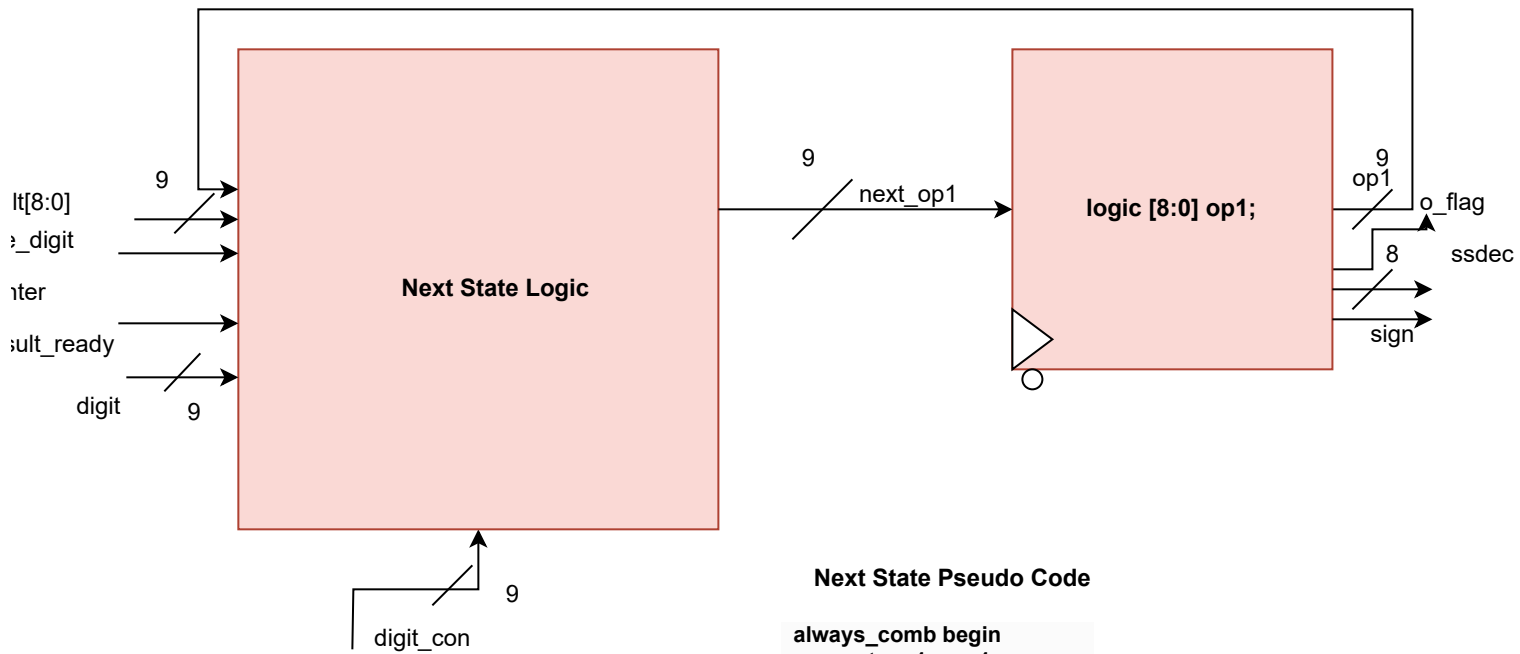


new operand buffer



#### Next State Pseudo Code

```

always_comb begin
    next_op1 = op1;
    if(store_digit)
        next_op1 = digit_con;
    else if (enter)
        next_op1 = 0;
    end

    always_comb begin
        next_sign = sign;
        next_o_flag = o_flag;
        if(store_digit) begin
            next_ssdec = digit[7:0];
            next_sign = digit[8];
        end
        else if (enter) begin
            next_ssdec = 0;
            next_sign = 0;
            next_o_flag = 0;
        end
        else if (result_ready) begin
            next_ssdec = result[7:0];
            next_sign = sign1;
            next_o_flag = o_flag1;
        end
        else
            next_ssdec = ssdec;
        end
    end

```