

PLAYER 1

HIGHSCORE 2500

HEARTS

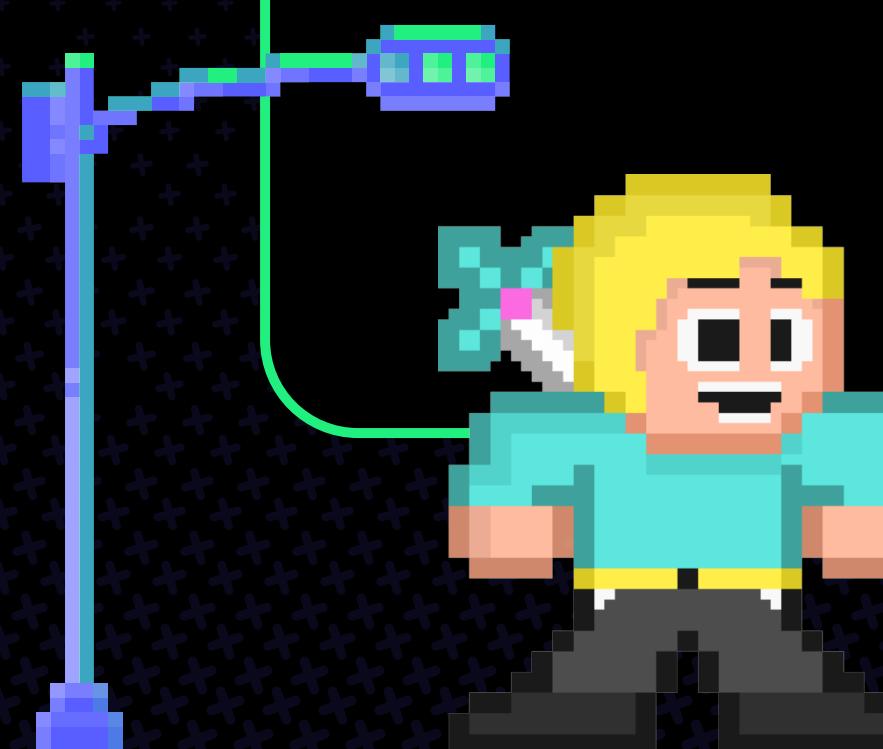
PLAYER 2

SELF TICKETING MACHINE

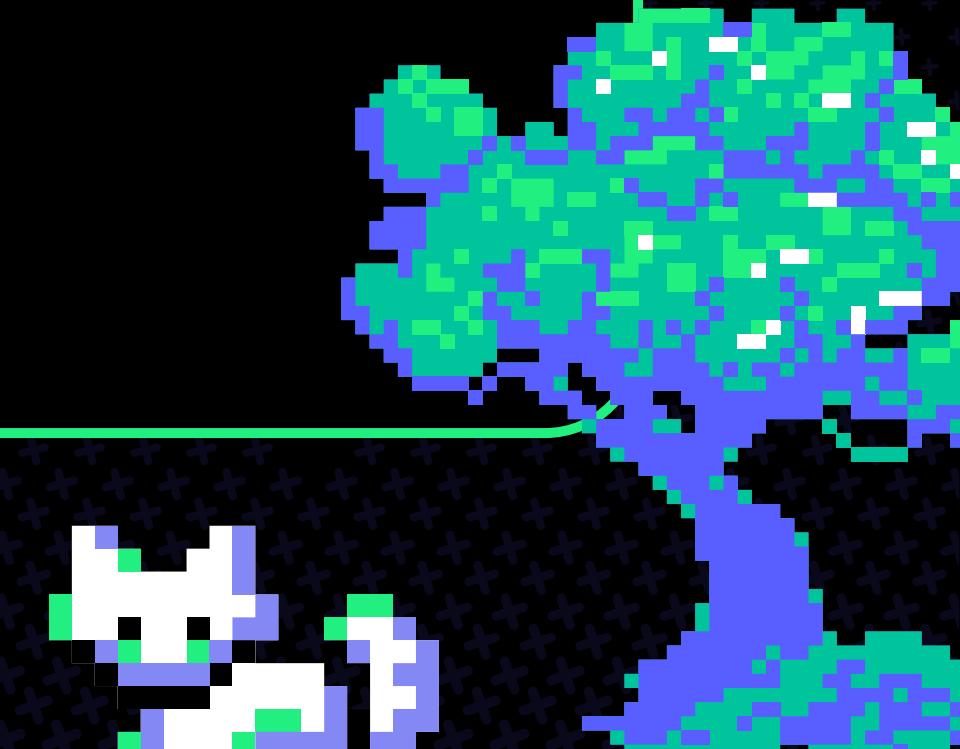
START

MENU

SIGN IN



KELOMPOK B4

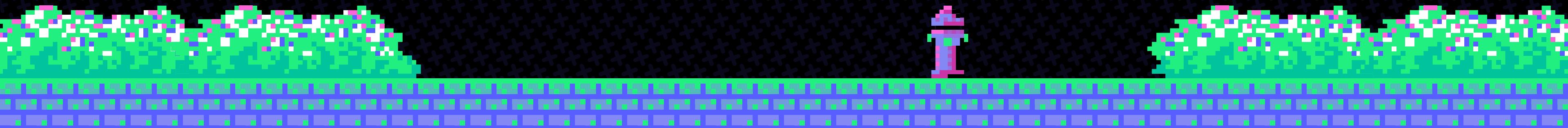


SIGN IN



TEAM MEMBER

ERIQQ ARIEF WICAKSONO 2106638406
M. CAVAN NAUFAL AZIZI 2106702730
R.B.S. KRESNA RAMDANI 2106702610
STEFAN AGUSTO HUTAPEA 2106700744



MENU

⚡ 01

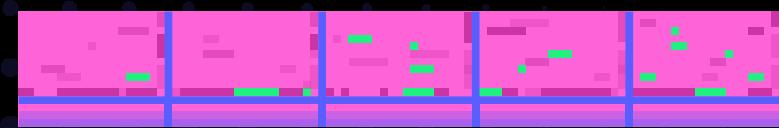
♦ 07

★ 12



AGENDA

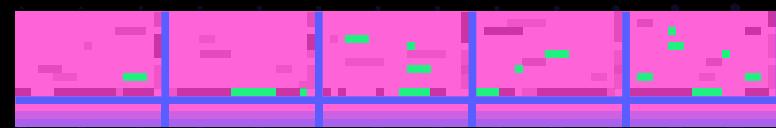
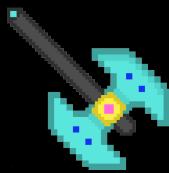
◆ TOPICS COVERED



