



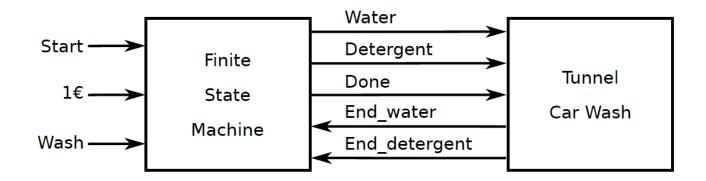


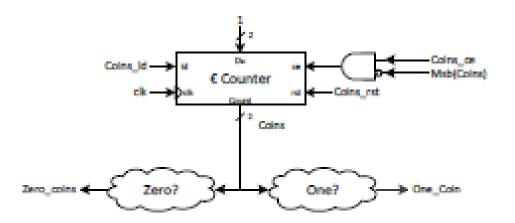
Control signals and external outputs

	Coins_rst	Coins_ce	Coins_ld	Water	Detergent	Done
S0_Init	1	0	0	0	0	1
S1_Coins	0	1	0	0	0	0
S2_Water	0	0	1	1	0	0
S3_Det.	0	0	0	0	1	0

Notice that:

- Coins_rst is equal to Done
- Coins_ld is equal to Water

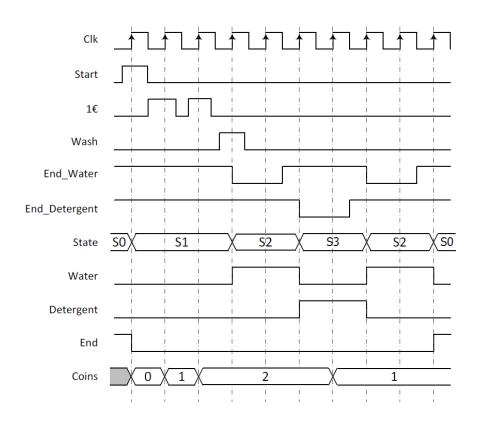






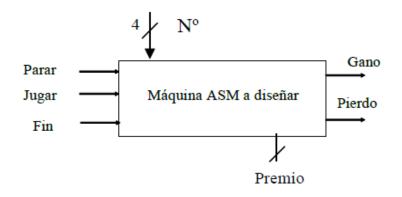
Se necesitarían 2 contadores que contaran 6s (si reciben un reloj de tciclo 2 seg podrían ser contador mod3) para generar las señales de End_water y End_detergent. La señal de inicio serían Wash y Detergent.



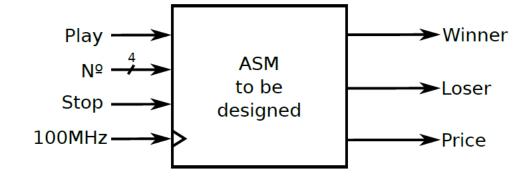


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Oportunidad	Premio		
	(€)		
Primera	100		
Segunda	50		
Tercera	25		

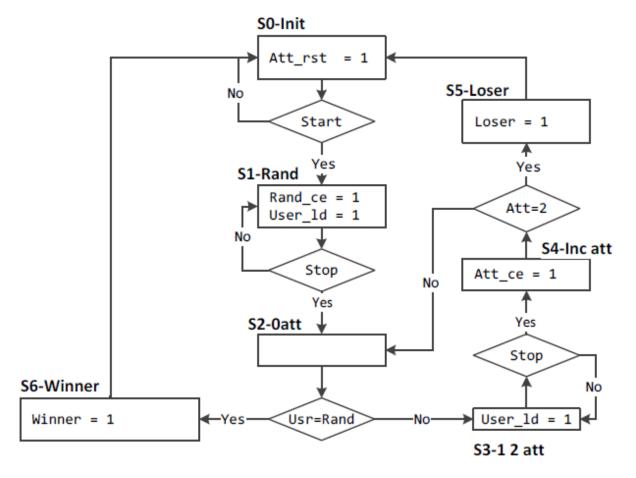


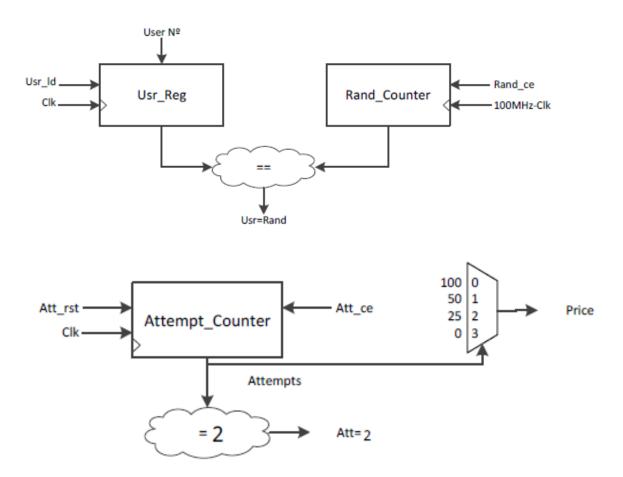
Attempt	Price €
First	100
Second	50
Third	25



