

Vending Machine

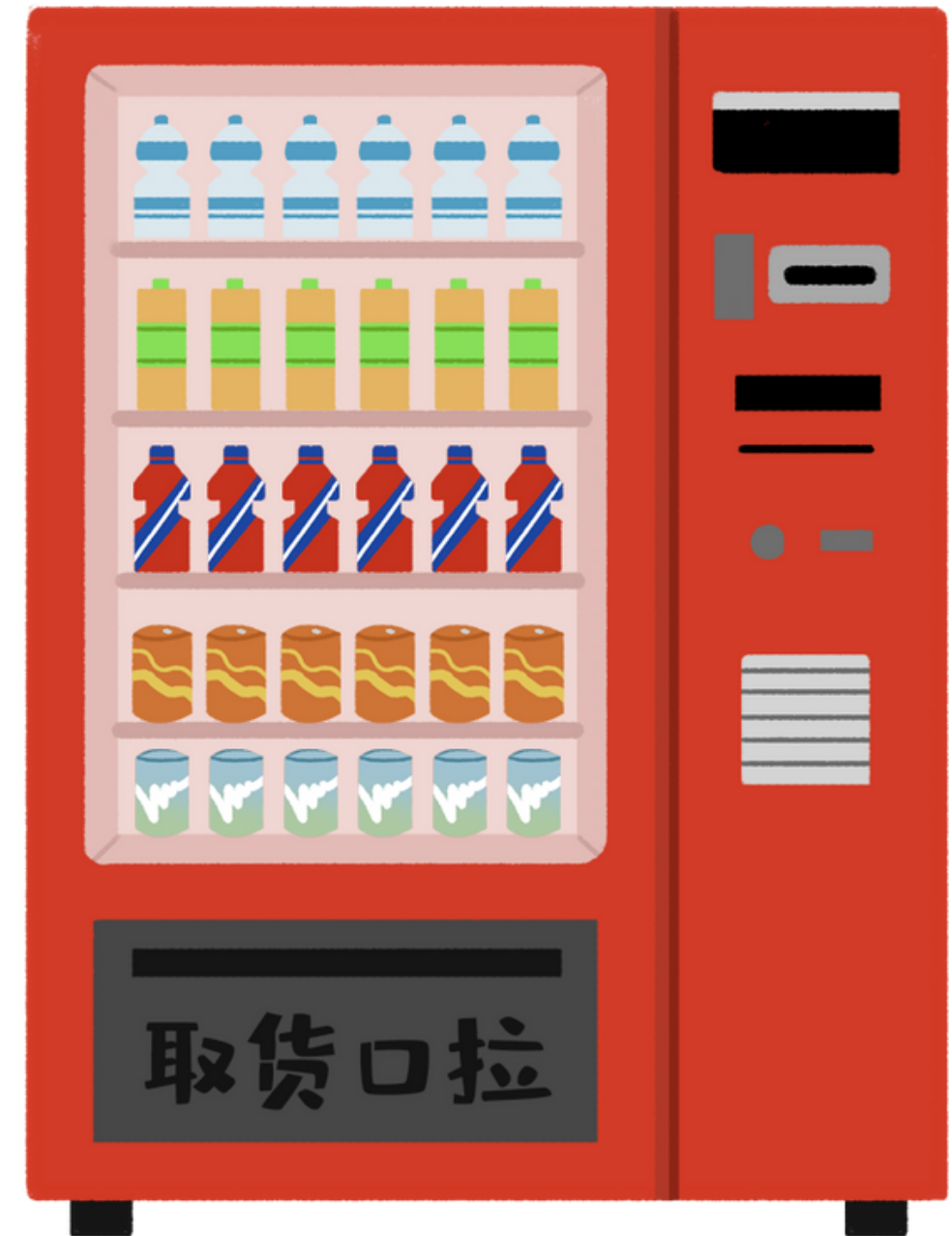
GRUP A5

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