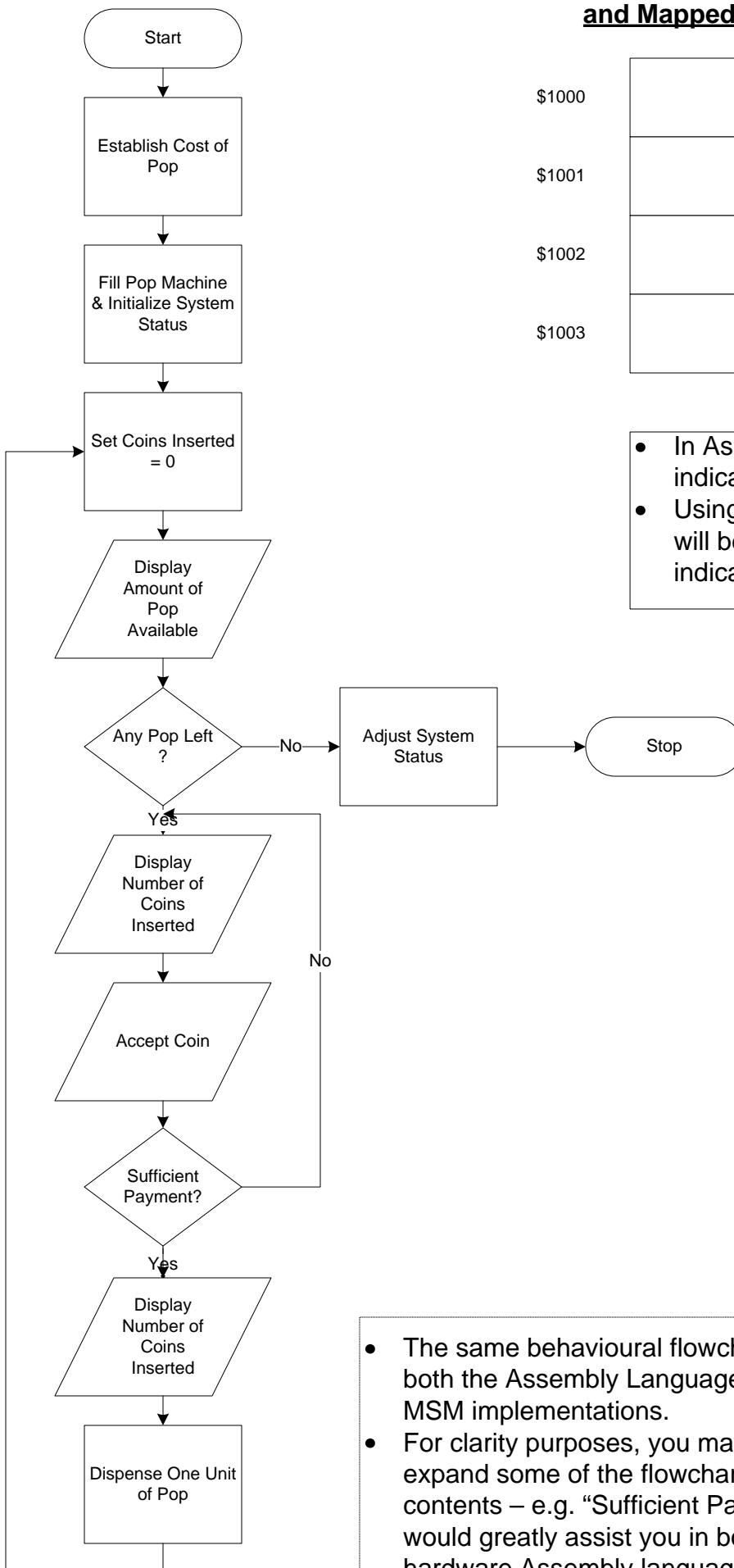


Pop Machine Flowchart – Behavioural Model and Mapped Memory



		org \$1000	
\$1000		PopLeft	ds 1
\$1001		CoinsIn	ds 1
\$1002		OK	ds 1 (System Status Indicator)
\$1003		OffLine	ds 1 (System Status Indicator)

- In Assembly Language, these status indicators will be memory locations.
- Using MSM, these memory storage bytes will be replaced with physical status indicators.

- The same behavioural flowchart is used for both the Assembly Language and the MSM implementations.
- For clarity purposes, you may wish to expand some of the flowchart symbols' contents – e.g. "Sufficient Payment?" as it would greatly assist you in both your hardware Assembly language implementations of the pop machine.