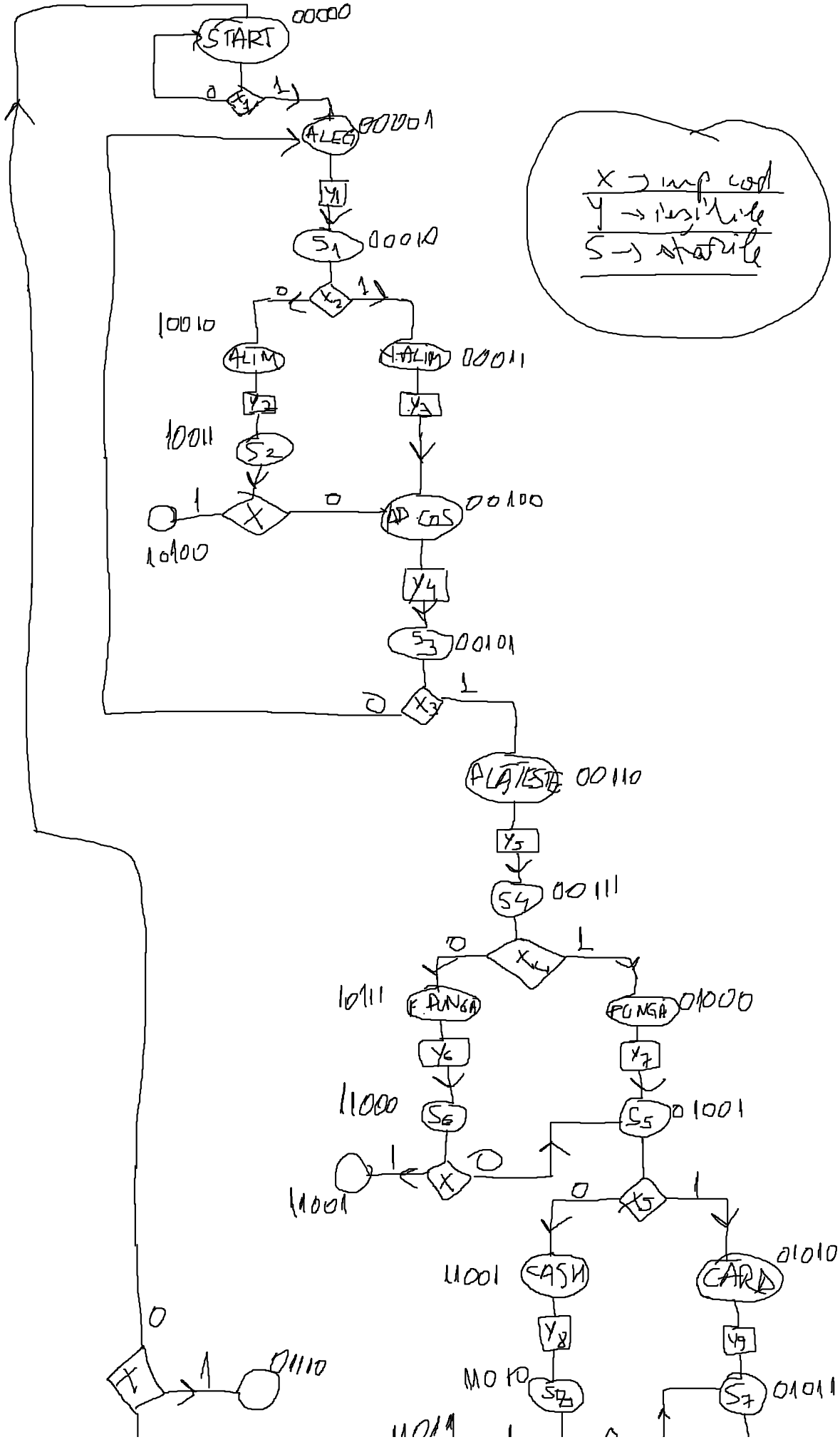
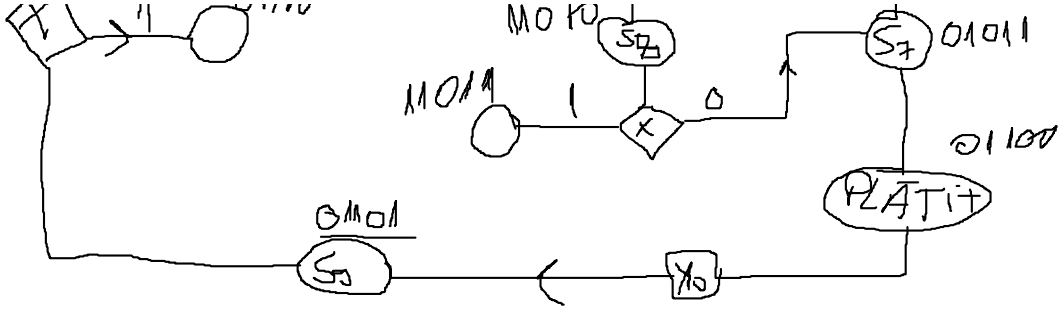

