| States | Definition | RO | R1 | |
|-----------------------------------|---------------------------------|----|----|--|
| State 1 | Red Light | 0 | 0 | |
| State 2 | 3 second wait | 0 | 1 | |
| State 3 | 4 seconds of orange light | 1 | 0 | |
| State 4 30 seconds of green light | | 1 | 1 | |

NO and N1 are Register inputs. Input and Output's are only noteworthy inputs.

| States | R0 | R1 | Input | Output | N0 | N1 |
|---------|----|----|-------|---------|----|----|
| State 1 | 0 | 0 | req' | redL | 0 | 0 |
| | 0 | 0 | req | redL | 0 | 1 |
| State 2 | 0 | 1 | p3s′ | redL | 0 | 1 |
| | 0 | 1 | p3s | redL | 1 | 0 |
| State 3 | 1 | 0 | p7s′ | orangeL | 1 | 0 |
| | 1 | 0 | p7s | orangeL | 1 | 1 |
| State 4 | 1 | 1 | p37s′ | greenL | 1 | 1 |
| | 1 | 1 | p37s | greenL | 0 | 0 |

redL = R0'

orangeL = ROR1'

greenL = ROR1

NO = RO'.R1.p3s. + R0.R1'.p7s' + R0.R1'.p7s + R0.R1.p37s'

->N0 = R0'.R1.p3s + R0.R1' + R0.R1.p37s

N1 = R0'.R1'.req + R0'.R1.p3s' + R0.R1'.p7s + R0.R1.p37s' resetT = p3s'.p7s'.p37s'