BACKGROUND



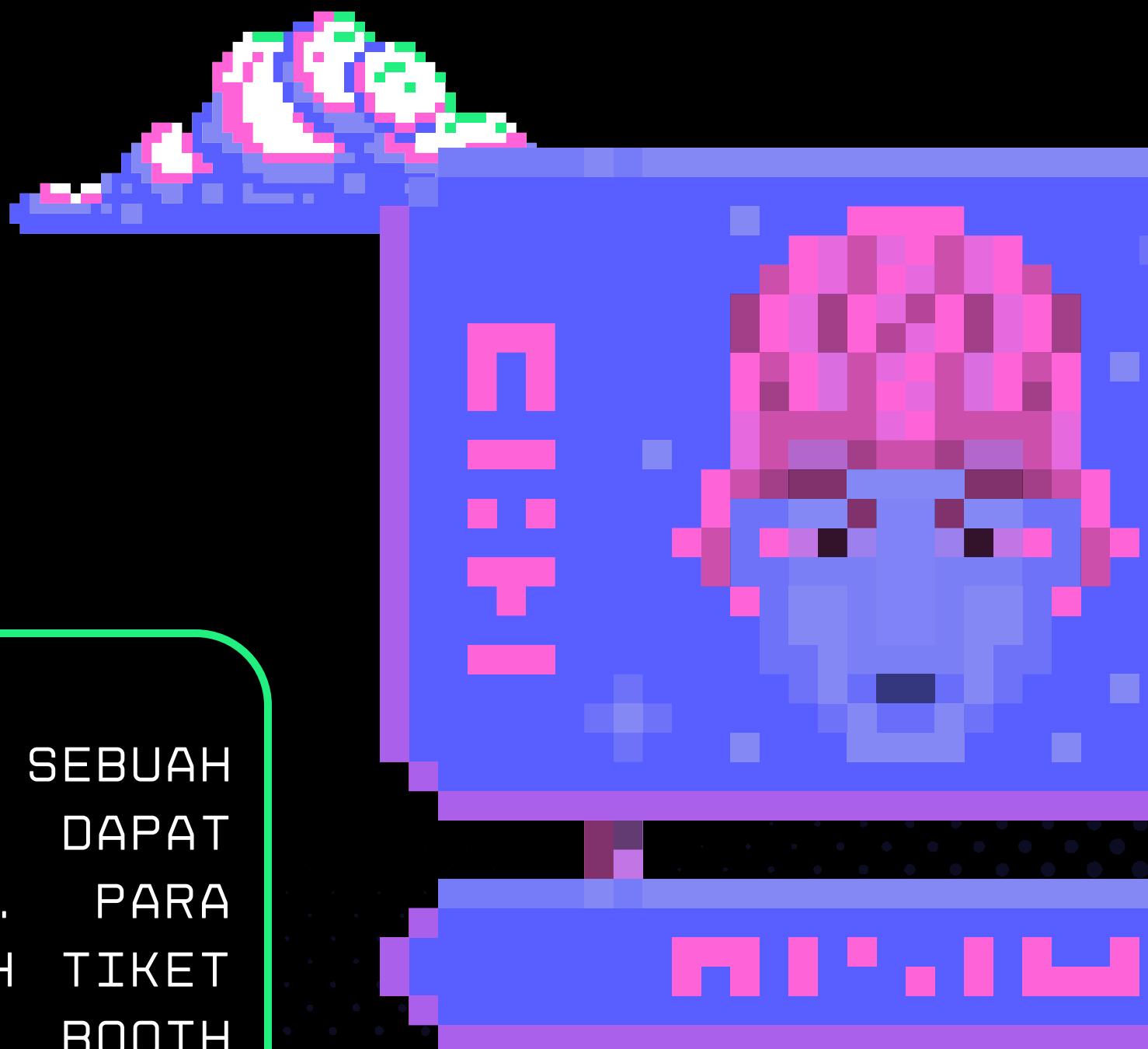
DIAGRAM



SIMULATION

BACKGROUND

❖ DALAM DUNIA BERTRANSPORTASI, TERDAPAT SEBUAH TIKET YANG BERTUJUAN AGAR PARA PENUMPANG DAPAT MENAIKI TRANSPORTASI YANG MEREKA INGINKAN. PARA PENUMPANG AKAN MENGANTRE UNTUK MEMBELI SEBUAH TIKET PADA TICKET BOOTH, TETAPI KARENA TICKET BOOTH DIOPERASIKAN DENGAN SUMBER DAYA MANUSIA MAKA TIDAK MENUTUP KEMUNGKINAN TERJADI HUMAN ERROR.



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AGENDA PAGE](#)

