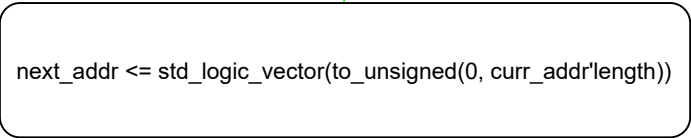
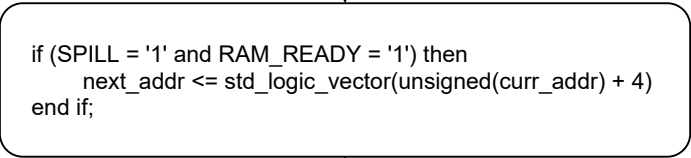




INIT



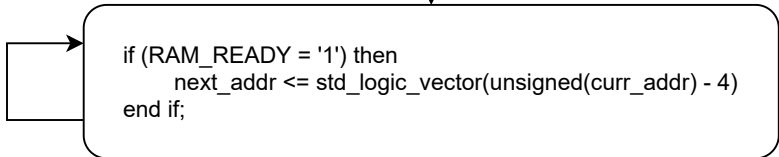
STAND_BY



FILL = '1'

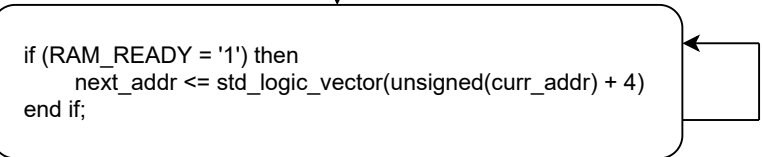
SPILL = '1' and RAM_READY = '1'

POPPING



SPILL = '1'

PUSHING



FILL = '1'

DONE_FILL = '1'

DONE_SPILL = '1'