

UTAustinX: UT.6.01x Embedded Systems - Shape the World

KarenWest (/dashboard)

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We begin this example by translating the FSM state graph into a **structure**. We define as a requirement that this FSM should run every 1 second. The steps will be output, wait 1 second, input, and go to next state.

VIDEO 10.4A, ODD'S ONES DETECTOR

Help

DR. RAMESH YERRABALLI: So let's take a look

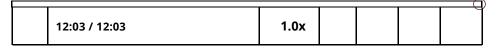
at how we can transition from a state transition graph,

or do the translation rather, from a state transition graph to code.

Specifically, we are going to capture the structure

of the solution in the form of code.

And we call it in code we call it a data









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