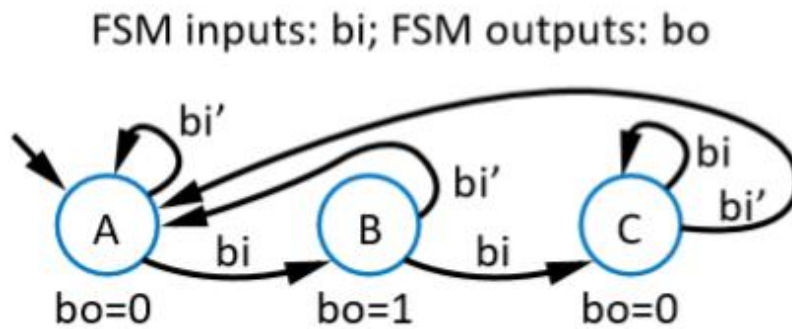


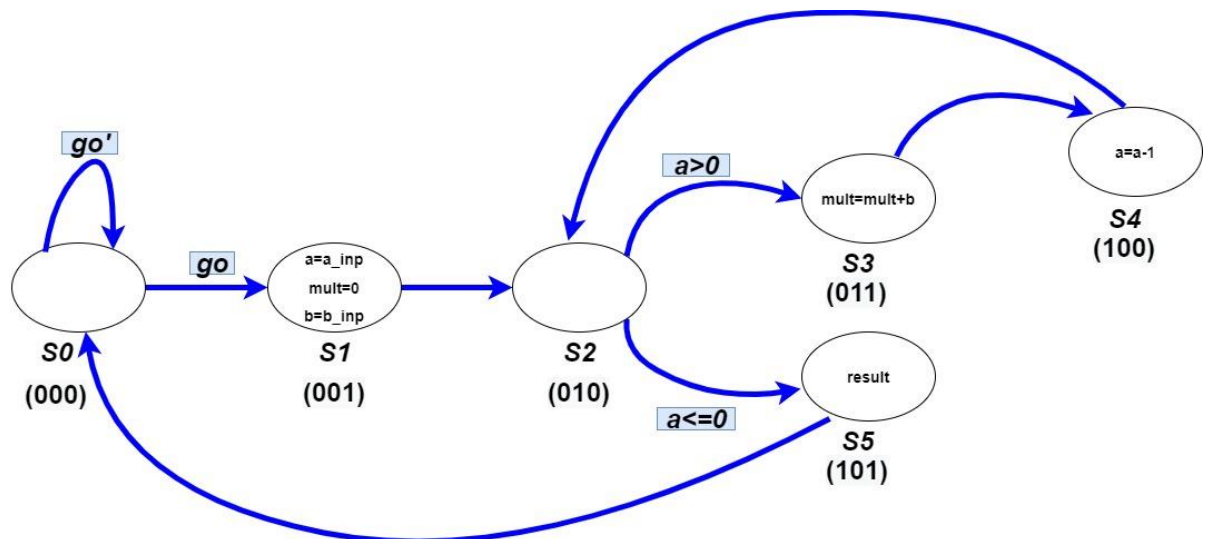
1. Decide states and draw the state diagram for your FSM controller.

State Diagram for Synchronizer:

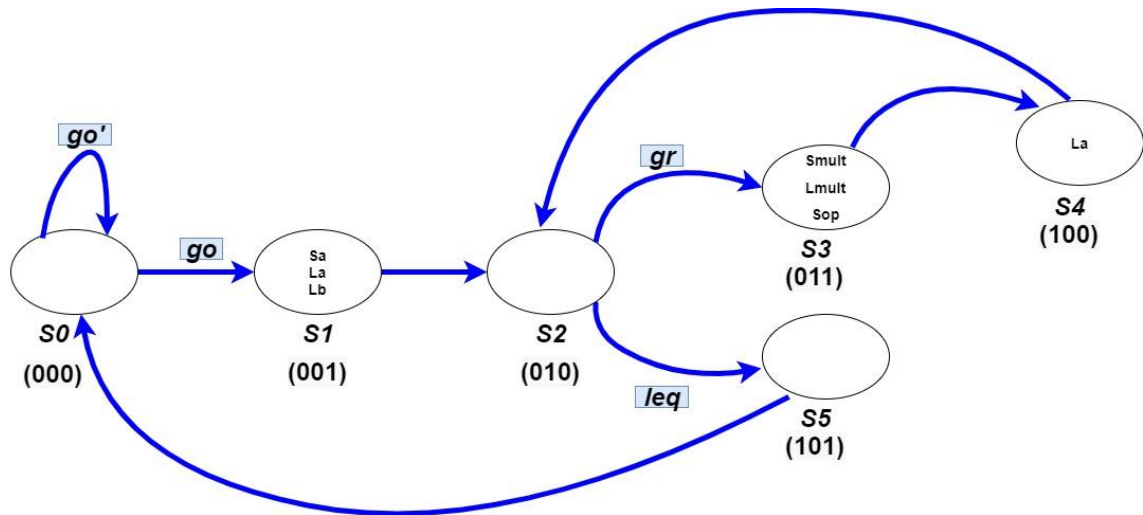


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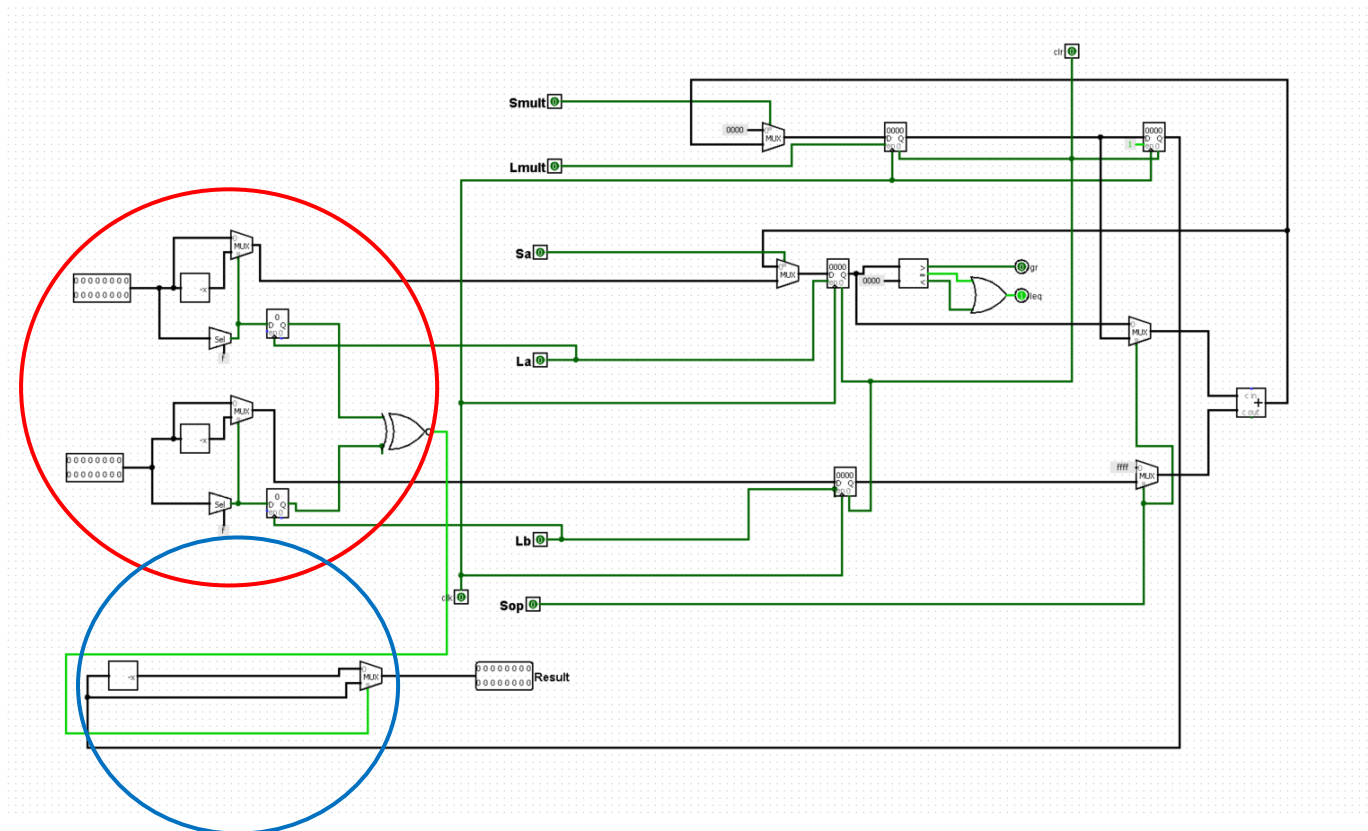
State Diagram for The Calculator(with commands):



This diagram becomes the following figure(with outputs):



## 2. Draw datapath.



**Red Circle** is for taking the absolute value of negative numbers and evaluate them as positive numbers. At the end of the calculation, in **blue circle**, they will be considered by their original signs.