MENU

♪ 01

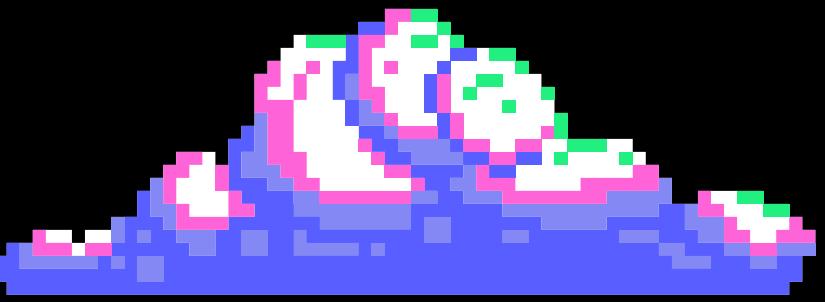
♦ 07

★ 12



BACKGROUND

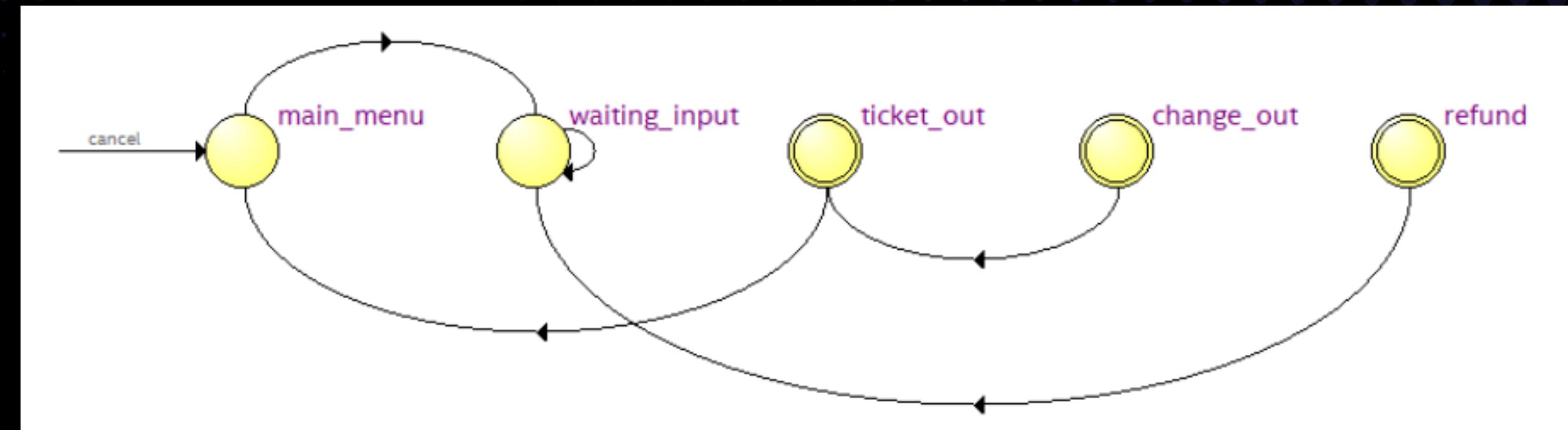
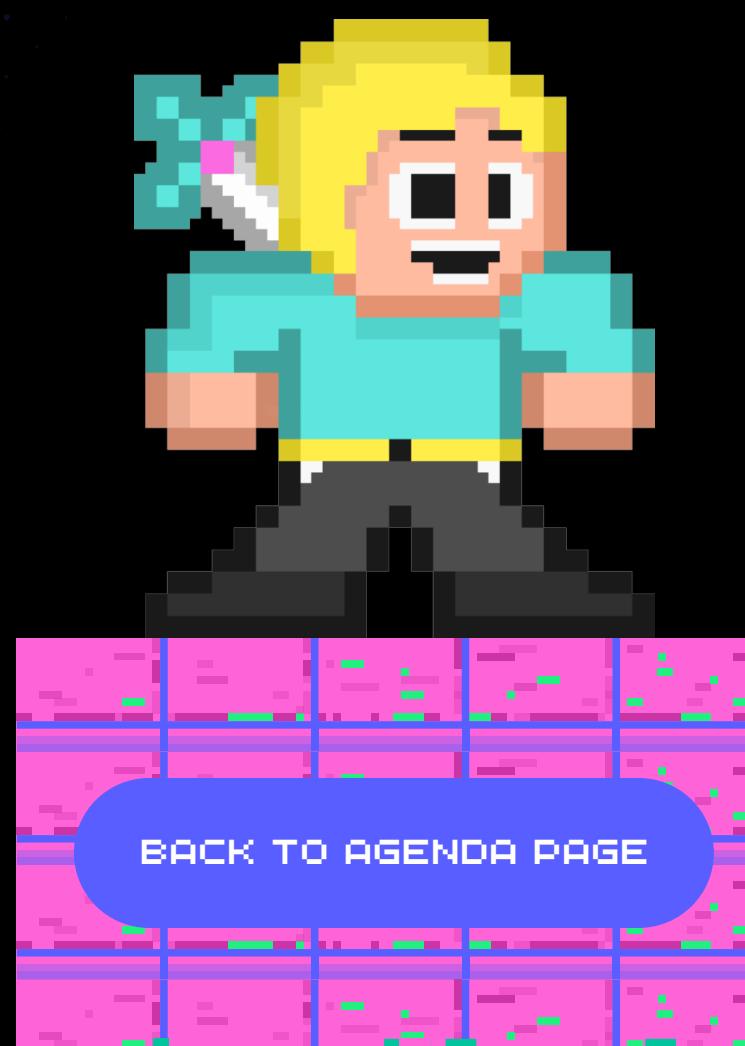
◆ UNTUK MENGHINDARI ERROR TERSEBUT, KAMI MEMUTUSKAN UNTUK MEMBUAT SEBUAH INOVASI BERJUDUL "SELF TICKETING MACHINE" YANG AKAN DIPROGRAM DENGAN VHDL SEHINGGA DAPAT DIIMPLEMENTASIKAN PADA FPGA



