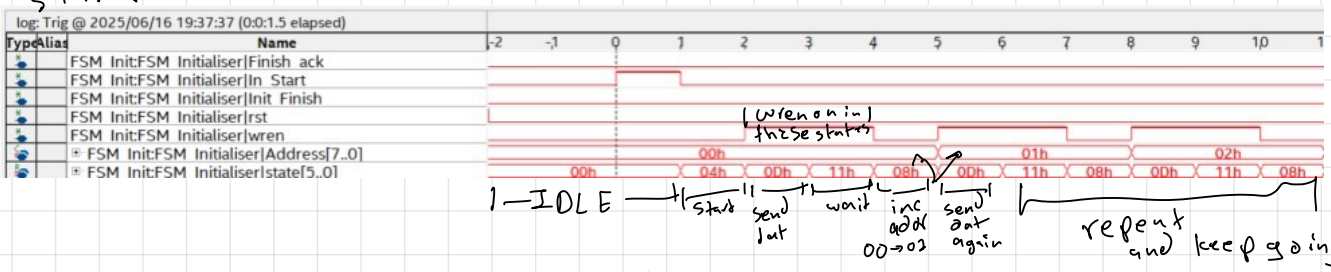
start up sequence

FSM_Init (task 1)

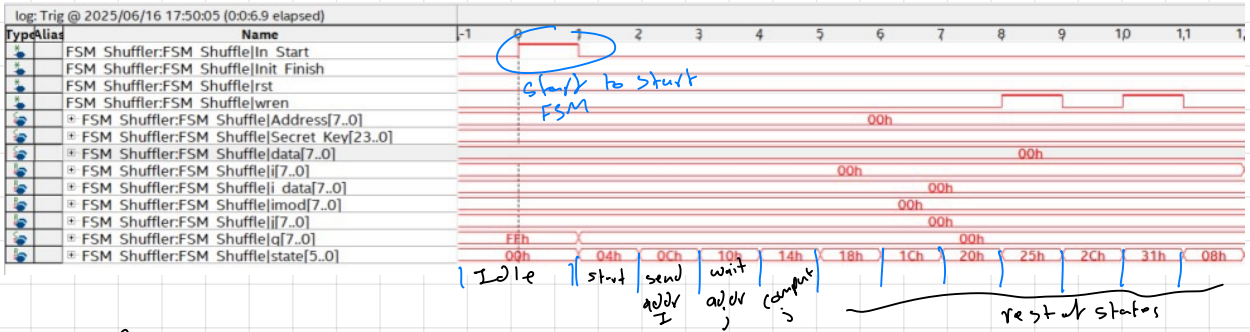


address goes to both working memory data and address

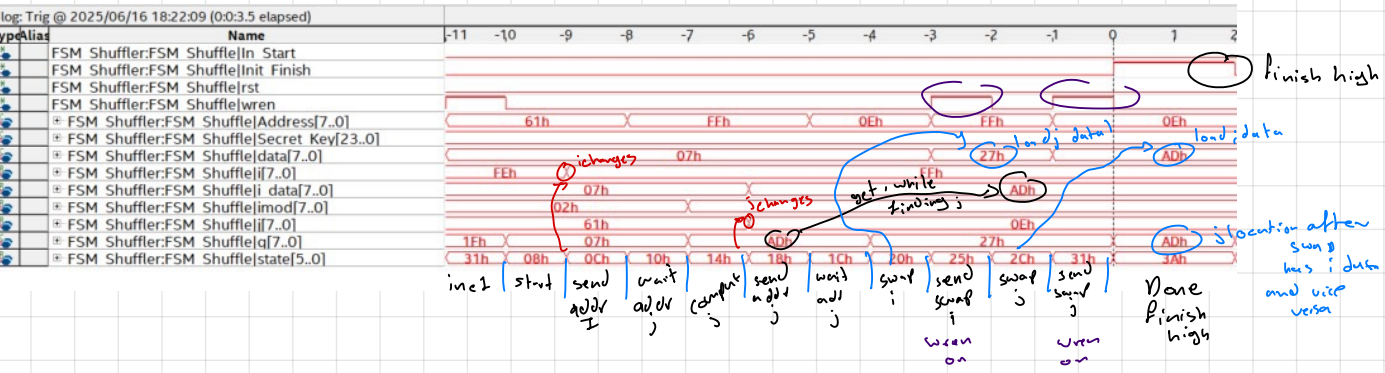
end sequence

in done state we set Init Finish to high and wait for finish ack to go up

