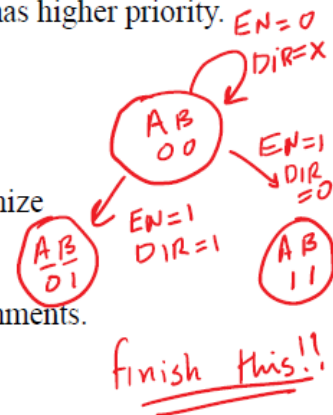


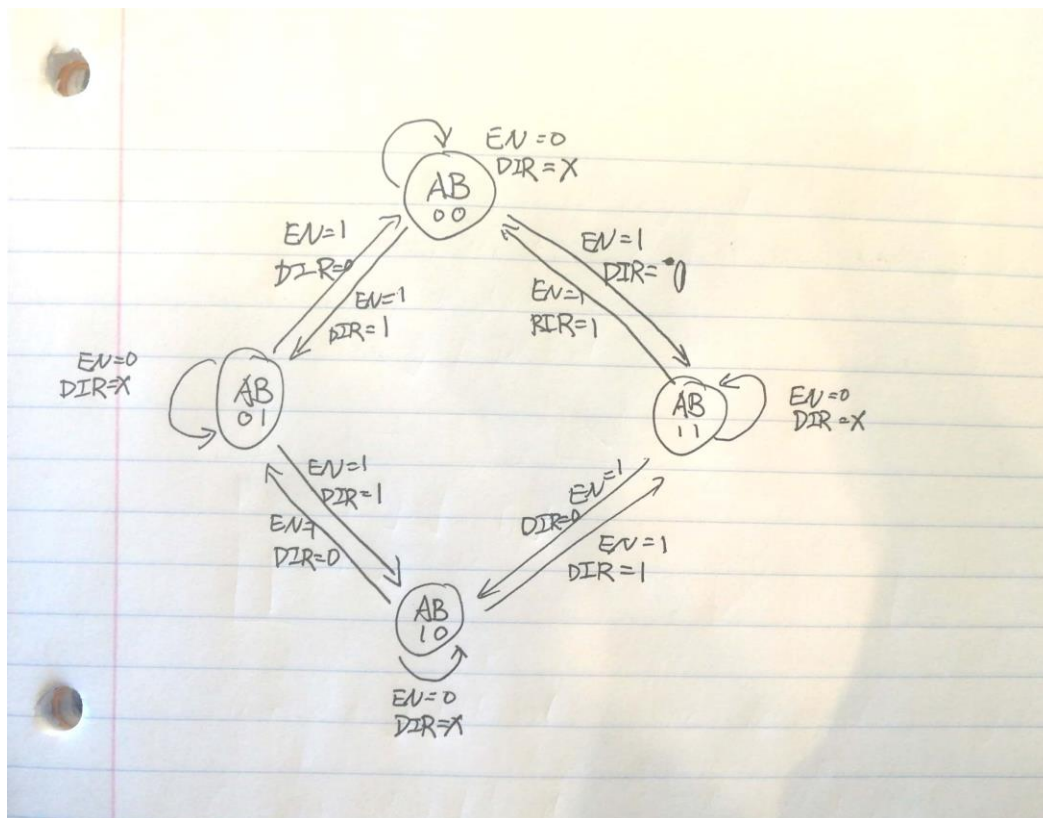
HW #9C – FSM Up/Down Counter

Design and simulate a 2-bit **FSM up/down counter with enable**. The counter has **two external inputs**, EN(enable) and DIR (direction). When $EN = 1$, the circuit count proceeds normally; when $EN = 0$, the counter stays in the present state. When $DIR = 1$ the counter counts up in the sequence 00, 01, 10, 11, repeat. When $DIR = 0$, the counter counts down in the sequence 11, 10, 01, 00, repeat. EN (enable) input has higher priority. Use D flip-flops.

- construct state diagram
- construct state table
- add flip-flop input equations to truth table and minimize
- draw circuit
- simulate circuit
- deliver circuit and timing diagram with markups/comments.



