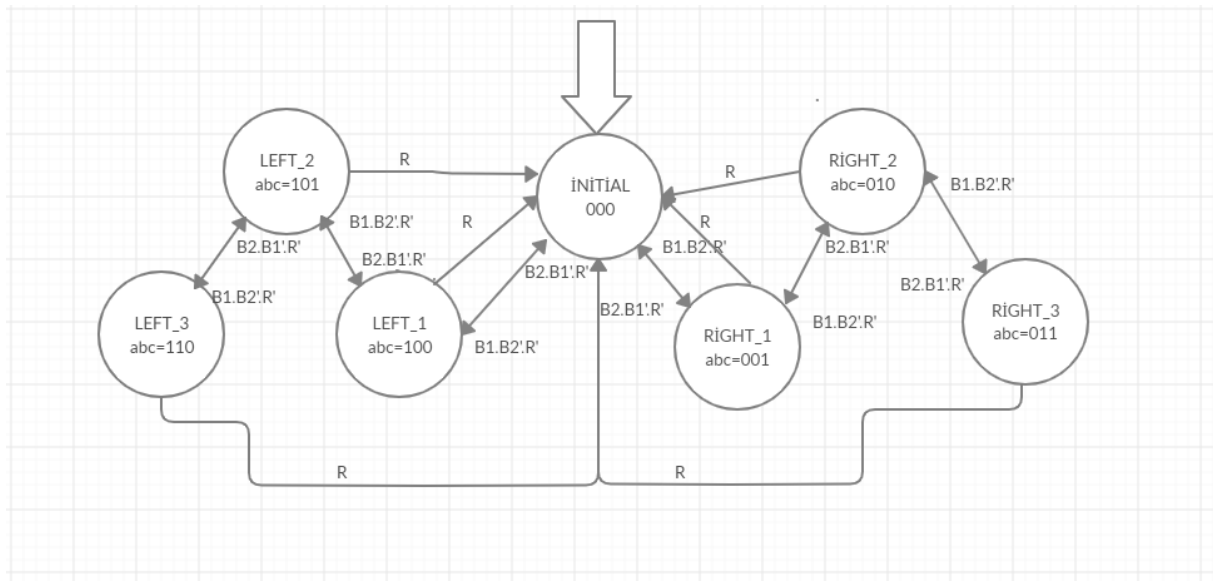


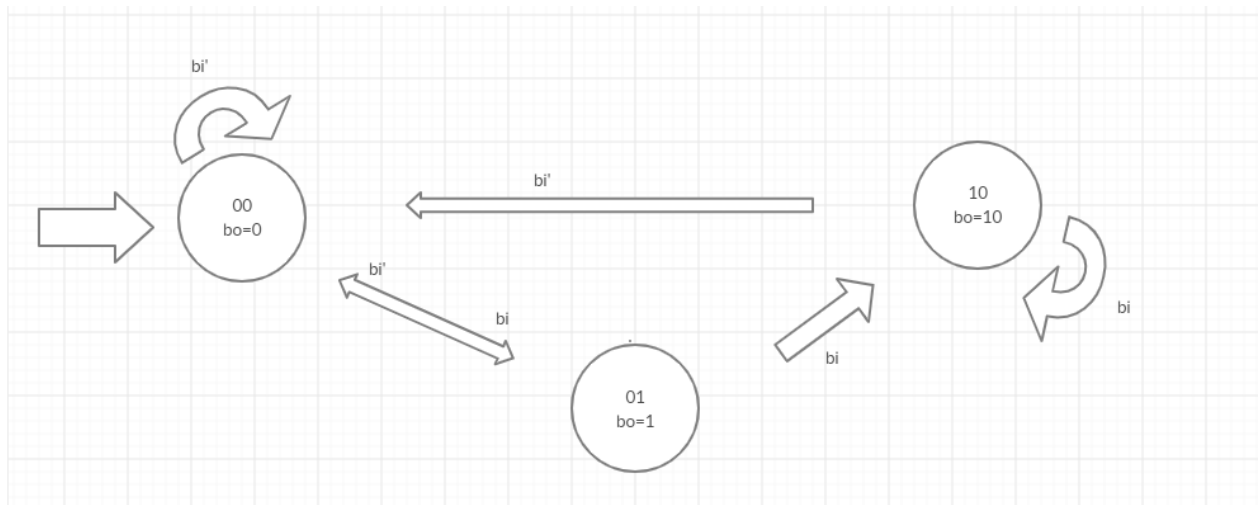
MUHAMMET FİKRET ATAR
1801042693

FSM DIAGRAM

FSM FOR CONTROLLING GAME



FSM FOR BUTTON PRESS SYNCHRONIZE



TRUTH TABLE

INPUTS				OUTPUTS				
A	B	C	B1	B2	R	s2	s1	S0
0	0	0	0	0	0	0	0	0
0	0	0	0	0	1	0	0	0
0	0	0	0	1	0	0	0	1
0	0	0	0	1	1	0	0	0
0	0	0	1	0	0	1	0	0
0	0	0	1	0	1	0	0	0
0	0	0	1	1	0	0	0	0
0	0	0	1	1	1	0	0	0
0	0	1	0	0	0	0	0	1
0	0	1	0	0	1	0	0	0
0	0	1	0	1	0	0	1	0
0	0	1	0	1	1	0	0	0
0	0	1	1	0	0	0	0	0
0	0	1	1	0	1	0	0	0
0	0	1	1	1	0	0	0	1
0	0	1	1	1	1	0	0	0
0	1	0	0	0	0	0	1	0
0	1	0	0	0	1	0	0	0
0	1	0	0	1	0	0	1	1
0	1	0	0	1	1	0	0	0
0	1	0	1	0	0	0	0	1
0	1	0	1	0	1	0	0	0
0	1	0	1	1	0	0	1	0
0	1	0	1	1	1	0	0	0
0	1	1	0	0	0	0	1	1
0	1	1	0	0	1	0	0	0
0	1	1	0	1	0	0	1	1
0	1	1	0	1	1	0	0	0
