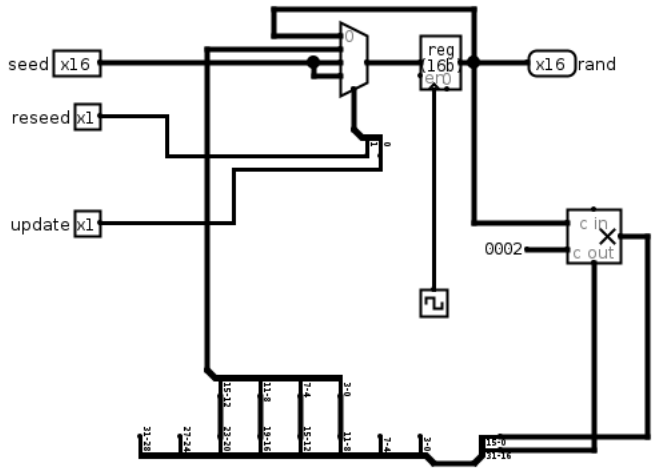
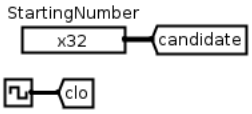
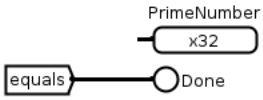
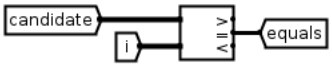
prng