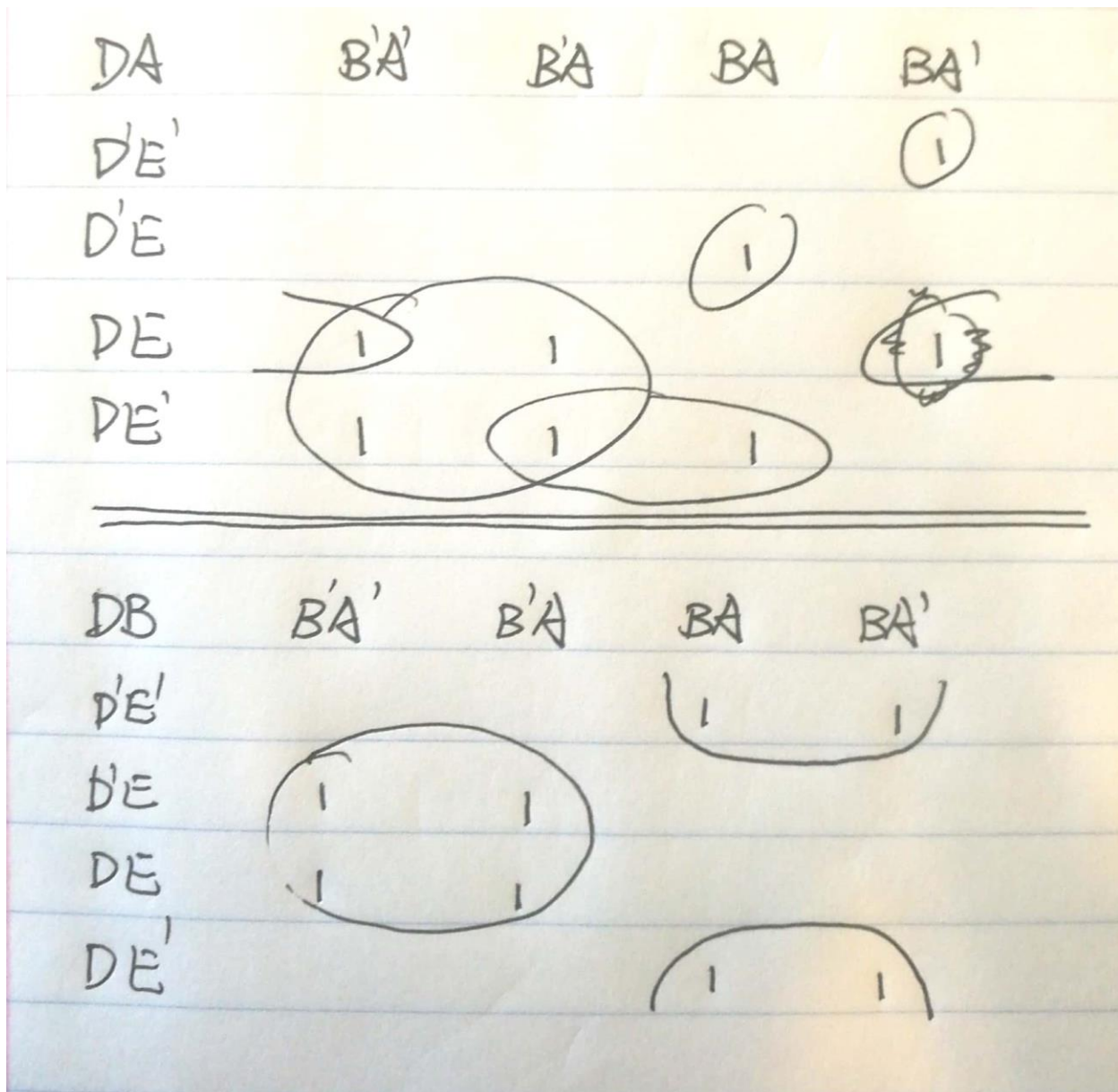
P.G.				N.S.			
A	B	EN	DIR	A	B	DA	DB



Present State				Next State			
A	B	E	D	A	B	DA	DB
0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	0
0	0	1	0	1	1	1	1
0	0	1	1	0	1	0	1
0	1	0	0	0	1	0	1
0	1	0	1	0	1	0	1
0	1	1	0	0	0	0	0
0	1	1	1	1	0	1	0
1	0	0	0	1	0	1	0
1	0	0	1	1	0	1	0
1	0	1	0	0	1	0	1
1	0	1	1	1	1	1	1
1	1	0	0	1	1	1	1
1	1	0	1	1	1	1	1
1	1	1	0	1	0	1	0
1	1	1	1	0	0	0	0

DA = $\Sigma m(2,7,8,9,11,12,13,14)$

DB = $\Sigma m(2,3,4,5,10,11,12,13,14)$



$$DA = A'B'ED' + A'BED + AB'E'D' + AB'E'D + AB'ED + ABE'D' + ABE'D + ABED'$$

Simplify: $DA = A'B'ED' + A'BED + A(B \oplus D) + AE'$

$$DB = A'B'ED' + A'B'ED + A'BE'D' + A'BE'D + AB'ED' + AB'ED + ABE'D' + ABE'D$$

Simplify: $DB = B \oplus E$

