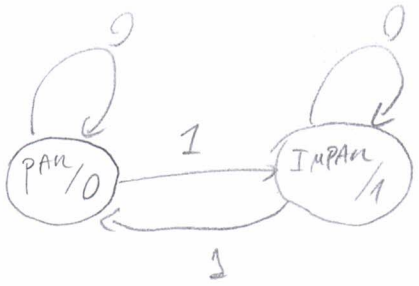
PAUTA PEP II

3.1

a)



b)

x	Q_{act}	Q_{sig}	Q_{act}	Q_{sig}	z
0	P	P	0	0	0
1	P	I	0	1	0
0	I	I	1	1	1
1	I	P	1	0	1

P = 0 , I = 1

Usando 1 flip flop tipo D

D_0 :

x \ Q_0	0	1
0		1
1	1	

z :

x \ Q_0	0	1
0		1
1		1

$D_0 = x\bar{Q}_0 + \bar{x}Q_0$ $\quad z = Q_0$

c)