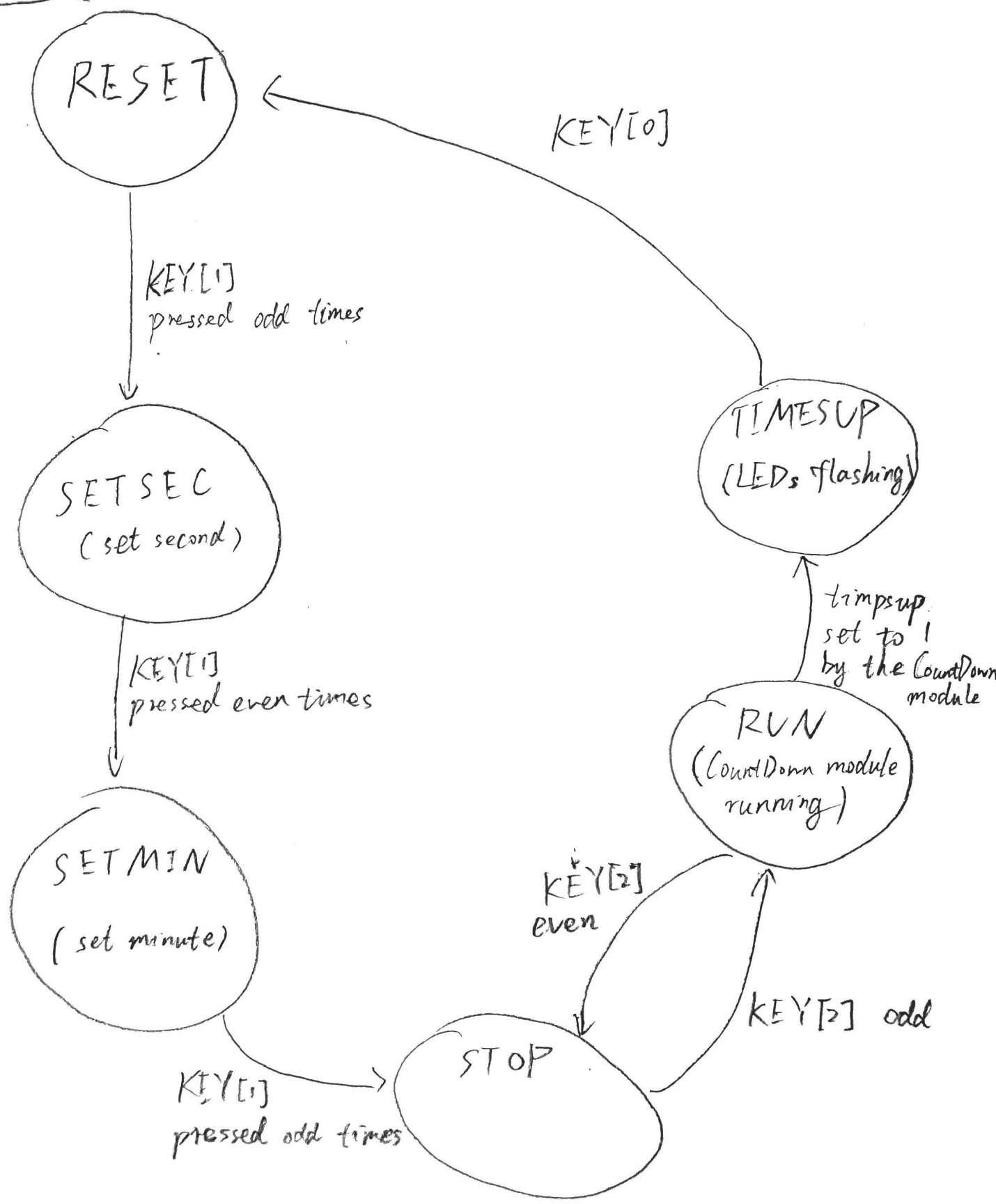


Top Level

Key press odd/even time is handled by a flipflop.
Every state goes back to RESET when KEY[0] is pressed



Count-
Down

Seuds-cod :

if (reset)

cnt \leftarrow 50,000,000

else if (in_setsec state)

sec \leftarrow in;

else if (in_setmin state)

min \leftarrow in;

if (min & sec == 0)
timesup \leftarrow 1;
else

else if (in_run state)

cnt \leftarrow cnt - 1;

if (cnt == 0)

cnt \leftarrow 50,000,000;

//change sec & min

{

}

if (min & sec == 0)

timesup == 1;

