

Present State					Inputs			Next State					Outputs		
State Name	Q3	Q2	Q1	Q0	S1	S2	S3	State Name	D3	D2	D1	D0	M1	M2	M3
0.0¢	0	0	0	0	0	X	X	0.0¢	0	0	0	0	0	0	0
					1	0	X	0.5¢	0	0	0	<u>1</u>	0	0	0
					1	1	X	1.0¢	0	0	<u>1</u>	0	0	0	0
0.5¢	0	0	0	1	0	X	X	0.5¢	0	0	0	<u>1</u>	0	0	0
					1	0	X	1.0¢	0	0	<u>1</u>	0	0	0	0
					1	1	X	1.5¢	0	0	<u>1</u>	<u>1</u>	0	0	0
1.0¢	0	0	1	0	0	X	X	1.0¢	0	0	<u>1</u>	0	0	0	0
					1	0	X	1.5¢	0	0	<u>1</u>	<u>1</u>	0	0	0
					1	1	X	2.0¢	0	<u>1</u>	0	0	0	0	0
1.5¢	0	0	1	1	0	X	X	1.5¢	0	0	<u>1</u>	<u>1</u>	0	0	0
					1	0	X	2.0¢	0	<u>1</u>	0	0	0	0	0
					1	1	X	2.5¢	0	<u>1</u>	0	<u>1</u>	0	0	0
2.0¢	0	1	0	0	0	X	X	2.0¢	0	<u>1</u>	0	0	0	0	0
					1	0	X	2.5¢	0	<u>1</u>	0	<u>1</u>	0	0	0
					1	1	X	3.0¢	0	<u>1</u>	<u>1</u>	0	0	0	0
2.5¢	0	1	0	1	0	X	0	0.0¢	0	0	0	0	<u>1</u>	0	0
					0	X	1	2.5¢	0	<u>1</u>	0	<u>1</u>	0	0	0
					1	0	X	3.0¢	0	<u>1</u>	<u>1</u>	0	0	0	0
3.0¢	0	1	1	0	1	1	X	3.5¢	0	<u>1</u>	<u>1</u>	<u>1</u>	0	0	0
					0	X	0	0.0¢	0	0	0	0	<u>1</u>	0	<u>1</u>
					0	X	1	3.0¢	0	<u>1</u>	<u>1</u>	0	0	0	0
3.5¢	0	1	1	1	1	0	X	3.5¢	0	<u>1</u>	<u>1</u>	<u>1</u>	0	0	0
					1	1	X	4.0¢	<u>1</u>	0	0	0	0	0	0
					0	X	X	3.5¢	0	<u>1</u>	<u>1</u>	<u>1</u>	0	0	0
4.0¢	1	0	0	0	1	0	X	4.0¢	<u>1</u>	0	0	0	0	0	0
					1	0	X	4.5¢	<u>1</u>	0	0	<u>1</u>	0	0	0
					1	1	X	5.0¢	<u>1</u>	0	<u>1</u>	0	0	0	0
4.5¢	1	0	0	1	0	X	X	4.5¢	<u>1</u>	0	0	<u>1</u>	0	0	0
					1	0	X	5.0¢	<u>1</u>	0	<u>1</u>	0	0	0	0
					1	1	X	5.5¢	<u>1</u>	0	<u>1</u>	<u>1</u>	0	0	0
5.0¢	1	0	1	0	X	X	X	0.0¢	0	0	0	0	0	<u>1</u>	0
5.5¢	1	0	1	1	X	X	X	0.0¢	0	0	0	0	0	<u>1</u>	<u>1</u>

		0	1
S1	Coin entry	No entry	Entry
S2	Coint type	0.5₺	1₺
S3	Selection	Water	Sandwich
M1	Water	Stop	Run
M2	Sandwich	Stop	Run
M3	Change	Stop	Run