

Spoor 1: 1 1 0 0 1 1 0 0 ...

Spoor 2: 0 1 1 0 0 1 1 0 ...

Gray code: 1 $\xrightarrow{(1)}$ 2 $\xrightarrow{(1)}$ 3 $\xrightarrow{(1)}$ 0 $\xrightarrow{(1)}$ 1 $\xleftarrow{(2)}$ 2 $\xleftarrow{(2)}$ 3 $\xleftarrow{(2)}$ 0 ...
 $\xleftarrow{(2)}$

Optellen: 1 \rightarrow 2 (1): 1 1 (4b) **Aftrekken:** 0 \rightarrow 3 (2): 0 0 (4a)
 0 1 0 1

2 \rightarrow 3 (1): 1 0 (1b)
 1 1

3 \rightarrow 2 (2): 0 1 (2b)
 1 1

3 \rightarrow 0 (1): 0 0 (3a)
 1 0

2 \rightarrow 1 (2): 1 1 (3b)
 1 0

0 \rightarrow 1 (1): 0 1 (2a)
 0 0

1 \rightarrow 0 (2): 1 0 (1a)
 0 0

Interrupt 1 (Spoor 1 verandert):

1. Spoor 1 verandert naar 0 (1)
 - a. Spoor 2 is 0: Optellen (a)
 - b. Spoor 2 is 1: Aftrekken (b)
2. Spoor 1 verandert naar 1 (2)
 - a. Spoor 2 is 0: Optellen (a)
 - b. Spoor 2 is 1: Aftrekken (b)

Interrupt 2 (Spoor 2 verandert):

1. Spoor 2 verandert naar 0 (3)
 - a. Spoor 1 is 0: Optellen (a)
 - b. Spoor 1 is 1: Aftrekken (b)
2. Spoor 2 verandert naar 1 (4)
 - a. Spoor 1 is 0: Aftrekken (a)
 - b. Spoor 1 is 1: Optellen (b)