START
00000
ALEG
00001
Y1
S1
00010
X2
10010
ALIM
NEALIM
00011
Y2
Y3
10011
S2
X
10100
AD COS
00100
Y4
S3
00101
X3
PLĂTEȘTE
00110
Y5
S4
00111
X4
10111
FUNGĂ
PUNGĂ
01000
Y6
Y7
11000
S6
S5
01001
X
11001
X5
11001
CASH
CARD
01010
Y8
Y9
10010
S8
S7
01011
X
01110
X = imp cond
Y → ieșirile
S → starile

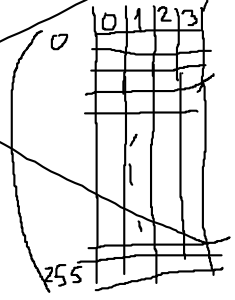


$L_{MI} = 1 + \max(n_{OUT}, INP\,COD + n_{ADR0}) =$

$= 1 + \max(10, 3+5) = 1 + \max(10, 8) = 11$ biți

← str dec
4
3 biți

Alegem o memorie
Fie rom MX5101 256×4



256 se codifică pe 8 biți

$L_{MI} = 1 + \max(10, 5+8) =$

$= 1 + 11 = 12$ biți

Alegem o rom
Fie rom CAT22C10 64×4

64 se codifică pe 6 biți

$L_{MI} = 1 + \max(10, 3+6) = 11$ biți

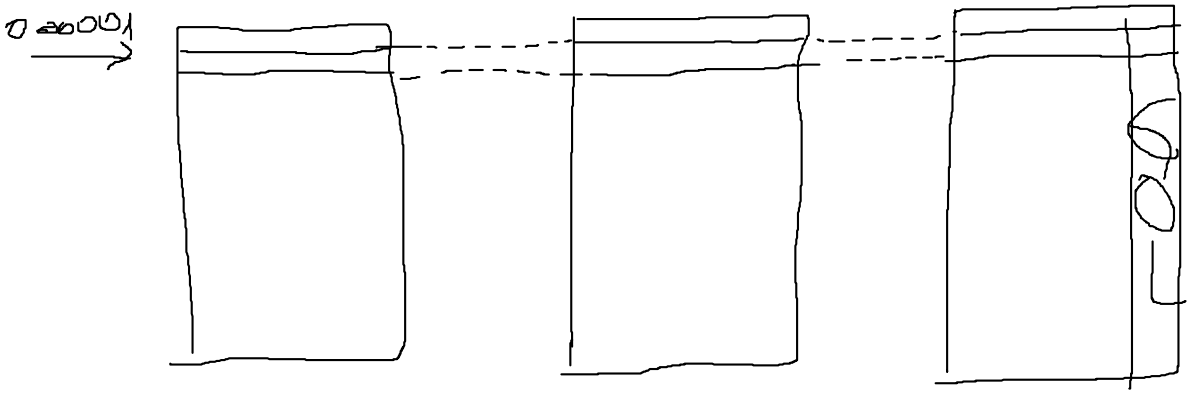
← 64×4 | 64×4 | 64×4 →

RA	TIP	Y1	Y2	Y3	Y4	Y5	Y6	Y7	Y8	Y9	Y10
RA	TIP	INP COD	INP COD	INP COD	ADR 0	ADR 0	ADR 0	ADR 0	ADR 0	ADR 0	-
000000	0	0	0	1	0	0	0	0	0	0	0
000001	1	1	0	0	0	0	0	0	0	0	0
000010	0	0	1	0	0	1	0	0	1	0	0
000011	1	0	0	1	0	0	0	0	0	0	0
000100	1	0	0	0	1	0	0	0	0	0	0
000101											
000110											
000111											
001000											
001001											
001010											
001011											
001100											
001101											
001110											
001111											
010000											
010001											
010010											
010011											
010100	x	x	x	x	x	x	x	x	x	x	x
010101											
010110											
010111											

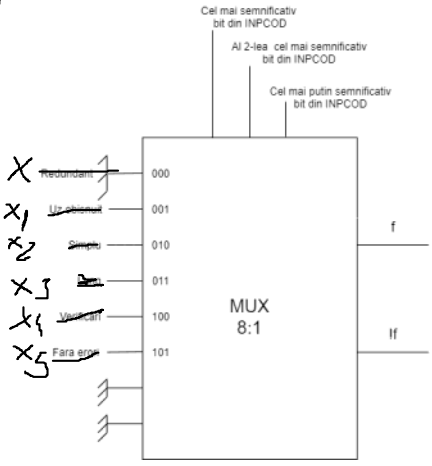
000...