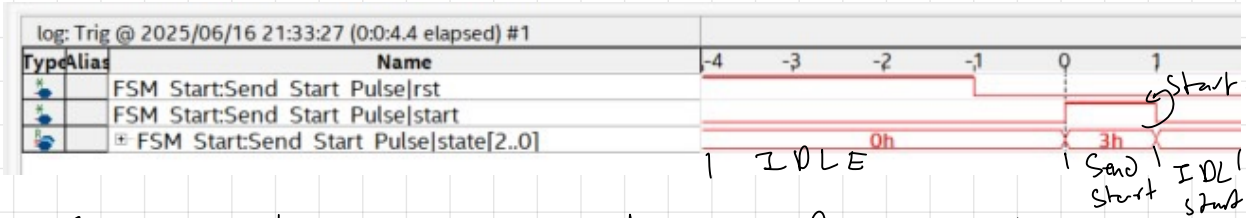
FSM_ShufflerA (task 2A)



Prev image shows start up with i = j = 0 for now next signal top shows functionality



FSM_Start

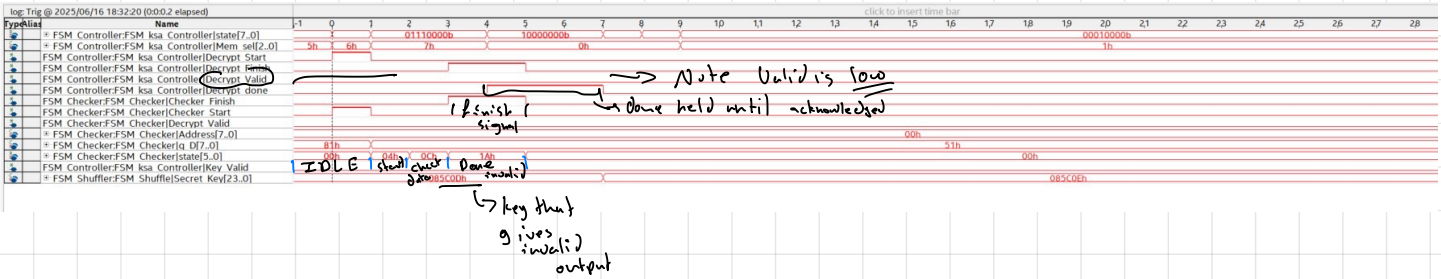


Starts the 4 instances of our RC4 cracker

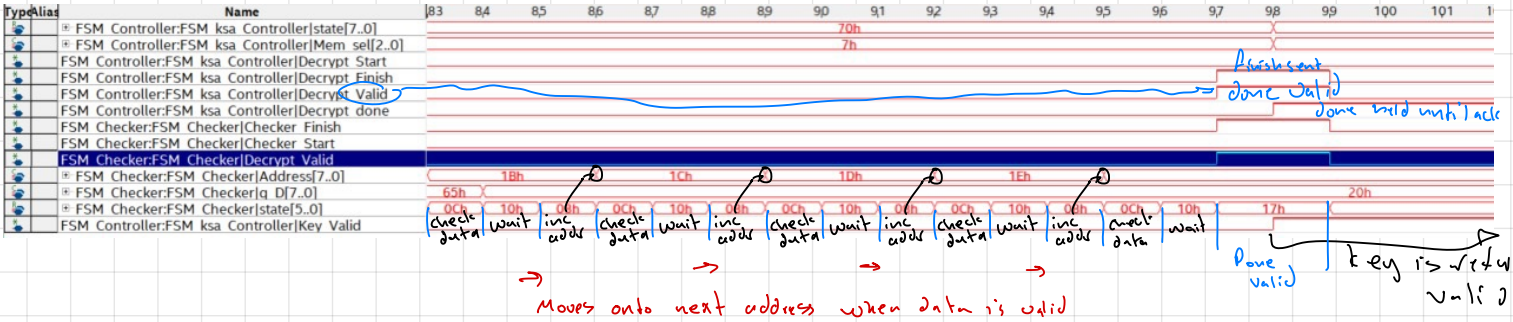
3 states

FSM_Checker (task 3)