0	1	1	1	0	0	0	1	1
0	1	1	1	0	1	0	0	0
0	1	1	1	1	0	0	1	1
0	1	1	1	1	1	0	0	0
1	0	0	0	0	0	1	0	0
1	0	0	0	0	1	0	0	0
1	0	0	0	1	0	0	0	0
1	0	0	0	1	1	0	0	0
1	0	0	1	0	0	1	0	1
1	0	0	1	0	1	0	0	0
1	0	0	1	1	0	1	0	0
1	0	0	1	1	1	0	0	0
1	0	1	0	0	0	1	0	1
1	0	1	0	0	1	0	0	0
1	0	1	0	1	0	1	0	0
1	0	1	0	1	1	0	0	0
1	0	1	1	0	0	1	1	0
1	0	1	1	0	1	0	0	0
1	0	1	1	1	0	1	0	1
1	0	1	1	1	1	0	0	0
1	1	0	0	0	0	1	1	0
1	1	0	0	0	1	0	0	0
1	1	0	0	1	0	1	1	0
1	1	0	0	1	1	0	0	0
1	1	0	1	0	0	1	1	0
1	1	0	1	0	1	0	0	0
1	1	0	1	1	0	1	1	0
1	1	0	1	1	1	0	0	0

BOOLEAN EXPRESSIONS

$$S_2 = AB'B_2'R' + AB'B_1R' + AB'CR' + ABC'R' + B'C'B_1B_2'R'$$

$$S_1 = A'BB_1'R' + A'BB_2F' + A'BCR' + ABC'R' + A'CB_1'B_2F' + AB'CB_1B_2'R'$$

$$S_0 = A'BCR' + A'C'B_1'B_2R' + A'CB_1'B_2'R' + B'CB_1B_2R' + A'BB_1B_2'R' + AB'C'B_1B_2'R'$$