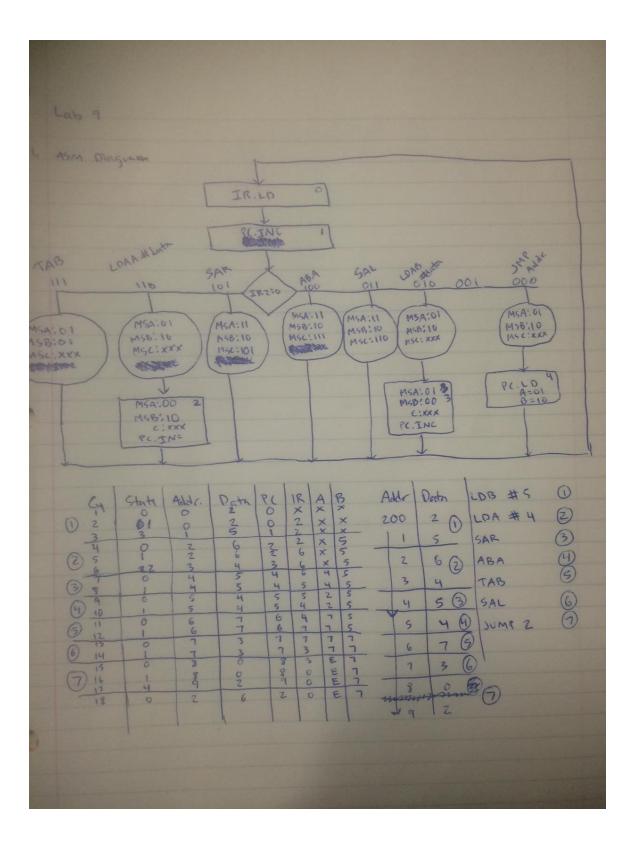
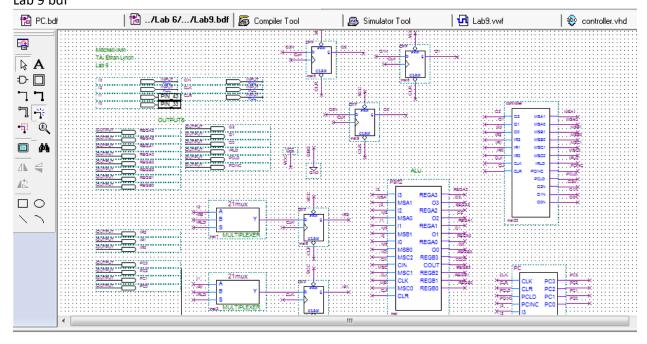
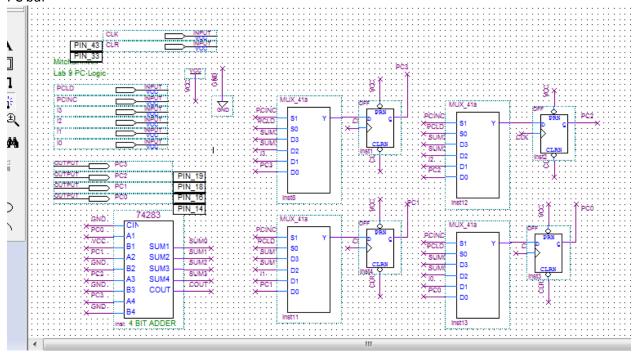
		IR2:0	05:0	MSA	MSB	MSC	IR.LO	PL. INC	PC. LO	PE
						×	1	0	0	
						×		1		1 0
						×		1	0	9
) AB#					10	×	0	1		0
				11	10	110	0		0	0
			000	11	10	111	0		0	0
		101	000	11	10	101	0	1	0	0
BAA#		110	010	01	10	×	0	1	0	
		1111	060	01	01		0	1	10	1 p
NA#	010	×	1000	00	, in	×	90	1	0	0
	011	×	000	01	00) ×	0	1	0	0
MP ALLO	100	×	000 ×	101	110	×	10	10	1,	10
M580 = Q2 = Q1 = Q1 = TR_LI	$= \frac{1}{2}$	CRITEO (O) AIQOIR AIQOIR IRITRO ZUQO AIQO AIQOIR AIQOIR	ZERIE AIRIE (QZQI	+ QZ RO RO + QO +	2100 IR- Q20	LIRI	IRO)		- (a o 1)	
MSCT	2 = 1	220100	00+ 1	R7.+	TRI	+Teo				



BDF files Lab 9 bdf



PC bdf



```
library ieee;
use ieee.std_logic_1164.all;
entity controller is port (
        Q2, Q1, Q0, IR2, IR1, IR0, CLK, CLR: in bit;
        MSA1, MSA0, MSB1, MSB0, MSC1, MSC0, IRLD, PCINC, PCLD: out bit;
        Q2N, Q1N, Q0N: out bit
        );
end controller;
architecture logic OF controller IS
begin
MSA1 <= ((not Q2) and (not Q1) and Q0) and (
((not IR2) and IR1 and IR0) or
(IR2 and (not IR1) and (not IR0)) or
(IR2 and (not IR1) and IR0));
MSA0 \ll (Q2 \text{ or (not } Q1) \text{ or } Q0);
MSB1 <= (Q2 or Q1 or (not Q0) or (not IR2) or (not IR1) or (not IR0)) and
(Q2 or (not Q1) or (not Q0));
MSB0 <= ( (IR2 and IR1 and IR0) and
((not Q2) and (not Q1) and Q0));
MSC1 <= (Q2 or Q1 or (not Q0) or (not IR2) or IR1 or (not IR0));
MSC0 <= (Q2 or Q1 or (not Q0) or (not IR1) or IR2 or (not IR0));
IRLD <= ((not Q2) and (not Q1) and (not Q0));
PCINC \leftarrow (Q1 \text{ or } Q0);
PCLD <= (Q2 and (not Q1) and (not Q0));
Q2N <= ((not Q2) and (not Q1) and Q0 and (not IR2) and (not IR1) and (not IR0));
Q1N <= ((not Q2) and (not Q1) and Q0) and (
((not IR2) and IR1 and (not IR0)) or
(IR2 and IR1 and (not IR0)));
Q0N <= ((not Q2) and (not Q1) and (not Q0)) or
(((not Q2) and (not Q1) and Q0) and
((not IR2) and IR1 and (not IR0)));
end logic;
```

VWF Simulation of the correct instructions

