

# Controller - fsm

## Next state logic

State	S1	S0	reset	adv	S1*	S0*
op1	0	0	0	0	0	0
op1	0	0	0	1	0	1
op2	0	1	0	0	0	1
op2	0	1	0	1	1	0
result	1	0	0	0	1	0
result	1	0	0	1	1	1
clear	1	1	0	0	1	1
clear	1	1	0	1	0	0
	X	X	1	X	1	1

## Output logic

State	S1	S0	C3	C2	C1	C0
op1	0	0	0	0	0	1
op2	0	1	0	0	1	0
result	1	0	0	1	0	0
clear	1	1	1	0	0	0