



SW2 (Effete)	SW1 (Full)	Bump0 (Previous State)	Bump1 (Present State)
0	0	0	1
0	0	1	1
0	1	0	x
0	1	1	x
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	0

$$\text{Bump1} = \text{Not}\{\text{SW2}\} | (\text{Not}\{\text{SW1}\} \& \text{Bump0})$$