th clock edge, GR = 11
  - At 9th clock edge, GR = 10
  - At 10th clock edge, GR = 11
  - At 11th clock edge, GR = 10
  - At 12th clock edge, GR = 00
- (c) Draw the state transition diagram of a Mealy-type machine which describes the behavior of the device.