3. Draw truth table.

Current States			Inputs			Next States		
S2	S1	S0	go	gr	leq	N2	N1	N0
0	0	0	0	x	x	0	0	0
0	0	0	1	x	x	0	0	1
0	0	1	x	x	x	0	1	0
0	1	0	x	1	0	0	1	1
0	1	1	x	x	x	1	0	0
1	0	0	x	x	x	0	1	0
0	1	0	x	0	1	1	0	1
1	0	1	x	x	x	0	0	0

State Bits			State No	Outputs					
S2	S1	S0	S	Smult	Lmult	Sa	La	Lb	Sop
0	0	0	S0 ->	0	0	0	0	0	0
0	0	1	S1 ->	0	0	1	1	1	0
0	1	0	S2 ->	0	0	0	0	0	0
0	1	1	S3 ->	1	1	0	0	0	1
1	0	0	S4 ->	0	0	0	1	0	0
1	0	1	S5 ->	0	0	0	0	0	0

4. Derive Boolean expressions from the truth table.

$$N2 = S_2' \cdot S_1 \cdot S_0 + S_2' \cdot S_1 \cdot S_0 \cdot gr' \cdot leq$$

$$N1 = S_2' \cdot S_1' \cdot S_0 + S_2' \cdot S_1 \cdot S_0' \cdot gr \cdot leq' + S_2 \cdot S_1' \cdot S_0'$$

$$N0 = S_2' \cdot S_1' \cdot S_0' \cdot go + S_2' \cdot S_1 \cdot S_0' \cdot gr \cdot leq' + S_2' \cdot S_1 \cdot S_0' \cdot gr' \cdot leq$$

