

4-POINT PSUEDO-CODE:

```

idle: if(data_ready=0) goto idle;
store: if(data_ready=0) goto eidle;
        reg[5] = data;
        err = 0;
zero: reg[0] = 0;
sort1: reg[1] = reg[2];
sort2: reg[2] = reg[3];
sort3: reg[3] = reg[4];
sort4: reg[4] = reg[5];
mul1: reg[6] = reg[1] * reg[7];
add1: reg[0] = reg[0] + reg[6];
        if (V) goto eidle;
mul2: reg[6] = reg[2] * reg[8]
sub1: reg[0] = reg[0] - reg[6];
        if(V)goto eidle;
mul3: reg[6] = reg[3] * reg[9]
add2: reg[0] = reg[0] + reg[6];
        if(V)goto eidle;
mul4: reg[6] = reg[4] * reg[10];
sub2: reg[0] = reg[0] - reg[6];
        if(V)goto eidle;
        else gotoidle;
eidle: err = 1;
        if(data_ready=1)goto store;
        if(data_ready=0)goto eidle;
    
```