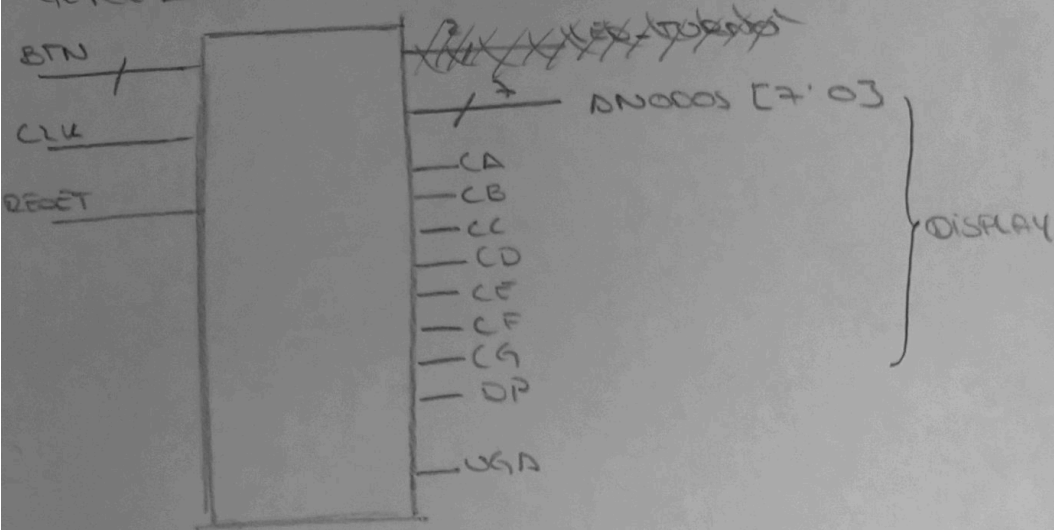
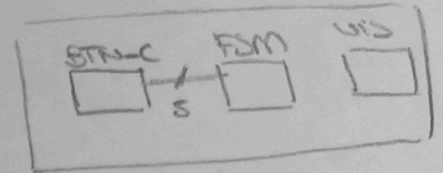


GENERAL:



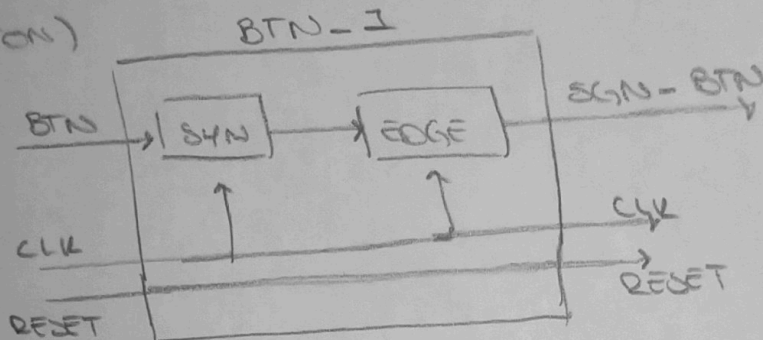
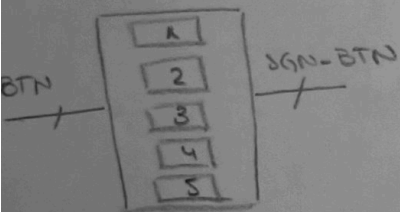
BLOCKE:



BTN-C: CONTROLADOR DE BTN
 FSM: ESTADOS JUEGO
 VIS: VISUALIZADOR

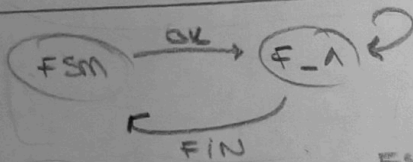
BTN-C: (1 / BOTON)

→ SYNCHRONIZE
 → EDGE DETECT

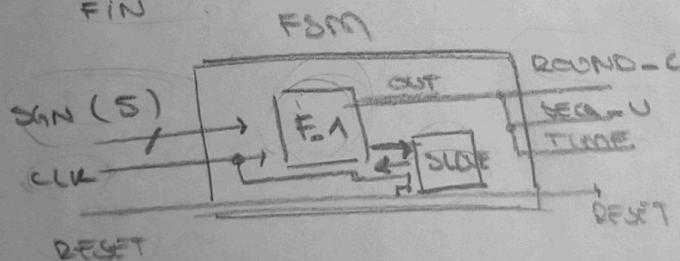


FSM:

→ FSM_1
 → SLAVE



2 ESTADOS: ESTADO INICIAL
 F_1 → MÁQUINA EST.



VISUALIZER:

→ DECODER ROUND
 → DECODER SEG-U
 → DECODER TIME