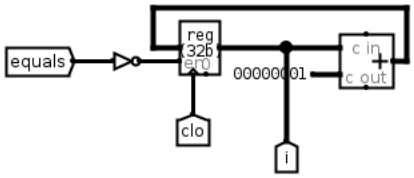


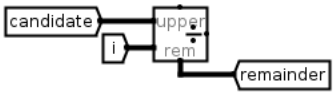
primefinder

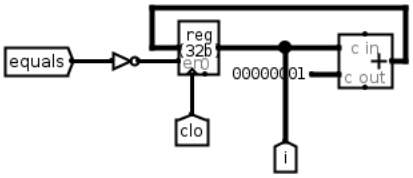




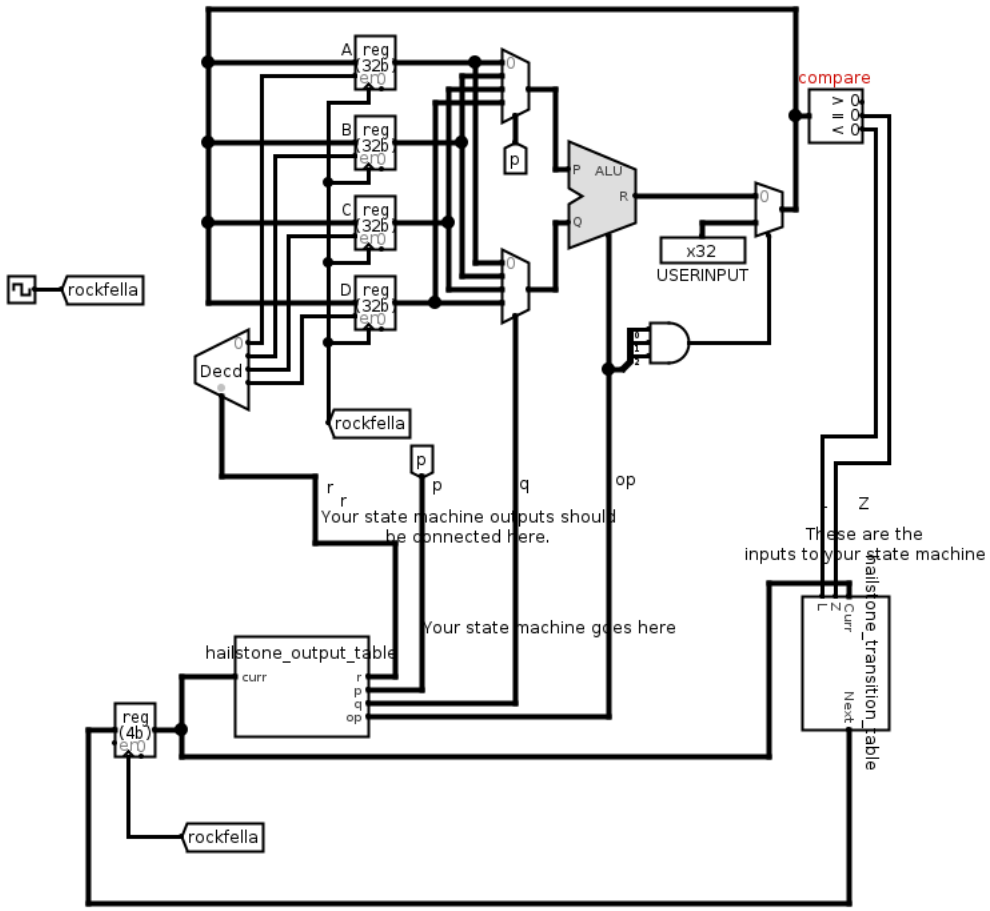






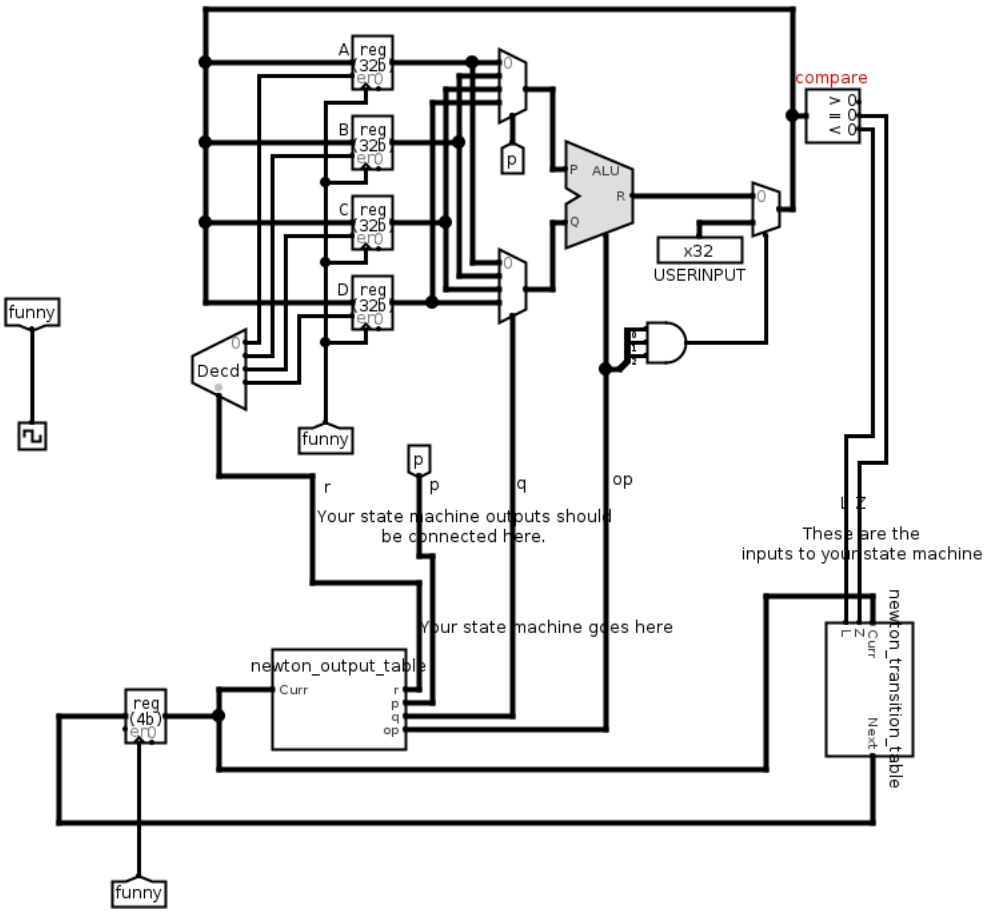


hailstone



A
reg
(32b)
B
C
D
rockfella
Decd
p
ALU
P
Q
R
compare
x32
USERINPUT
r
q
op
Z
Your state machine outputs should be connected here.
These are the inputs to your state machine
Your state machine goes here
hailstone_output_table
curr
hailstone_transition_table
Curr
Next
reg
(4b)

newton



A
reg
(32b)
en
B
C
D
p
ALU
P
Q
R
compare
> 0
= 0
< 0
x32
USERINPUT
funny
Decd
r
p
q
op
Your state machine outputs should be connected here.
These are the inputs to your state machine
Your state machine goes here
newton_output_table
Curr
reg
(4b)
newton_transition_table
Next