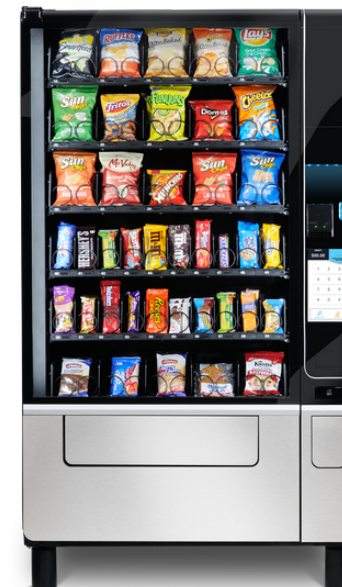
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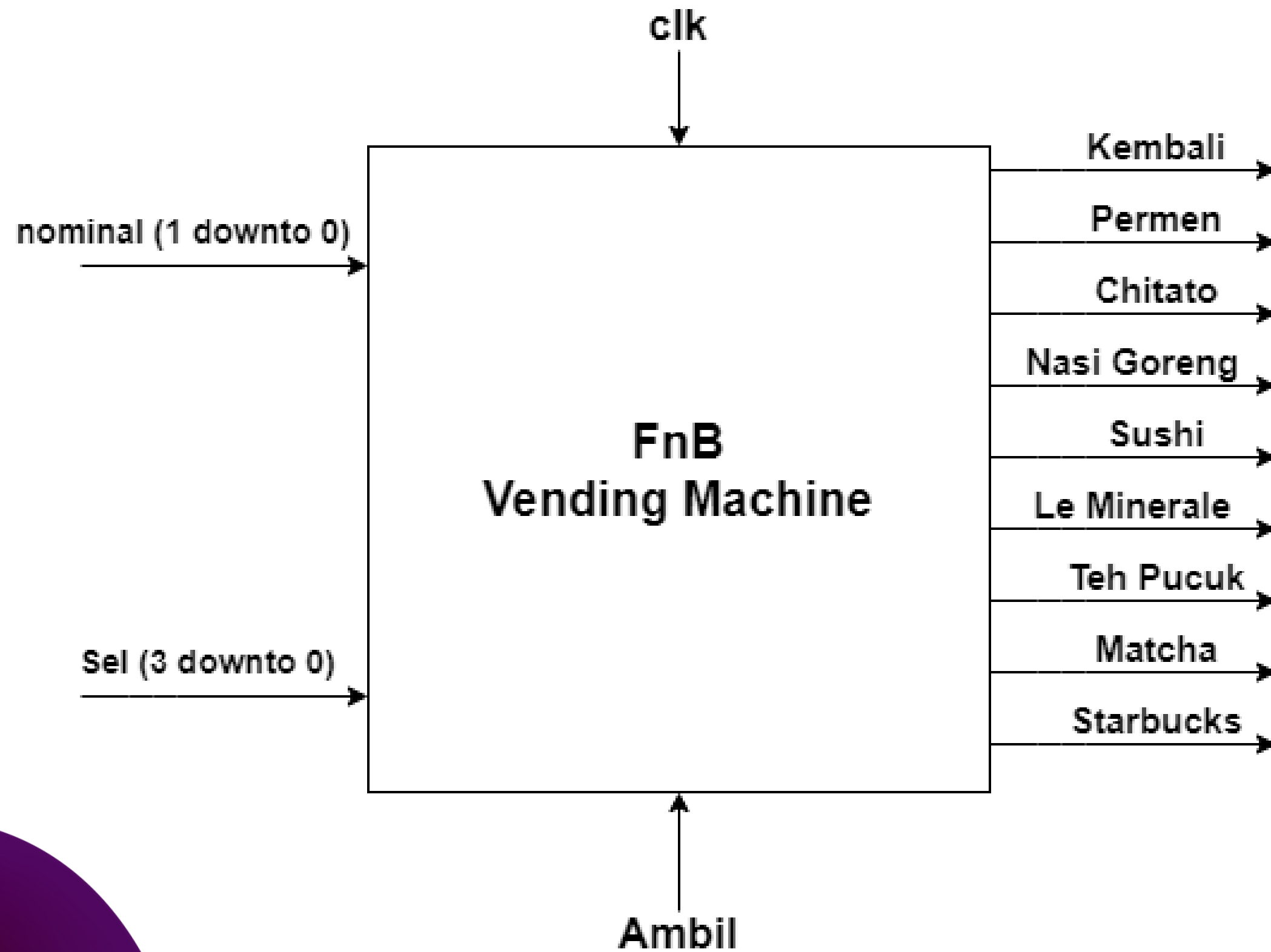