ASM





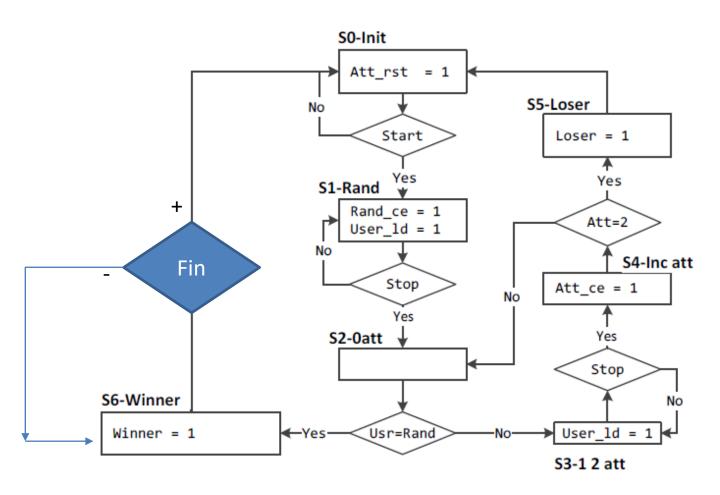




En este diseño el premio sale de golpe.

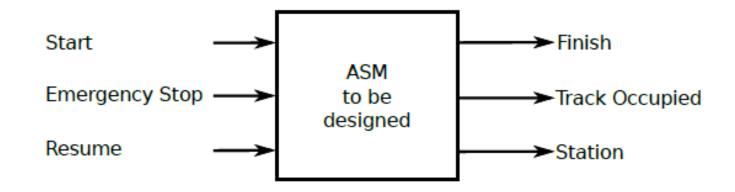
¿Qué habría que cambiar si tarda varios ciclos y hay que esperar a la entrada fin que viene de la ruta de datos?

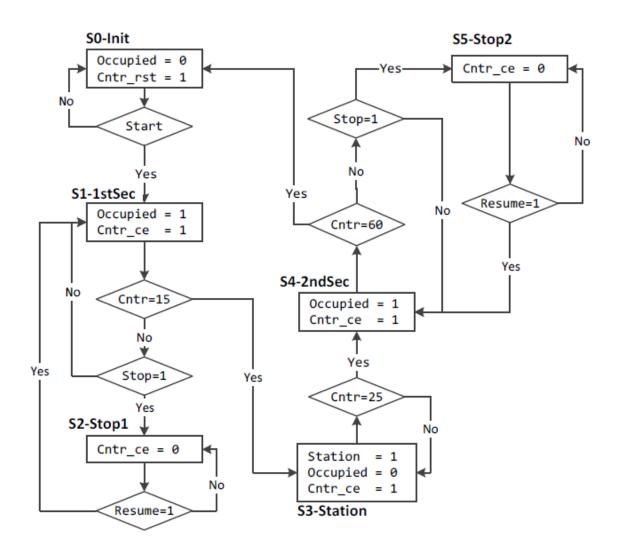






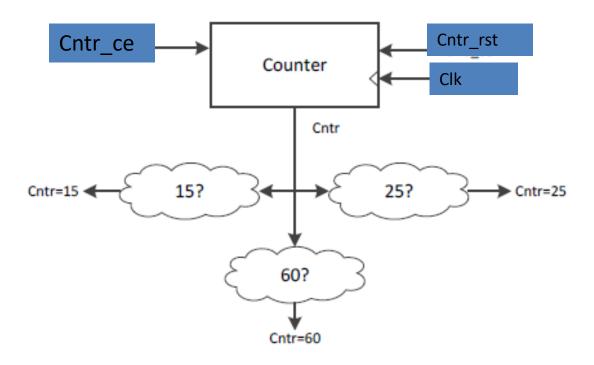


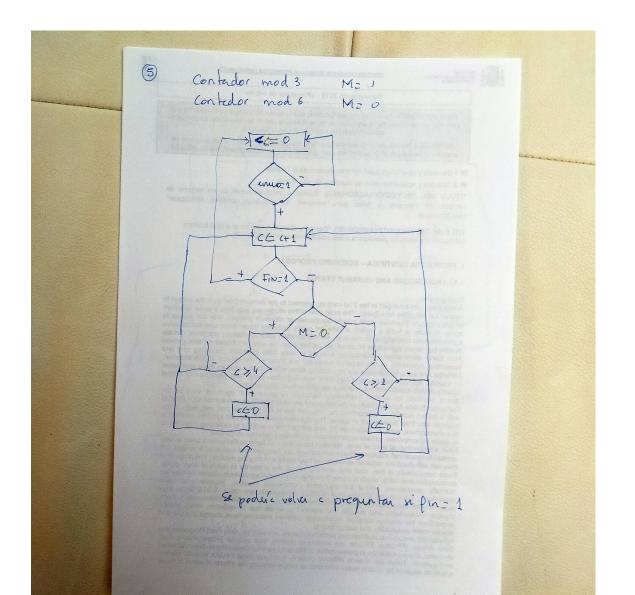






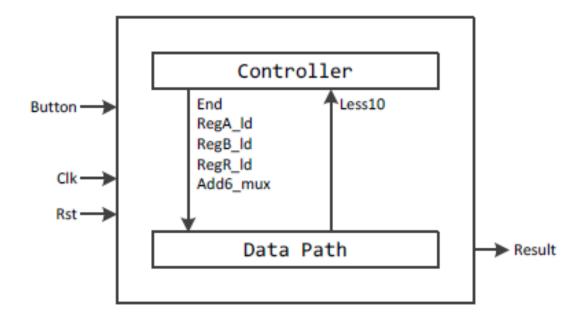












14



