



```
# .main_pane.structure.interior.cs.body.struct
# view signals
# .main_pane.objects.interior.cs.body.tree
# run -all
# x_in Present_State Next_State Z1 Z1
# 0, xxx, xxx, x, x
# 0, 000, 000, 0, 0
# 1, 000, 001, 0, 0
# 0, 001, 001, 0, 0
# 1, 001, 010, 0, 0
# 0, 010, 010, 1, 0
# 1, 010, 011, 1, 0
# 1, 011, 100, 0, 0
# 1, 100, 101, 0, 1
# 0, 101, 100, 0, 0
# 0, 100, 100, 0, 1
# 1, 100, 101, 0, 1
# 0, 101, 100, 0, 0
# 1, 100, 101, 0, 1
# 1, 101, 110, 0, 0
# 1, 110, 111, 0, 0
# 0, 111, 111, 0, 0
# 1, 111, 111, 0, 0
# 1, 000, 001, 0, 0
# 1, 001, 010, 0, 0
# 1, 010, 011, 1, 0
# 1, 011, 100, 0, 0
# 1, 100, 101, 0, 1
# 1, 101, 110, 0, 0
# 1, 110, 111, 0, 0
# 1, 111, 111, 0, 0
```