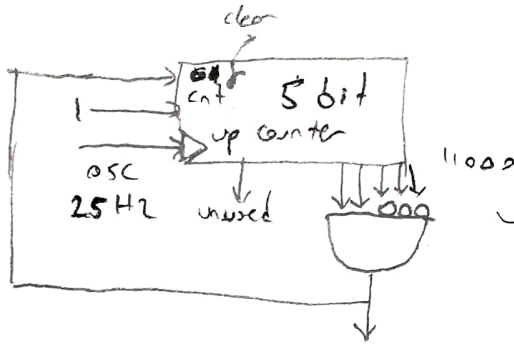


Q3)



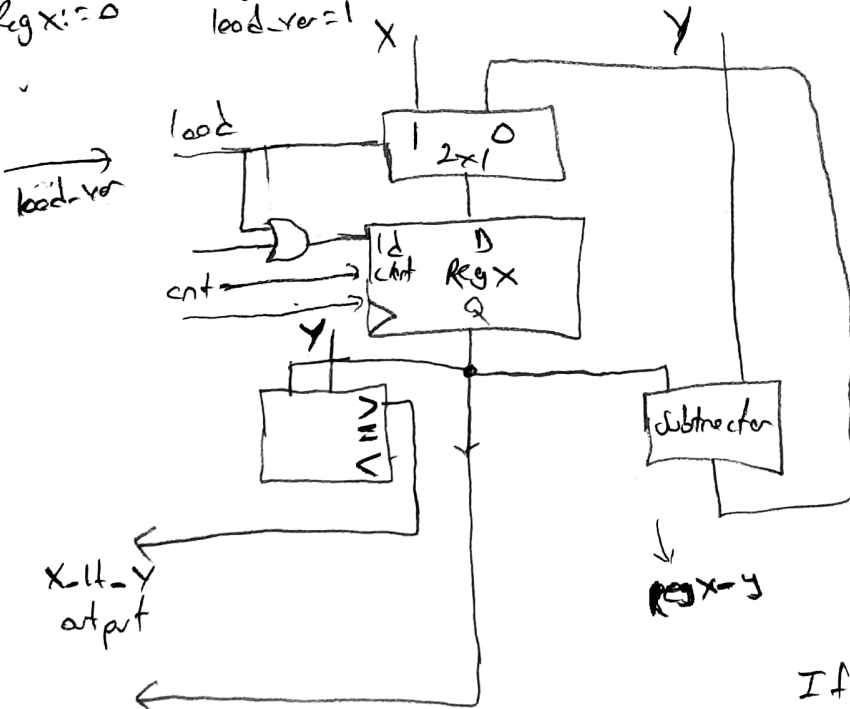
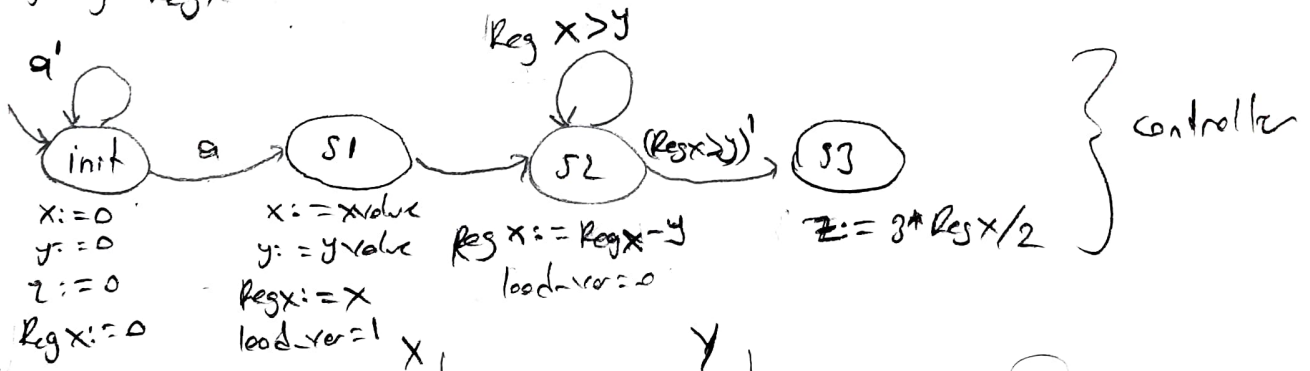
when result is 24  
it pulses a signal and  
clear

loaded 5  
5 0

Q4)

inputs:  $x, y, a$ , load\_var  
output:  $z$   
storage: RegX

loaded 3  
7, 4, ①



datapath

If using multiplier/divider is  
allowed, I would use them for result  
part. when  $x \leq y$  then  $\frac{3 * \text{regx}}{2}$

FSM  
Part

Session 2