$$Smult = S_3 \quad (011)$$

$$Lmult = S_3 \quad (011)$$

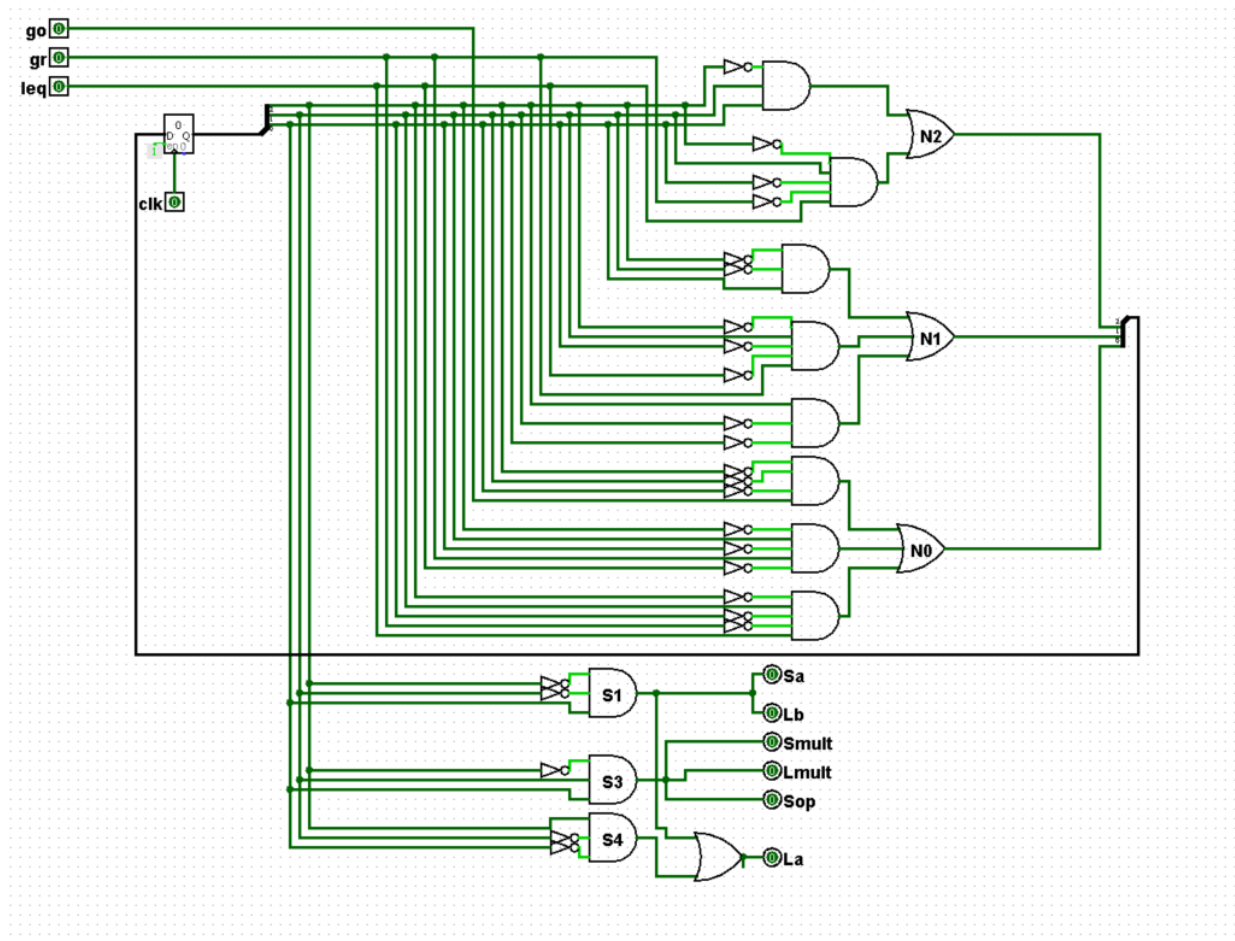
$$Sa = S_1 \quad (001)$$

$$La = S_1 + S_4 \quad (001) + (100)$$

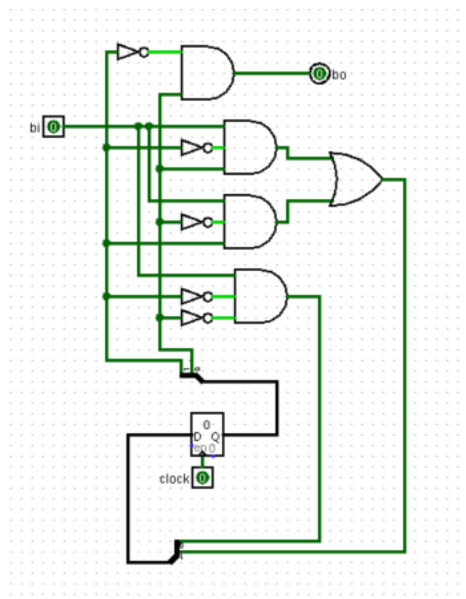
$$Lb = S_1 \quad (001)$$

$$Sop = S_3 \quad (011)$$

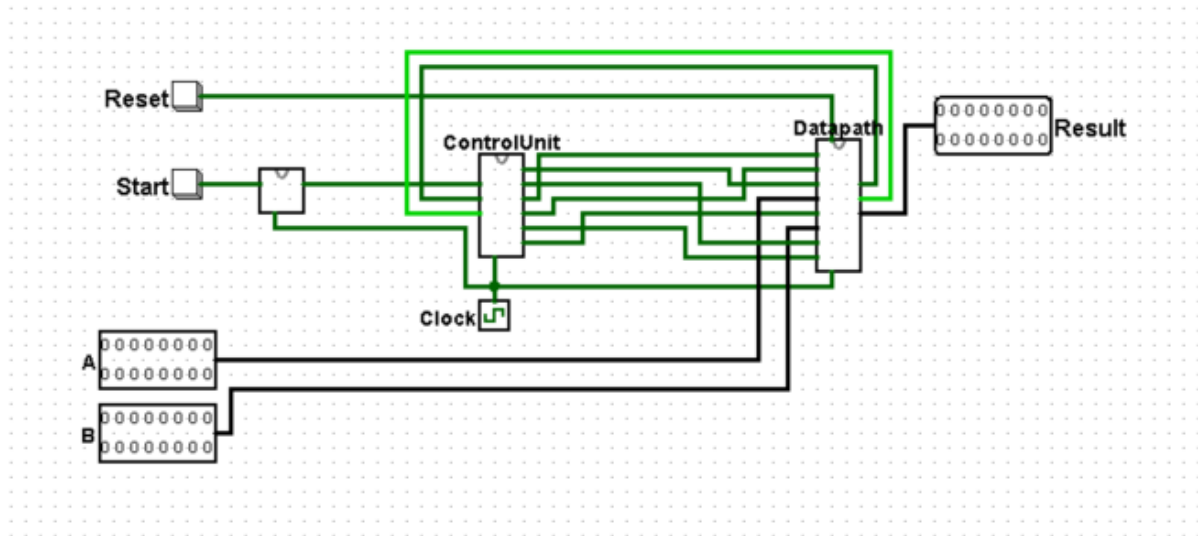
### Control Unit of the Calculator:



### Synchronizer of the Calculator:



All components of the calculator:



- **How Does It Work?**

The multipliers should be written in A and B inputs. **It doesn't matter whether the numbers are positive or not.** Either way, the result of multiplication will be correct.

After a calculation is done, reset button must be pressed. Otherwise, previous result and current result will be added.

Synchronizer prevents to make more calculations caused by a long push to start button.

To get the best result, make sure that the tick frequency(clock) is larger than 32 Hz.

No glitch/error is observed in the designed circuit.