

EN	A1	A2	CS4	CS3	CS2	CS1
0	X	X	0	0	0	0
1	0	0	0	0	0	1
1	0	1	0	0	1	0
1	1	0	0	1	0	0
1	1	1	1	0	0	0

> Pers. Logika

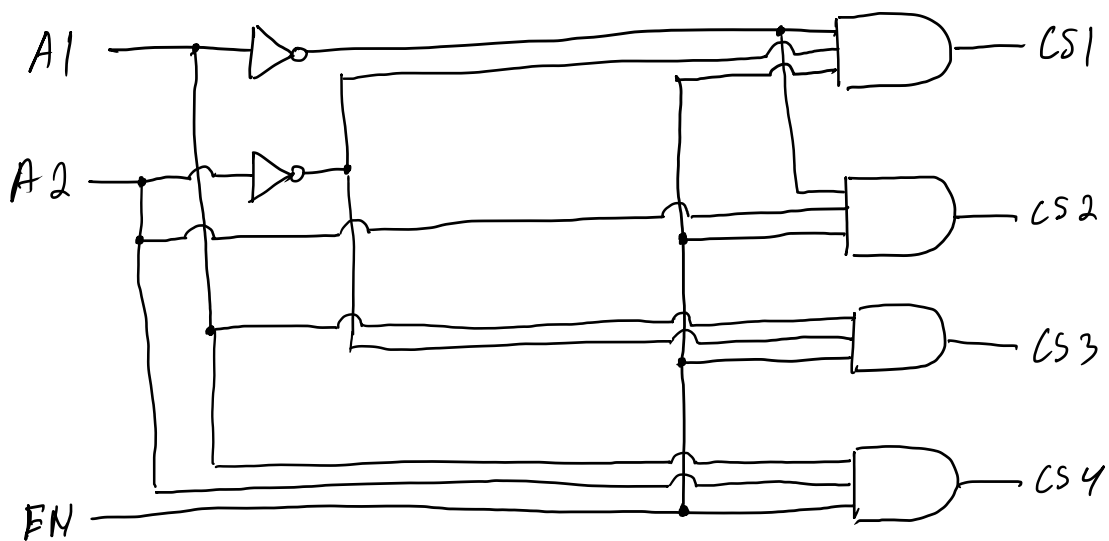
$$CS1 = \overline{EN} \cdot \overline{A1} \cdot \overline{A2}$$

$$CS3 = \overline{EN} \cdot A1 \cdot \overline{A2}$$

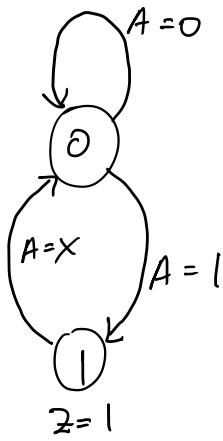
$$CS2 = \overline{EN} \cdot \overline{A1} \cdot A2$$

$$CS4 = \overline{EN} \cdot A1 \cdot A2$$

> Rangkaian Kombinasional



2.



→ Model Moore

Dari state 1 ke 0 hanya bergantung clock tidak peduli nilai input A-nya  
(A = don't care)

o> Tabel Representasi state

PS	NS		Z
	A=0	A=1	
0	0	1	0
1	0	0	1

o> K-Map & Pers. Logika

NS PS \ A	0	1
0	0	1
1	0	0

$$Z = PS$$

$$NS = \overline{PS} \cdot A$$

o> Rangkaian Sekuenstrial