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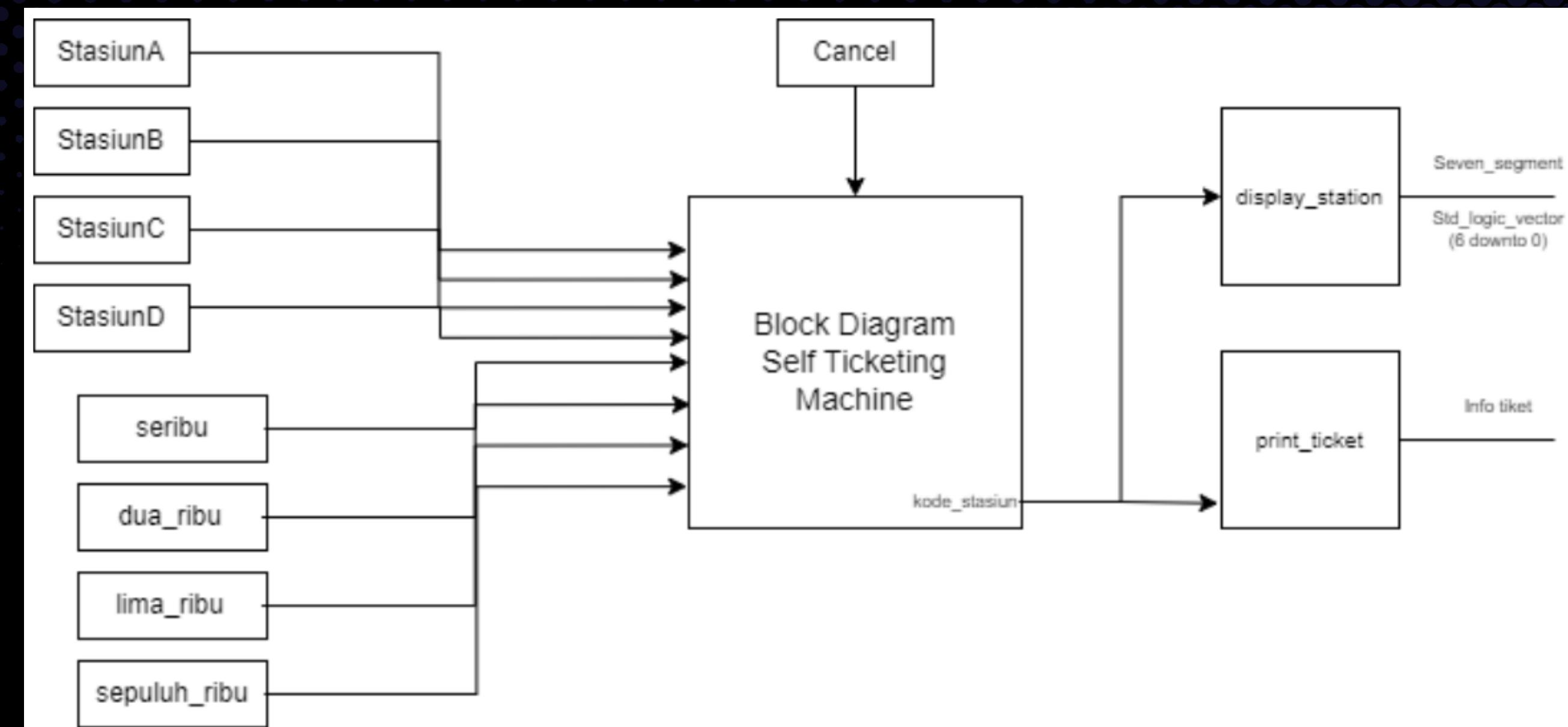
PLAYER 1



