



## Step 2

- 7 states (3 bits register)
- 3 bits for coming states
- $x, y$  and  $z$  are outputs.

Step 3

states	S <sub>2</sub>	S <sub>1</sub>	S <sub>0</sub>
A	0	0	0
B	0	0	1
C	0	1	0
D	0	1	1
E	1	0	0
F	1	0	1
G	1	1	0

**Step 4**

state	S <sub>2</sub>	S <sub>1</sub>	S <sub>0</sub>	a	x	y	z	n <sub>2</sub>	n <sub>1</sub>	n <sub>0</sub>
A	0	0	0	0	0	0	0	0	0	0
A	0	0	0	1	0	0	0	0	0	1
B	0	0	1	0	0	1	1	0	0	1
B	0	0	1	1	0	1	1	0	1	0
C	0	1	0	0	1	1	1	0	1	0
C	0	1	0	1	1	1	1	0	1	1
D	0	1	1	0	0	1	0	0	1	1
D	0	1	1	1	0	1	0	1	0	0
E	1	0	0	0	0	0	1	1	0	0
E	1	0	0	1	0	0	1	1	0	1
F	1	0	1	0	1	0	1	1	0	1
F	1	0	1	1	1	0	1	1	1	0
G	1	1	0	0	1	0	0	1	1	0
G	1	1	0	1	1	0	0	0	0	0
No	1	1	1	0						
No	1	1	1	1						

### Step 5.1

Step 5

$$x = \overline{s_0'} s_1 s_2' + s_0 s_1' s_2 + \overline{s_0'} s_1 s_2 = s_0' s_1 (\overbrace{s_2 + s_2'}^1) + s_0 s_1' s_2$$
$$x = \boxed{s_0' s_1 + s_0 s_1' s_2}$$

$$y = s_2' s_1' s_0 + s_2' s_1 s_0' + s_2 s_1 s_0 = s_2' s_1 (\underbrace{s_0' + s_0}_1) + s_2 s_1 s_0$$
$$y = \boxed{s_2' (s_1' s_0 + s_1)}$$

$$z = s_1' s_0 (\underbrace{s_2 + s_2'}_1) + s_0' (\underbrace{s_2' s_1 + s_2 s_1'}_{s_2 \oplus s_1})$$

$$\boxed{z = s_1' s_0 + s_0' (s_2 \oplus s_1)}$$

$s_1' s_1$

$$n_2 = 0s_2\bar{s}_1s_0 + \bar{s}_2s_1s_0' + \bar{s}_2s_1s_0 + a's_2\bar{s}_1s_0'$$

$$n_2 = \boxed{s_1(0s_2s_0 + a's_2s_0')} + s_2s_1' \underbrace{(s_0 + s_0')}_1$$

$$n_1 = a s_2' s_1' s_0 + s_2' s_1 s_0' + a' s_2' s_1 s_0 + a s_2 s_1' s_0 + a' s_2 s_1 s_0'$$

$s_2 s_1$	00	01	11	10
00				
01	1	1		1
11	1			
10				1

$$n_1 = s_0' s_1 s_2' + a s_2' s_0 s_1' + a' s_1 (s_0 \oplus s_2)$$

$$\begin{aligned} & a' s_2 s_0' s_1 + a' s_2' s_0 s_1 \\ &= a' s_1 (s_2 s_0' + s_2' s_0) \\ &= a' s_1 (s_0 \oplus s_2) \end{aligned}$$

## Step 5.2

