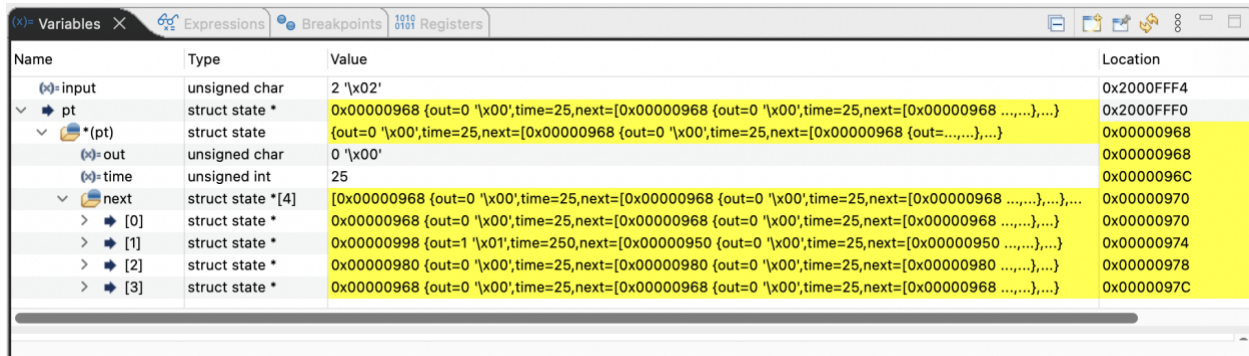


Rick Brophy  
ECE1188 – Cyberphysical  
Dr. Dickerson  
Due: 2/15/24

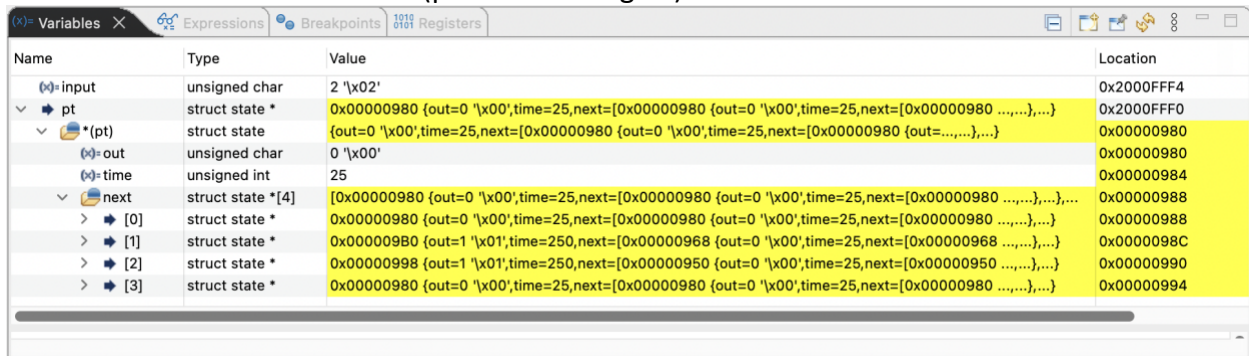
## HW4 – FSM

### 1. Entered 5 cents (pressed P1.4)



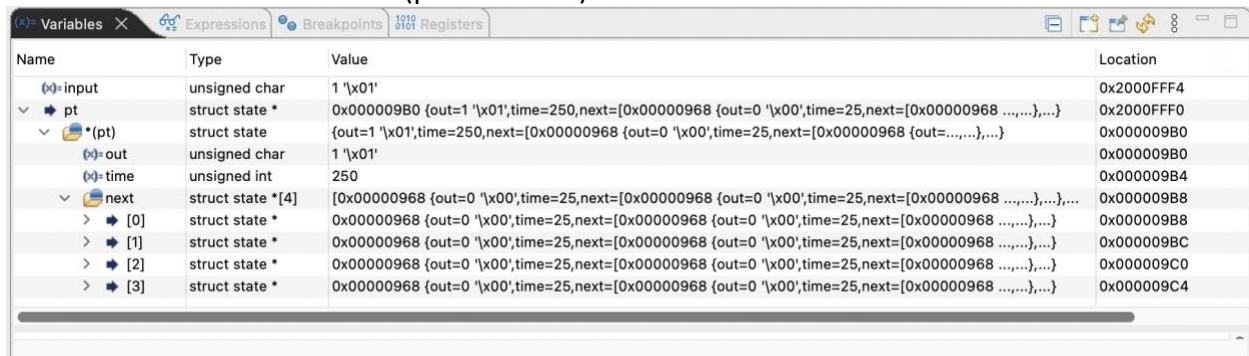
Name	Type	Value	Location
input	unsigned char	2 'x02'	0x2000FFF4
pt	struct state *	0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...],...}]	0x2000FFF0
*pt	struct state	{out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=...,...},...}]	0x00000968
out	unsigned char	0 'x00'	0x00000968
time	unsigned int	25	0x0000096C
next	struct state *[4]	[0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...],...}]	0x00000970
[0]	struct state *	0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...}]	0x00000970
[1]	struct state *	0x00000968 {out=1 'x01',time=25,next=[0x00000950 {out=0 'x00',time=25,next=[0x00000950 ...,...},...}]	0x00000974
[2]	struct state *	0x00000980 {out=0 'x00',time=25,next=[0x00000980 {out=0 'x00',time=25,next=[0x00000980 ...,...},...}]	0x00000978
[3]	struct state *	0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...}]	0x0000097C

### 2. Entered another 5 cents (pressed P1.4 again)



Name	Type	Value	Location
input	unsigned char	2 'x02'	0x2000FFF4
pt	struct state *	0x00000980 {out=0 'x00',time=25,next=[0x00000980 {out=0 'x00',time=25,next=[0x00000980 ...,...},...}]	0x2000FFF0
*pt	struct state	{out=0 'x00',time=25,next=[0x00000980 {out=0 'x00',time=25,next=[0x00000980 {out=...,...},...}]	0x00000980
out	unsigned char	0 'x00'	0x00000980
time	unsigned int	25	0x00000984
