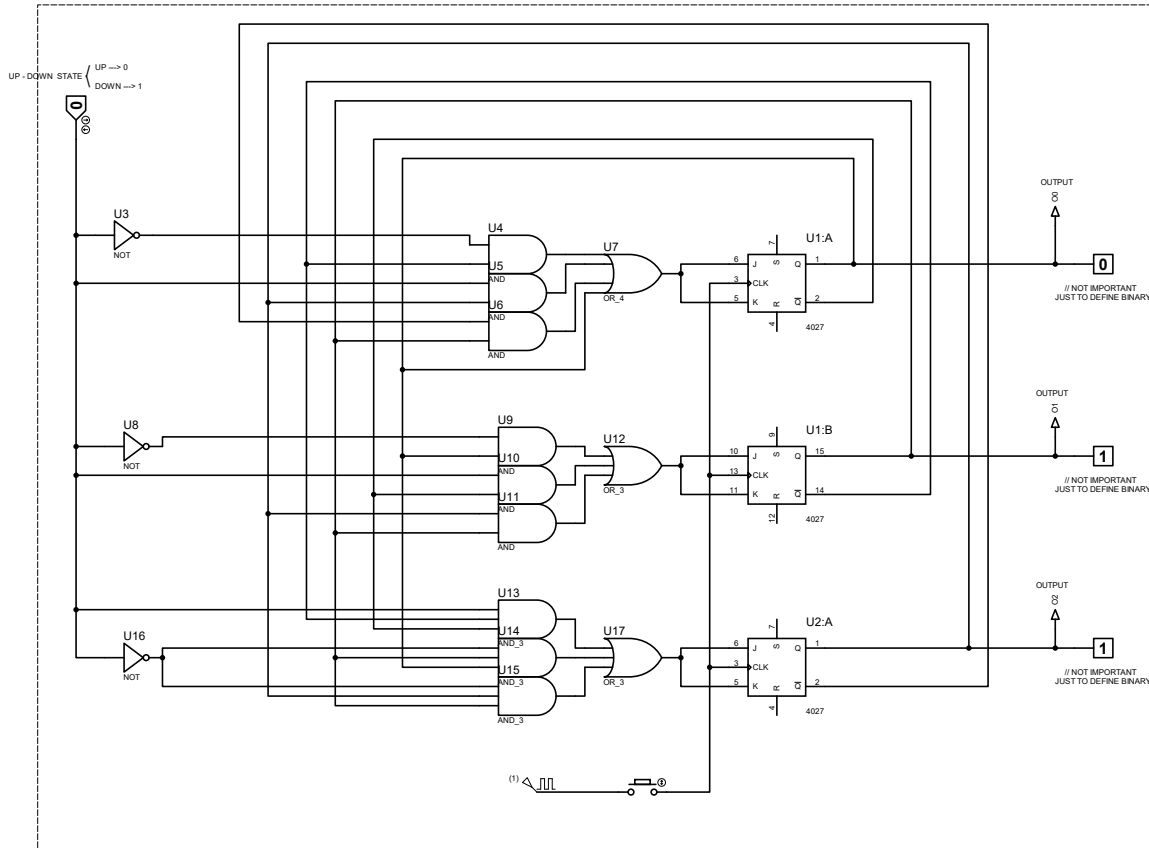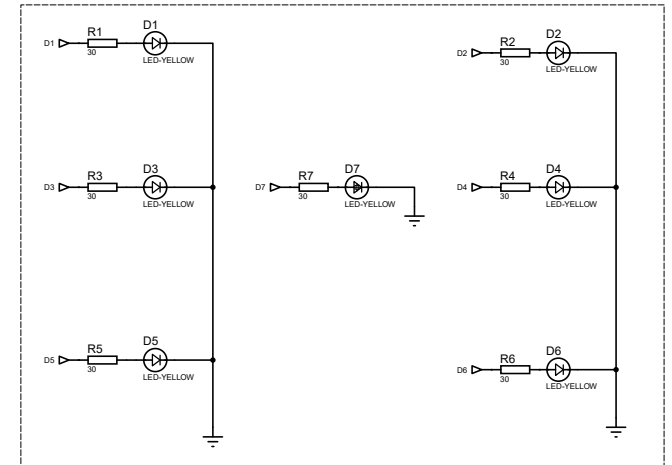# COUNTER

DICE

HAS NO 7 ---> {0,1,2,3,4,5,6} ---> JUST 7 NUMBERS, THE 0 IS NULL WHICH WE GAVE 1 TO IT

UP - DOWN STATE { UP ---> 0 / DOWN ---> 1

U3
NOT

U4
U5
AND
U6
AND

AND

U7
OR_4

U1:A
7 J S
6 J Q 1
3 CLK
5 K CL
4 R
4027

OUTPUT
O0
0
// NOT IMPORTANT
JUST TO DEFINE BINARYs

U8
NOT

U9
U10
AND
U11
AND

AND

U12
OR_3

U1:B
9 J S
10 J Q 15
13 CLK
11 K CL
12 R
14
4027

OUTPUT
O1
1
// NOT IMPORTANT
JUST TO DEFINE BINARYs

U16
NOT

U13
U14
AND_3
U15
AND_3

AND_3

U17
OR_3

U2:A
7 J S
6 J Q 1
3 CLK
5 K CL
4 R
2
4027

OUTPUT
O2
1
// NOT IMPORTANT
JUST TO DEFINE BINARYs

(1)

D1 R1 D1
30 LED-YELLOW

D3 R3 D3
30 LED-YELLOW

D5 R5 D5
30 LED-YELLOW

D7 R7 D7
30 LED-YELLOW

D2 R2 D2
30 LED-YELLOW

D4 R4 D4
30 LED-YELLOW

D6 R6 D6
30 LED-YELLOW

STATES

O0
O1
O2

U18
U19
AND
AND

U29
U30 NOT
U31 NOT
NOT

U32
AND_3

U20
OR_4
D7

O0
O1
O2

U21
U22
AND
U23
AND
AND

U25
OR_5
D1
D6

O0
O1
O2

U24
U26
AND
AND

U27
OR_3
D5
D2

O1
O2

U28
AND
D3
D4