Tujuan dari proyek

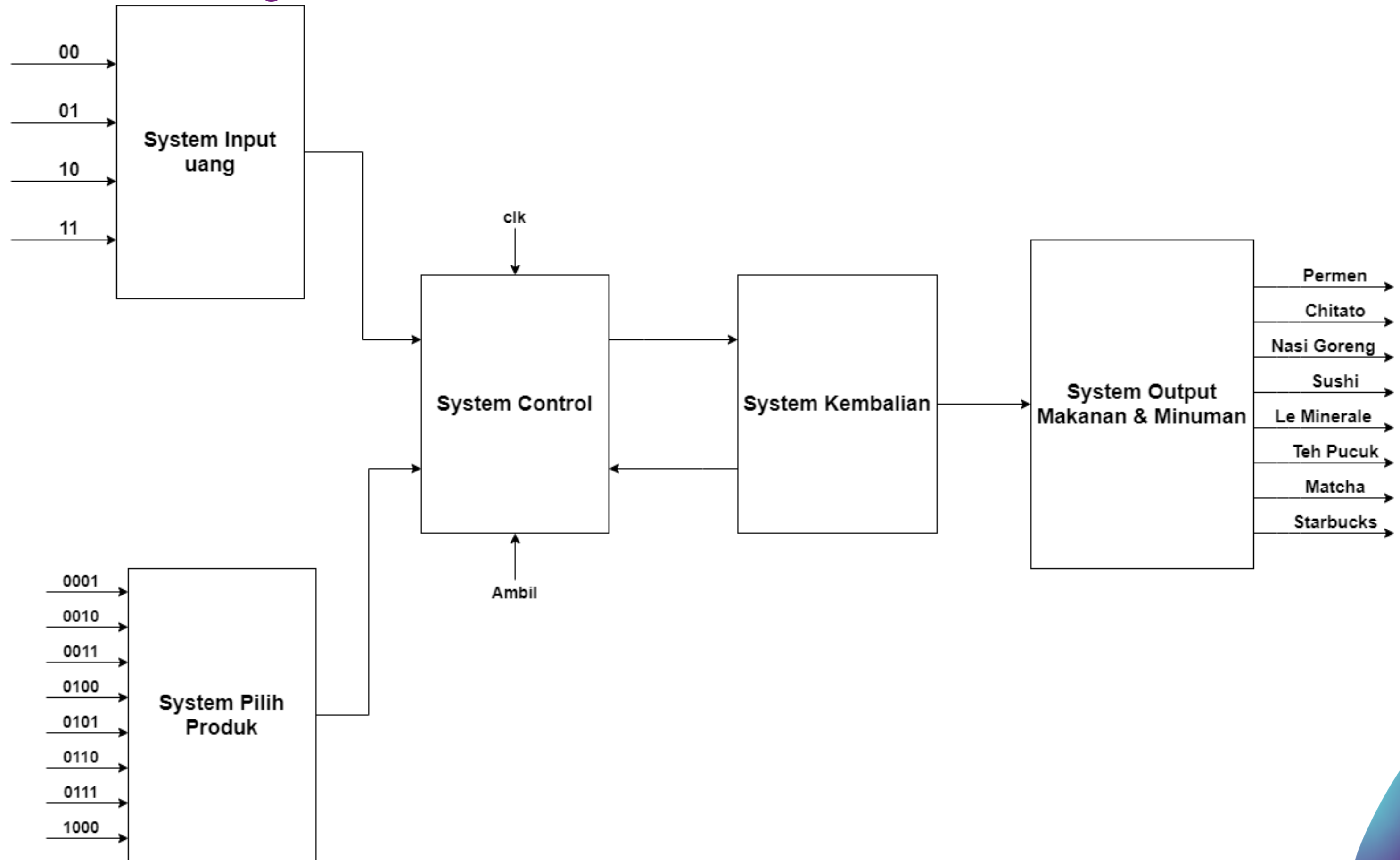
1. Mengetahui penggunaan FSM pada cara kerja vending machine
2. Mengetahui implementasi FSM pada program VHDL
3. Dapat mendeskripsikan VHDL bersamaan dengan membentuk rangkaian
4. Mengetahui penggunaan process statement pada program VHDL



