

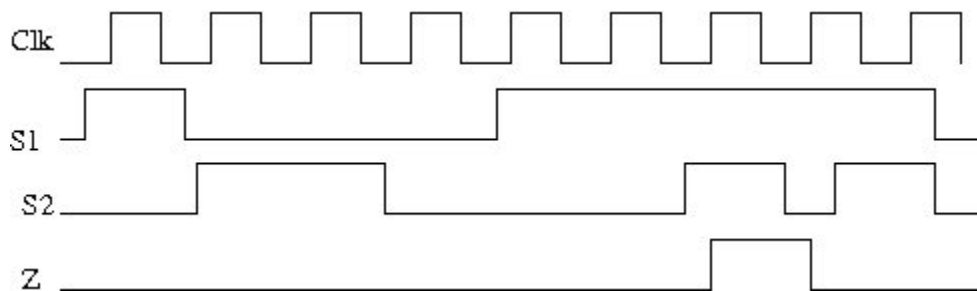
T1. Review HW10 problems and solve any problems that the students point out they had difficulties with.

T2. Answer any general questions about HW11 and Lab 11.

T3. Solve the following problems.

1. Consider a state machine with 1 bit of input R and 3 bits of output D<sub>2</sub> D<sub>1</sub> D<sub>0</sub>. When the input R=0, the machine repeatedly outputs the sequence 000, 011, 110. When the input R=1, the machine resets, i.e., jumps to the state that outputs 000.
  - a. Please draw the state diagram.
  - b. Write the state table and the state-assigned table.
  - c. Derive and draw the corresponding sequence circuit.
  
2. A combination lock has two switches, S<sub>1</sub> and S<sub>2</sub>, and one output, Z. Z will become 1 and the lock will open if S<sub>1</sub> and S<sub>2</sub> are closed (i.e., assume a value of 1) in the following sequence:
  - a. You must start from a state in which both S<sub>1</sub> and S<sub>2</sub> are open.
  - b. S<sub>1</sub> is closed while S<sub>2</sub> is open. S<sub>1</sub> must then be held (it can be held for several clock cycles).
  - c. S<sub>2</sub> is closed while S<sub>1</sub> is held in the closed position.

The output Z will be 1 for one clock cycle only. Any other sequence will reset the lock. An example is shown below.



Design a synchronous sequential circuit using D flip-flops that implements the above combination lock. Your circuit should be minimal.

Recitation Material for Week 14  
Tasks to do in the recitation section  
Assigned Date: Thirteenth Week

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3. A sequential circuit has a 1-bit input P and a 1-bit output Q such that Q is 1 if and only if either # of 1's or # of 0's in the input sequence is divisible by 3. Please draw a state diagram for the sequential circuit.
4. Using the FSM approach, design and implement a 2-bit binary synchronous counter using JK flip-flops which has a control input, S:
  - a. When  $S=0$ , it counts up.
  - b. When  $S=1$ , it counts down.