◀ DIAGRAM STATE

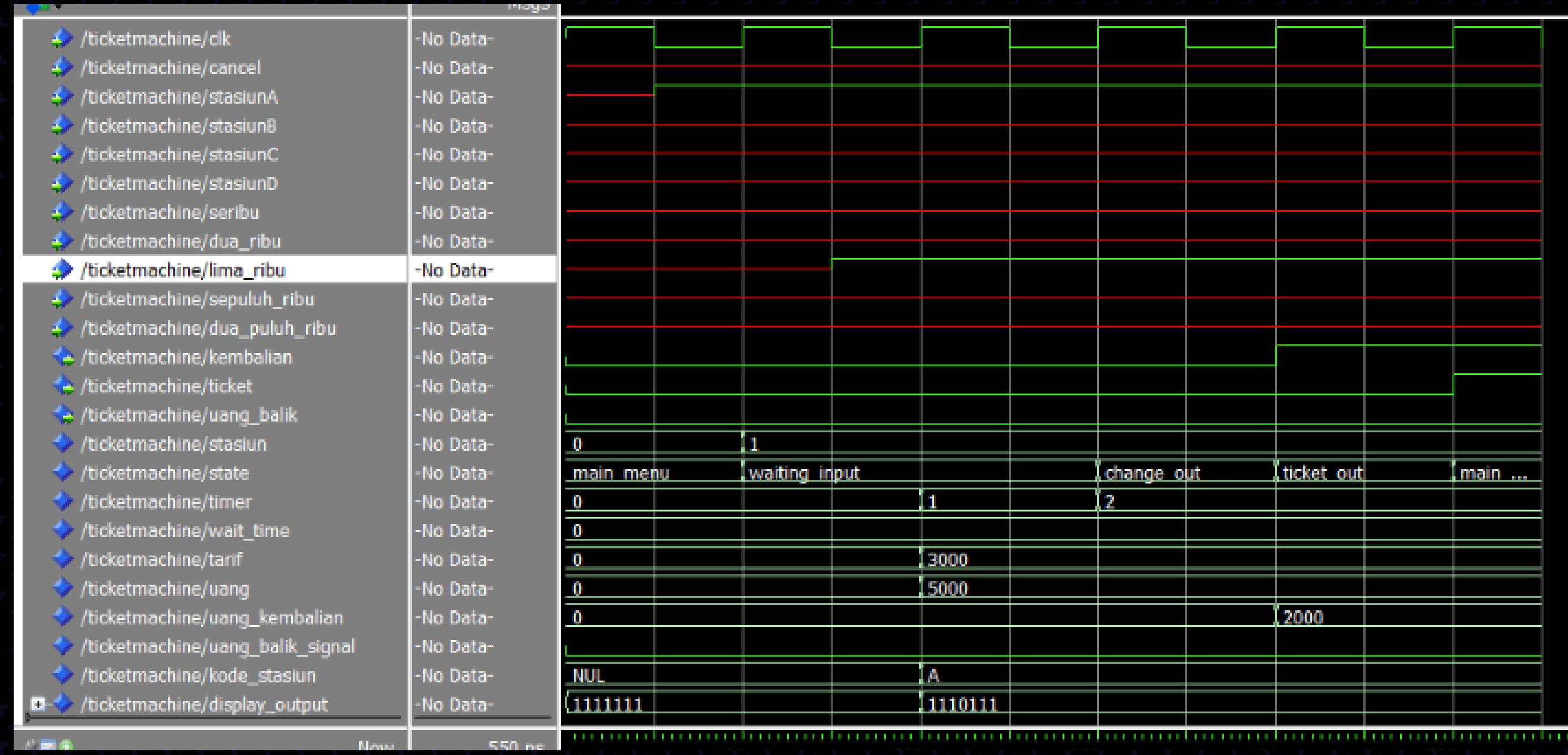
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PLAYER 1



