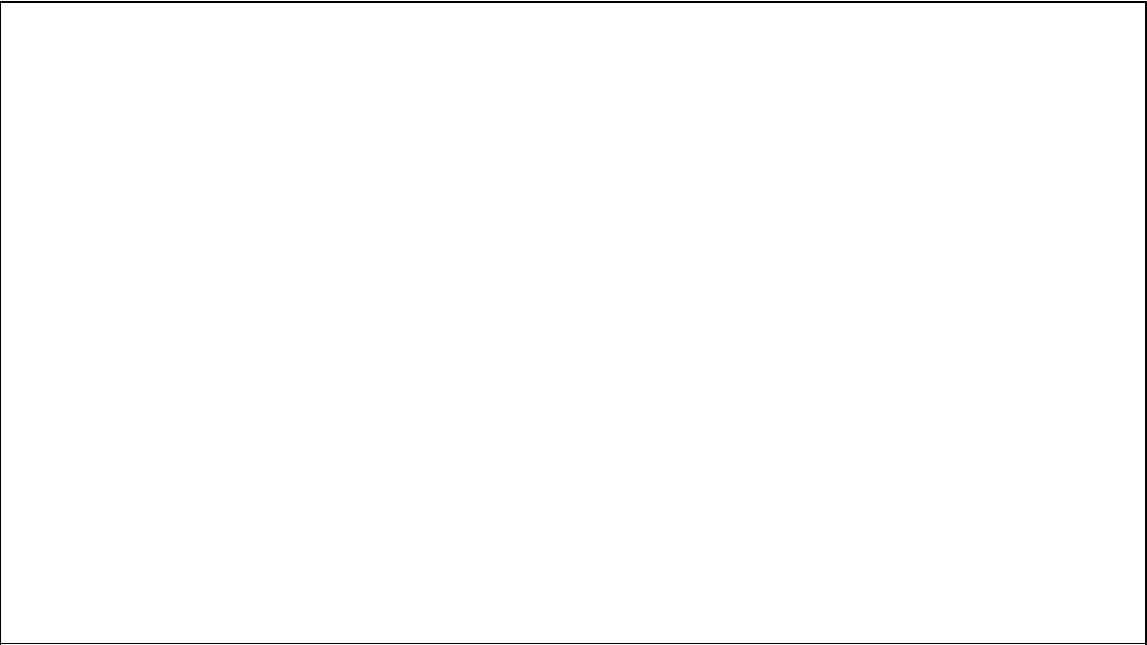


Help

In this module, we will construct a Finite State Machine that will allow our computer to proceed through a logical sequence of steps to complete tasks. At the end of this module, you will be able to:

- Describe two types, Moore and Mealy, of Finite State Machines.
- Understand how to read and build a state diagram.
- Starting with a state diagram, construct a Finite State Machine using flip-flops and logic gates.

INTRODUCING THE FINITE STATE MACHINE



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