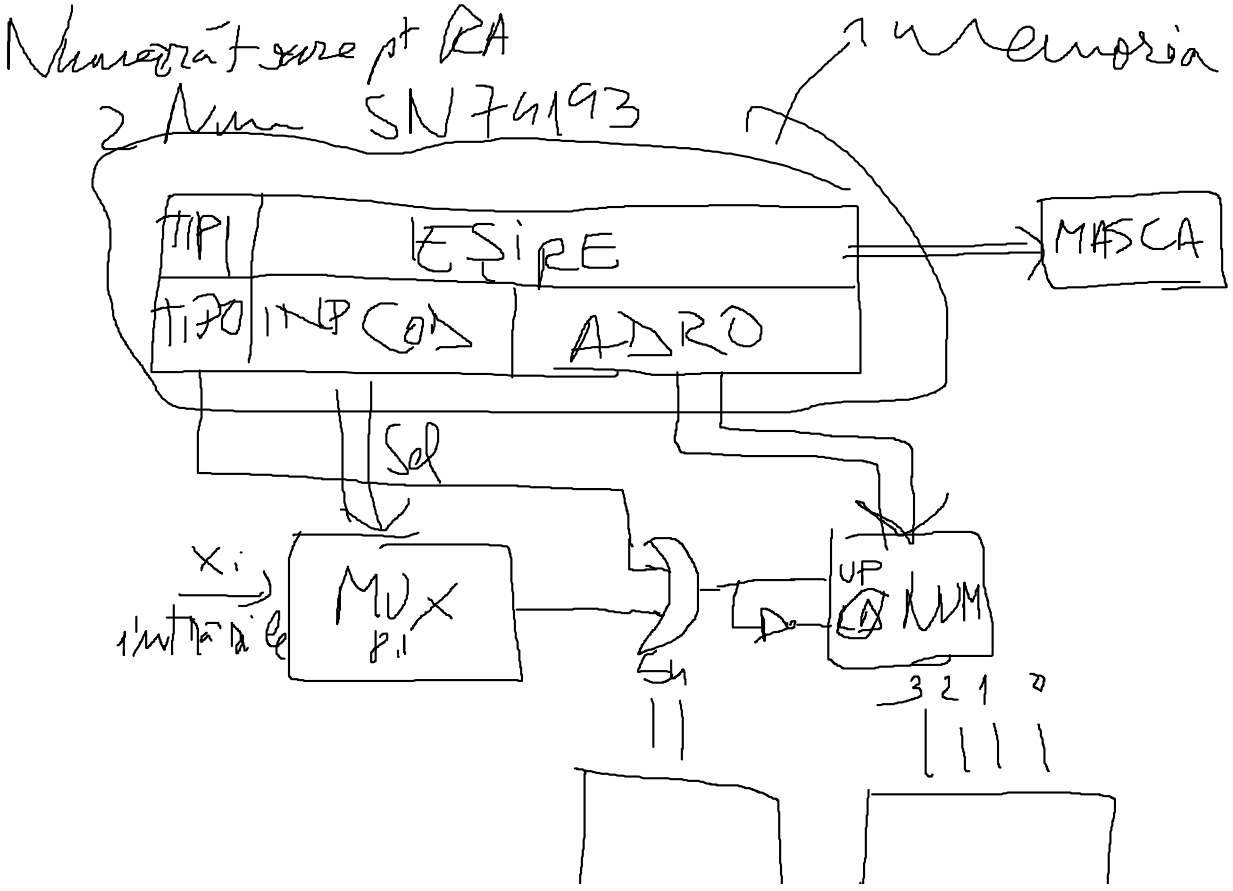
$x_0 - 000$
$x_1 - 001$
$x_2 - 010$
$x_3 - 011$
$x_4 - 100$
$x_5 - 101$

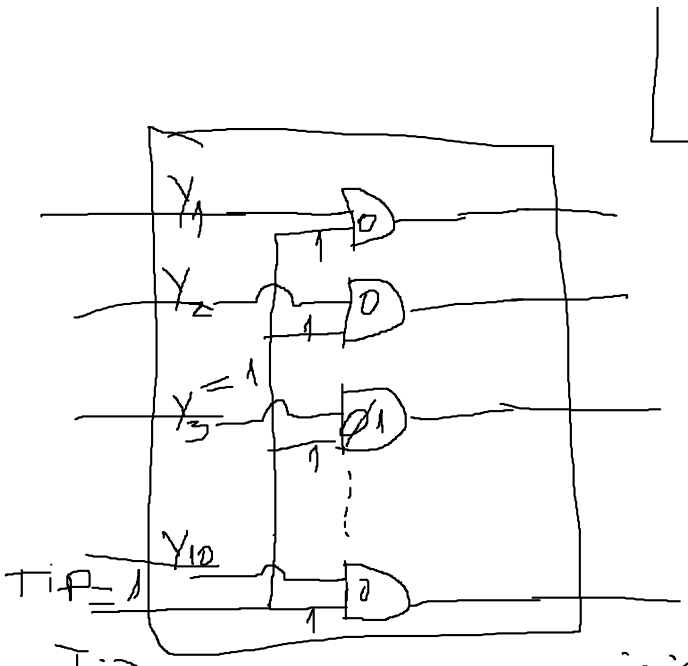
011000											
011001	1	0	0	0	0	0	0	0	1	0	0
011010											
011011											



Multiplexor







Tip = 0
~~Y_ieș = 0~~
Tip = 1
Se activ ieșirea cu 1

Tip = 0 → nu am nicio ieșire

Tip = 1 → se activează ieșirea corespunzătoare