Fail

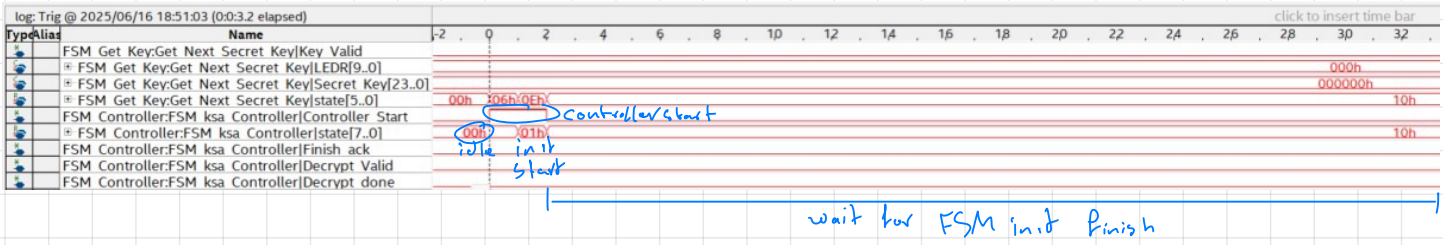


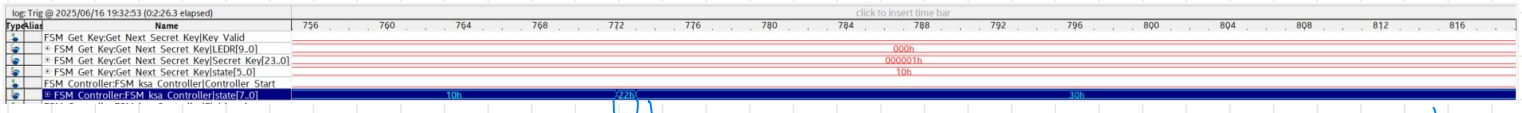
Pass

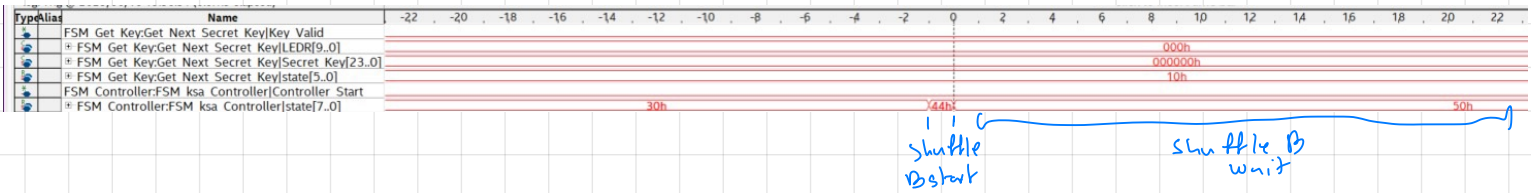


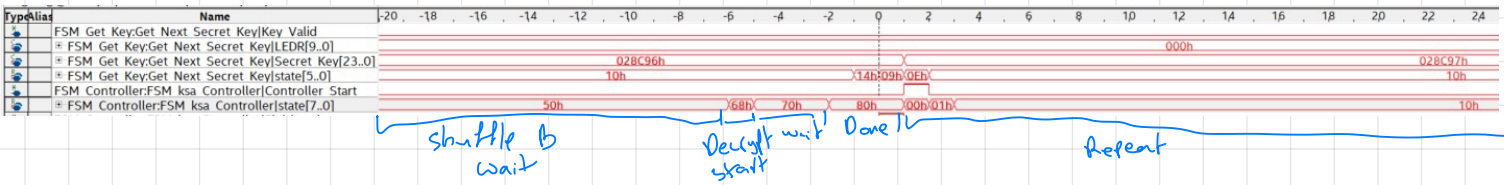
FSM controller

Decrypt here → checker

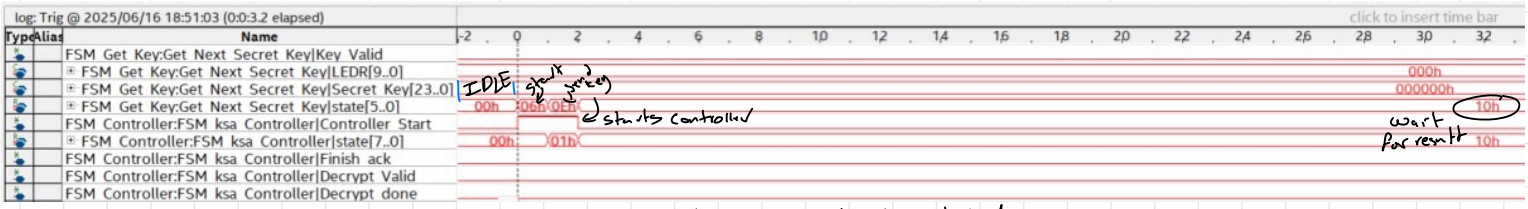








FSM_Get_Key



Sends key to controller and waits for it to finish