Key press odd/even time is hardled by a flipflop. Every state goes back to RESET when KEY[0] is pressed Top Level RESET KEY[0] KEYLIJ pressed odd limes TIMESUP (LEDs flashing) SETSEC (set second) timpsup set to 1
by the Country module KEYTI pressed even times RUN (CountDonn module running) SETMIN KEY[2] (set minute) even KEY[2] odd STOP Kty[i] pressed odd times

```
Seuds-cod:
           if (reset)
                 ent € 50,000,000
            else if (in_setsec state)
                sec <= in;
            else rif (in_setmin_state)
                min = in;
if (minf sec) else if (in-run state)
  timesup =1;
                Cnt & cnt -1;
else
                 if (cnt ==0)
                     cm & 50,000,000;
                   Mchange sec & min
                    if (min frec == 0)
```

timesup == 1;

