

down counter, start at "11"  
loop around when reach "00"

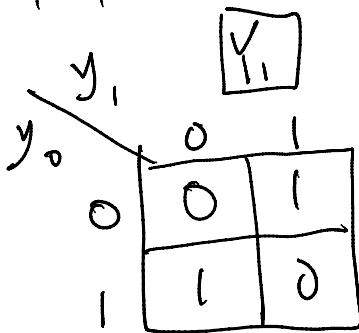
State table

| Present state | Next state | output |
|---------------|------------|--------|
| A             | B          | 11     |
| B             | C          | 10     |
| C             | D          | 01     |
| D             | A          | 00     |

Decoding  $\Rightarrow A \Rightarrow "00", B \Rightarrow "01", C \Rightarrow "10"$   
 $D \Rightarrow "00"$

Decoded State Table

| Present state | Next state | Output     |
|---------------|------------|------------|
| $y_1, y_0$    | $y_1, y_0$ | $f_1, f_0$ |
| 00            | 01         | 11         |
| 01            | 10         | 10         |
| 10            | 11         | 01         |
| 11            | 00         | 00         |



$$y_1 = y_0 \oplus y_1$$

$$V_0$$

|       |       |   |   |
|-------|-------|---|---|
|       | $y_1$ | 0 | 1 |
| $y_0$ | 0     | 1 | 1 |
|       | 1     | 0 | 0 |

$$V_0 = \overline{y_0}$$

$$f_0$$

|       |       |   |   |
|-------|-------|---|---|
|       | $y_1$ | 0 | 1 |
| $y_0$ | 0     | 1 | 1 |
|       | 1     | 0 | 0 |

$$f_0 = \overline{y_0}$$

$$f_1$$

|       |       |   |   |
|-------|-------|---|---|
|       | $y_1$ | 0 | 1 |
| $y_0$ | 0     | 1 | 0 |
|       | 1     | 1 | 0 |

$$f_1 = \overline{y_1}$$

Implement the design using D flip-flops  
Since we use two bits encoding for four states (A, B, C, and D), we need just TWO D flip-flops