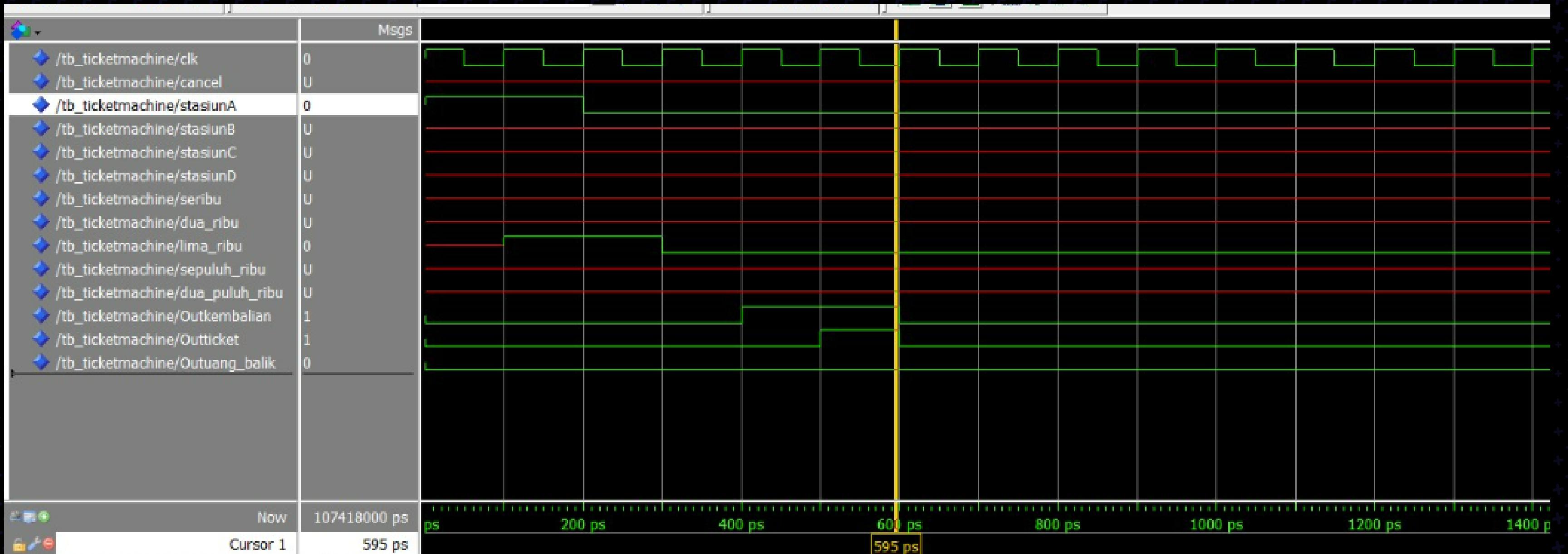
◀ DIAGRAM BLOCK

SIMULATION



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SIMULATION



[BACK TO AGENDA PAGE](#)

MENU



THANK YOU!