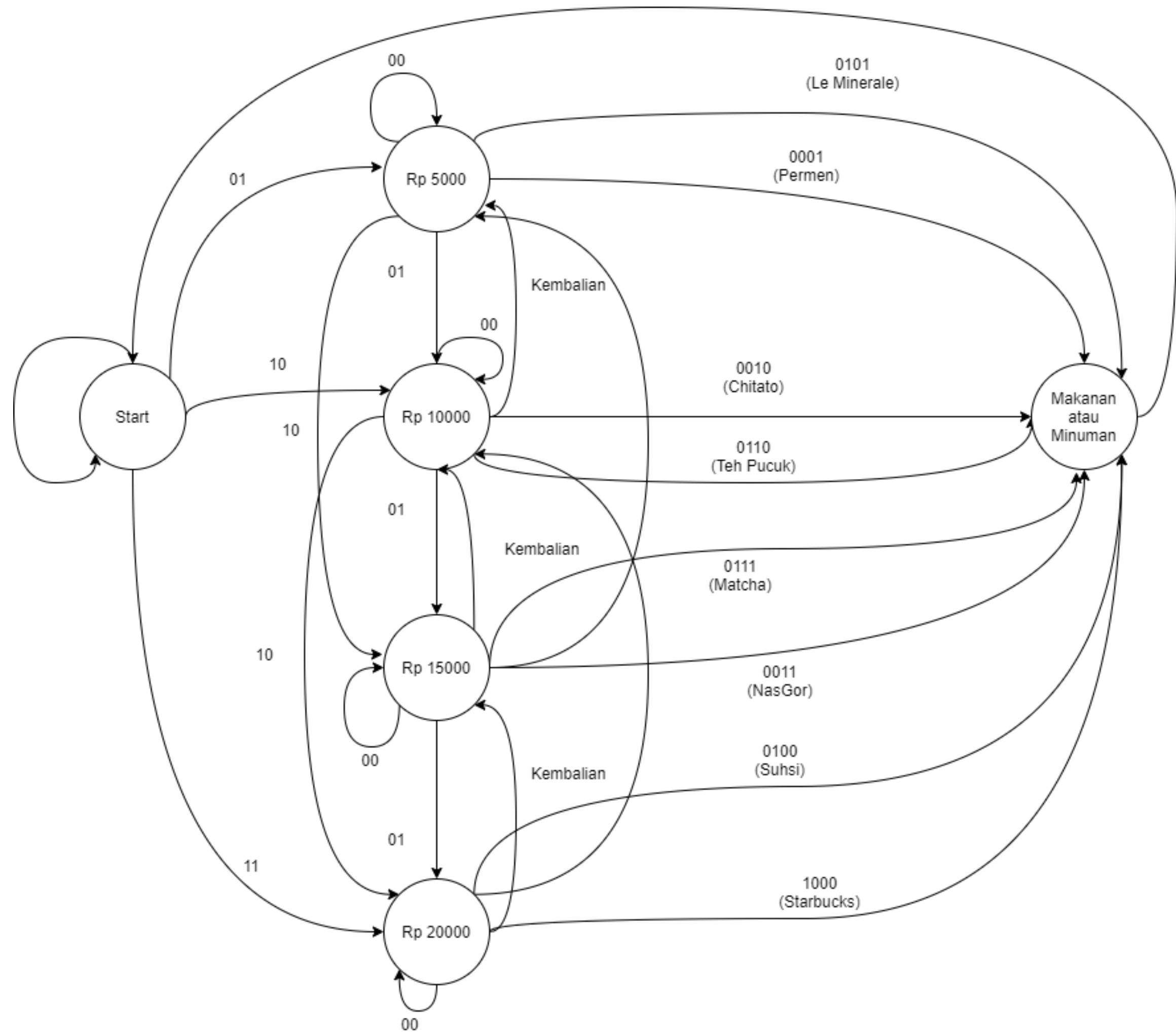
Blackbox FnB Vending Machine :



Skema FnB Vending Machine :



State Diagram FnB Vending Machine



The background features three large, organic, fluid shapes in shades of purple and blue. One shape is in the top left, another is a large central shape, and a smaller one is in the bottom left. The text 'Terima Kasih' is positioned on the right side of the image.

Terima Kasih