

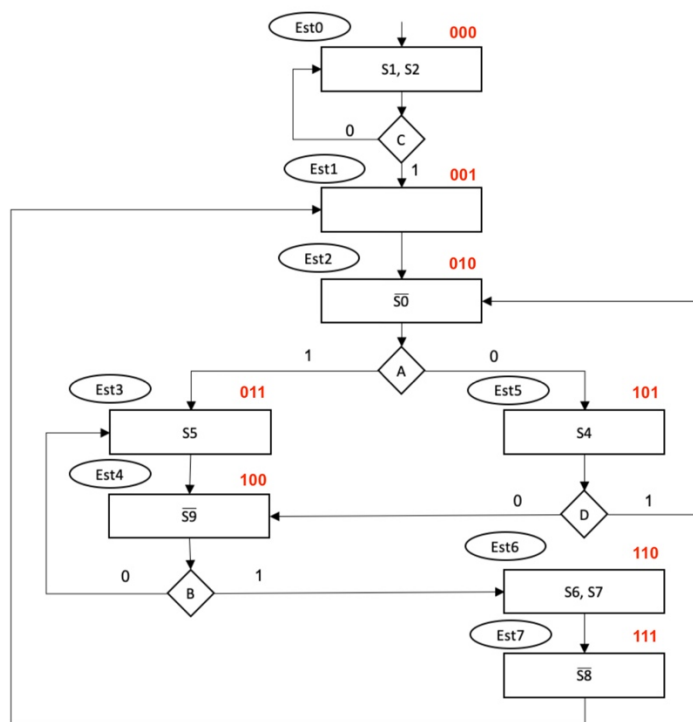
# Tarea 2: Direccionamiento por Trayectoria

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Para la siguiente carta ASM, encuentre el contenido de la memoria utilizando el direccionamiento por trayectoria. Incluir asignación binaria de estados, entradas, salidas y contenido de la memoria.

**NOTA:** Por cuestiones de facilidad, el ejercicio se realizó a computadora, sin embargo, se adjunta el archivo original en la plataforma.

a) Carta ASM:



b) Tabla reducida

	Direccionamiento							Contenido									
	Estados Presentes			Entradas				LIGA			Salidas						
	Q2	Q1	Q0	A	B	C	D	Q2	Q1	Q0	S9	S8	S7	S6	S5	S4	S2
Est0	0	0	0	*	*	0	*	0	0	0	1	1	0	0	0	0	1
Est0	0	0	0	*	*	1	*	0	0	1	1	1	0	0	0	0	1
Est1	0	0	1	*	*	*	*	0	1	0	1	1	0	0	0	0	0
Est2	0	1	0	0	*	*	*	1	0	1	1	1	0	0	0	0	0
Est2	0	1	0	1	*	*	*	0	1	1	1	1	0	0	0	0	0
Est3	0	1	1	*	*	*	*	1	0	0	1	1	0	0	1	0	0
Est4	1	0	0	*	0	*	*	0	1	1	0	1	0	0	0	0	0
Est4	1	0	0	*	1	*	*	1	1	0	0	1	0	0	0	0	0
Est5	1	0	1	*	*	*	0	1	0	0	1	1	0	0	0	1	0
Est5	1	0	1	*	*	*	1	0	1	0	1	1	0	0	0	1	0
Est6	1	1	0	*	*	*	*	1	1	1	1	1	1	0	0	0	0
Est7	1	1	1	*	*	*	*	0	0	1	1	0	0	0	0	0	0

