

State Name	Q1	Q0
Undesirable Situation Not Present	1	0
Outer Door Open and Inner Door Closed for One Clock Cycle	0	0
Outer Door Open and Inner Door Closed for Two Clock Cycles	0	1

- (nothing bad going on)

- (one clock cycle of bad situation)

- (alert active)

Current State	Q1	Q0	inner	outer	Next State	Q1+	Q0+	ajar
Outer Door Open and Inner Door Closed for One Clock Cycle	0	0	0	0	Undesirable Situation Not Present	1	0	0
Outer Door Open and Inner Door Closed for One Clock Cycle	0	0	0	1	Outer Door Open and Inner Door Closed for Two Clock Cycles	0	1	0
Outer Door Open and Inner Door Closed for One Clock Cycle	0	0	1	0	Outer Door Open and Inner Door Closed for One Clock Cycle	0	0	0
Outer Door Open and Inner Door Closed for One Clock Cycle	0	0	1	1	Outer Door Open and Inner Door Closed for One Clock Cycle	0	0	0
Outer Door Open and Inner Door Closed for Two Clock Cycles	0	1	0	0	Undesirable Situation Not Present	1	0	1
Outer Door Open and Inner Door Closed for Two Clock Cycles	0	1	0	1	Outer Door Open and Inner Door Closed for Two Clock Cycles	0	1	1
Outer Door Open and Inner Door Closed for Two Clock Cycles	0	1	1	0	Undesirable Situation Not Present	1	0	1
Outer Door Open and Inner Door Closed for Two Clock Cycles	0	1	1	1	Undesirable Situation Not Present	1	0	1
Undesirable Situation Not Present	1	0	0	0	Undesirable Situation Not Present	1	0	0
Undesirable Situation Not Present	1	0	0	1	Outer Door Open and Inner Door Closed for One Clock Cycle	0	0	0
Undesirable Situation Not Present	1	0	1	0	Outer Door Open and Inner Door Closed for One Clock Cycle	0	0	0
Undesirable Situation Not Present	1	0	1	1	Undesirable Situation Not Present	1	0	0
unused	1	1	0	0	x	x	x	x
unused	1	1	0	1	x	x	x	x
unused	1	1	1	0	x	x	x	x
unused	1	1	1	1	x	x	x	x