next	struct state *[4]	[0x00000980 {out=0 'x00',time=25,next=[0x00000980 {out=0 'x00',time=25,next=[0x00000980 ...,...},...],...}]	0x00000988
[0]	struct state *	0x00000980 {out=0 'x00',time=25,next=[0x00000980 {out=0 'x00',time=25,next=[0x00000980 ...,...},...}]	0x00000988
[1]	struct state *	0x00000980 {out=1 'x01',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...}]	0x0000098C
[2]	struct state *	0x00000998 {out=1 'x01',time=25,next=[0x00000950 {out=0 'x00',time=25,next=[0x00000950 ...,...},...}]	0x00000990
[3]	struct state *	0x00000980 {out=0 'x00',time=25,next=[0x00000980 {out=0 'x00',time=25,next=[0x00000980 ...,...},...}]	0x00000994

### 3. Entered 10 more cents (pressed P1.1)



Name	Type	Value	Location
input	unsigned char	1 'x01'	0x2000FFF4
pt	struct state *	0x00000980 {out=1 'x01',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...}]	0x2000FFF0
*pt	struct state	{out=1 'x01',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=...,...},...}]	0x00000980
out	unsigned char	1 'x01'	0x00000980
time	unsigned int	25	0x00000984
next	struct state *[4]	[0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...],...}]	0x00000988
[0]	struct state *	0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...}]	0x00000988
[1]	struct state *	0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...}]	0x0000098C
[2]	struct state *	0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...}]	0x00000990
[3]	struct state *	0x00000968 {out=0 'x00',time=25,next=[0x00000968 {out=0 'x00',time=25,next=[0x00000968 ...,...},...}]	0x00000994

### 4. Video Link

- <https://youtu.be/Gc7fN9Teisw?si=l4vGFtdLtDs4SHLP>