

Finite State Machine

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I. ABSTRACT

The document explains a state machine by deconstructing the decade decoder.

II. COMPONENTS

The required components list is given in Table: I. The state diagram of the deade counter is shown in Fig.1. The decade counter FSM implementation using D-Flip Flops

The decade counter FSM implementation using D-Flip Flops is shown in Fig.2.

| Components | Value | Quantity |
|-----------------------|-------|----------|
| Seven Segment Display | | 1 |
| IC | 7447 | 1 |
| IC | 7474 | 2 |
| Arduino | UNO | 1 |
| Jumper Wires | | 10 |
| Breadboard | | 1 |

TABLE I

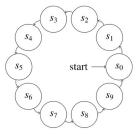


Fig. 1.

III. PROCEDURE

- 1) Make the connections between 7447 and Seven segment display as per the Table: II and connections between Arduino and 7447 as per the Table: III.
- 2) The truth table for the increment decoder is shown in Table IV.

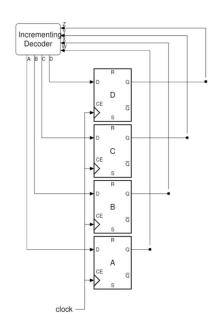


Fig. 2.

| 7447 | \overline{a} | \bar{b} | \overline{c} | \overline{d} | \overline{e} | \overline{f} | \overline{g} | |
|----------|----------------|-----------|----------------|----------------|----------------|----------------|----------------|--|
| Display | a | b | С | d | e | f | g | |
| TABLE II | | | | | | | | |

- 3) The truth table for the increment decoder is shown in Table IV and decrement decoder is shown in Table V.
- 4) Run the code. And observe the output in the display as in Fig.3.

| 7447 | D | C | B | A | | | |
|-----------|---|---|---|---|--|--|--|
| Arduino | 5 | 4 | 3 | 2 | | | |
| TABLE III | | | | | | | |

| Z | Y | X | W | D | C | B | A |
|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |
| 0 | 0 | 0 | 1 | 0 | 0 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 1 | 1 | 0 | 1 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 1 | 0 | 1 |
| 0 | 1 | 0 | 1 | 0 | 1 | 1 | 0 |
| 0 | 1 | 1 | 0 | 0 | 1 | 1 | 1 |
| 0 | 1 | 1 | 1 | 1 | 0 | 0 | 0 |
| 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 |
| 1 | 0 | 0 | 1 | 0 | 0 | 0 | 0 |

TABLE IV

| Z | Y | X | W | D | C | B | A |
|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 1 | 0 | 0 | 1 |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 | 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 0 | 0 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 | 0 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 1 | 1 | 0 | 0 | 0 |

TABLE V

IV. RESULTS

Download the codes given in the link below and execute them to see the output as shown in Fig.3 and Fig.4 by observing in seven segment display.

https://github.com/Tabassum4930/FWC-1/tree/main/Ide/Fsm

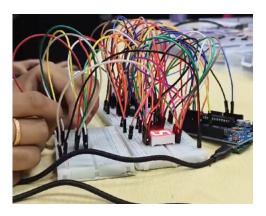


Fig. 3.



Fig. 4.

V. CONCLUSION

Therefore, it is an essential component in the experimentation of digital circuits. FSMs are widely used in digital circuits, software development, and various control systems due to their simplicity and clarity in modeling sequential logic.