## c) Tabla completa

	Direccionamiento							Contenido											
	Estados Presentes			Entradas				LIGA			Salidas								
	Q2	Q1	Q0	A	B	C	D	Q2	Q1	Q0	S9	S8	S7	S6	S5	S4	S2	S1	S0
Est0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0	1	1	1
	0	0	0	0	0	0	1	0	0	0	1	1	0	0	0	0	1	1	1
	0	0	0	0	0	1	0	0	0	1	1	1	0	0	0	0	1	1	1
	0	0	0	0	1	0	0	0	0	0	1	1	0	0	0	0	1	1	1
	0	0	0	0	1	0	1	0	0	0	1	1	0	0	0	0	1	1	1
	0	0	0	0	1	1	0	0	0	1	1	1	0	0	0	0	1	1	1
	0	0	0	0	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1
	0	0	0	1	0	0	0	0	0	0	1	1	0	0	0	0	1	1	1
	0	0	0	1	0	1	0	0	0	0	1	1	0	0	0	0	1	1	1
	0	0	0	1	1	0	0	0	0	0	1	1	0	0	0	0	1	1	1
	0	0	0	1	1	0	1	0	0	0	1	1	0	0	0	0	1	1	1
	0	0	0	1	1	1	0	0	0	0	1	1	0	0	0	0	1	1	1
	0	0	0	1	1	1	1	0	0	1	1	1	0	0	0	0	1	1	1
	0	0	1	0	0	0	0	0	1	1	0	1	0	0	0	0	0	0	1
	0	0	1	0	0	1	0	0	0	1	0	1	0	0	0	0	0	0	1
	0	0	1	0	1	0	0	0	0	1	0	1	0	0	0	0	0	0	1
Est1	0	0	1	0	0	0	0	0	1	0	1	1	0	0	0	0	0	0	1
	0	0	1	0	0	1	0	0	1	0	1	1	0	0	0	0	0	0	1
	0	0	1	0	1	0	0	0	1	0	1	1	0	0	0	0	0	0	1
	0	0	1	0	1	0	0	0	0	1	0	1	0	0	0	0	0	0	1
	0	0	1	1	0	0	0	0	1	0	1	1	0	0	0	0	0	0	1
	0	0	1	1	0	0	1	0	1	0	1	1	0	0	0	0	0	0	1
	0	0	1	1	0	1	0	0	0	1	1	0	0	0	0	0	0	0	1
	0	0	1	1	0	1	0	0	0	1	1	0	0	0	0	0	0	0	1
	0	0	1	1	1	0	0	0	0	1	1	0	0	0	0	0	0	0	1
	0	0	1	1	1	0	1	0	0	1	1	0	0	0	0	0	0	0	1
	0	0	1	1	1	1	0	0	0	1	1	0	0	0	0	0	0	0	1
	0	0	1	1	1	1	0	0	0	1	1	0	0	0	0	0	0	0	1
	0	0	1	1	1	1	1	0	0	0	1	1	0	0	0	0	0	0	1
	0	0	1	1	1	1	1	1	0	0	1	1	0	0	0	0	0	0	1
	0	0	1	1	1	1	1	1	1	0	1	1	0	0	0	0	0	0	1
	0	0	1	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	1
Est2	0	1	0	0	0	0	0	1	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	0	0	0	1	1	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	0	0	1	0	1	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	0	0	1	1	1	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	0	1	0	0	0	1	0	1	1	0	0	0	0	0	0	0
	0	1	0	0	1	0	1	0	1	1	1	1	0	0	0	0	0	0	0
	0	1	0	1	0	0	0	0	1	1	1	1	0	0	0	0	0	0	0
	0	1	0	1	0	0	1	0	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	1	0	1	0	0	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	1	0	1	1	0	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	1	1	0	0	0	1	0	1	1	0	0	0	0	0	0	0
	0	1	0	1	1	0	1	0	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	1	1	1	0	0	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	1	1	1	1	0	0	1	1	1	0	0	0	0	0	0	0
	0	1	0	1	1	1	1	1	0	0	1	1	0	0	0	0	0	0	0
	0	1	0	1	1	1	1	1	1	0	1	1	0	0	0	0	0	0	0
Est3	0	1	1	0	0	0	0	1	0	0	1	1	0	0	1	0	0	0	1
	0	1	1	0	0	0	1	1	0	0	1	1	0	0	1	0	0	0	1
	0	1	1	0	0	1	0	1	0	0	1	1	0	0	1	0	0	0	1
	0	1	1	0	0	1	1	0	0	1	1	0	0	0	1	0	0	0	1
	0	1	1	0	1	0	0	0	1	0	0	1	0	0	0	0	0	0	1
	0	1	1	0	1	0	1	0	0	1	0	0	0	0	0	0	0	0	1
	0	1	1	0	1	1	0	0	1	0	0	0	0	0	0	0	0	0	1
	0	1	1	0	1	1	0	0	0	1	0	0	0	0	0	0	0	0	1
	0	1	1	1	0	0	0	1	0	0	0	1	0	0	0	0	0	0	1
	0	1	1	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	1
	0	1	1	1	0	1	0	0	0	1	0	0	0	0	0	0	0	0	1
	0	1	1	1	0	1	1	0	0	0	1	0	0	0	0	0	0	0	1
	0	1	1	1	1	0	0	0	1	0	0	0	0	0	0	0	0	0	1
	0	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	1
	0	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	1
	0	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	1
Est4	1	0	1	0	0	0	0	1	0	0	1	1	0	0	0	1	0	0	0
	1	0	1	0	0	0	1	0	1	0	1	1	0	0	0	1	0	0	0
	1	0	1	0	0	1	0	1	0	0	1	1	0	0	0	1	0	0	0
	1	0	1	0	0	1	1	0	0	0	1	1	0	0	0	1	0	0	0
	1	0	1	0	1	0	0	0	0	1	0	1	0	0	0	0	0	0	1
	1	0	1	0	1	0	0	0	0	1	0	1	0	0	0	0	0	0	1
	1	0	1	0	1	1	0	0	0	1	0	1	0	0	0	0	0	0	1
	1	0	1	0	1	1	1	0	0	0	0	1	0	0	0	0	0	0	1
	1	0	1	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	1
Est5	1	0	1	0	0	0	0	1	0	0	1	1	0	0	0	1	0	0	0
	1	0	1	0	0	0	1	0	1	0	1	1	0	0	0	1	0	0	0
	1	0	1	0	0	1	0	1	0	0	1	1	0	0	0	1	0	0	0
	1	0	1	0	0	1	1	0	0	0	1	1	0	0	0	1	0	0	0
	1	0	1	0	1	0	0	0	0	1	0	1	0	0	0	1	0	0	0
	1	0	1	0	1	1	0	0	0	0	0	1	0	0	0	1	0	0	0
	1	0	1	0	1	1	1	0	0	0	0	0	0	0	0	1	0	0	0
	1	0	1	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	0	1	1	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	1
	1	0	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	1
Est6	1	1	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	1
	1	1	0	0	0	0	1	1	1	1	1	1	1	0	0	0	0	0	1
	1	1	0	0	0	1	0	1	1	1	1	1	1	0	0	0	0	0	1
	1	1	0	0	1	0	0	1	1	1	1	1	1	0	0	0	0	0	1
	1	1	0	0	1	1	0	0	1	1	1	1	1	0</					