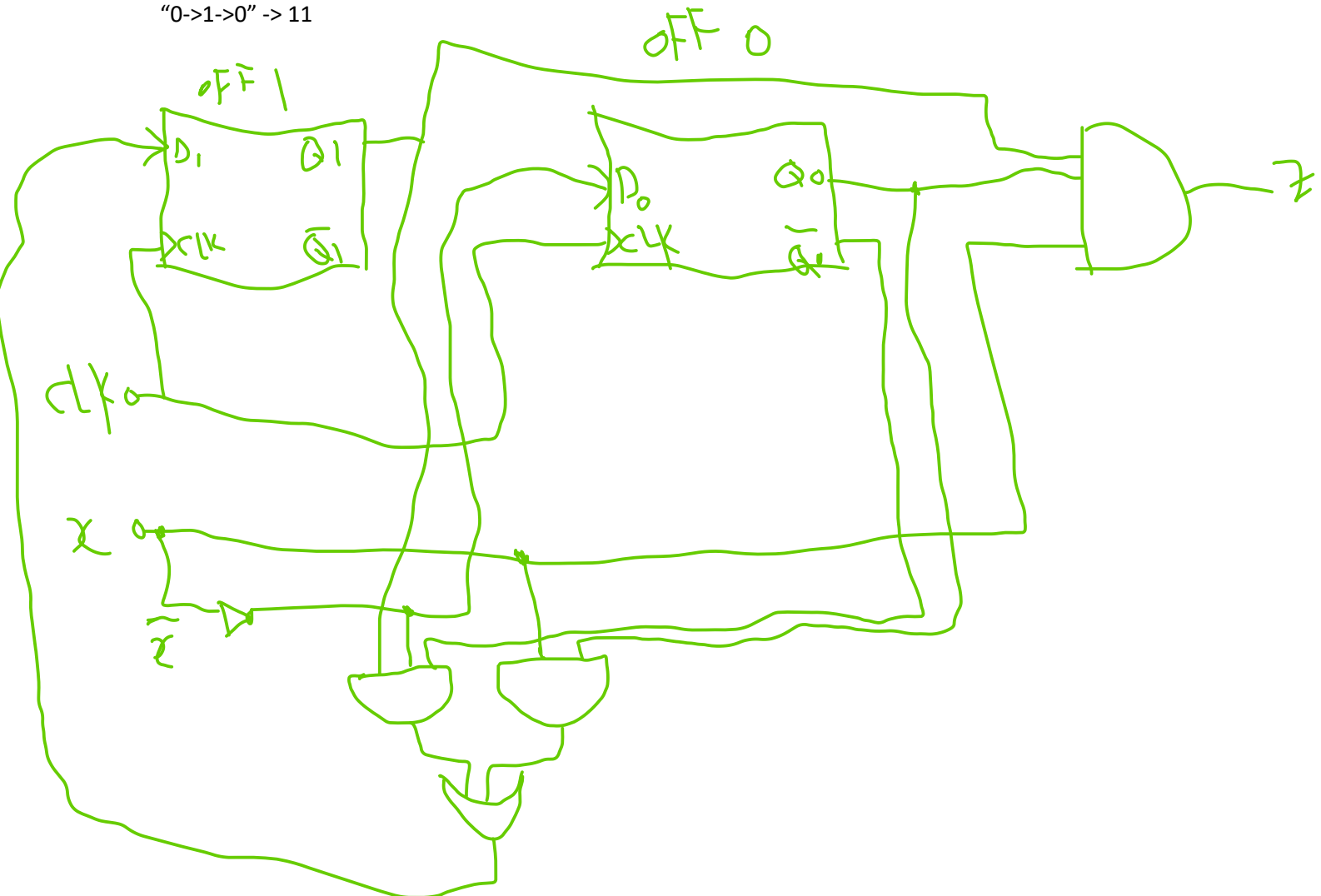


- ### Problem 1 (3 points)

"null" -> 00
 "0" -> 01
 "0->1" -> 10
 "0->1->0" -> 11



Problem 2 (5 points)

For **Problem 2** on HW 10 (use the provided solution), create the hardware using D flop flops for this finite state machine. When creating this hardware, using the following state-to-value assignments.

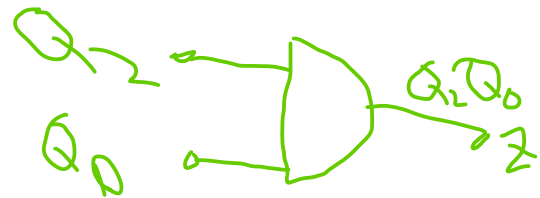
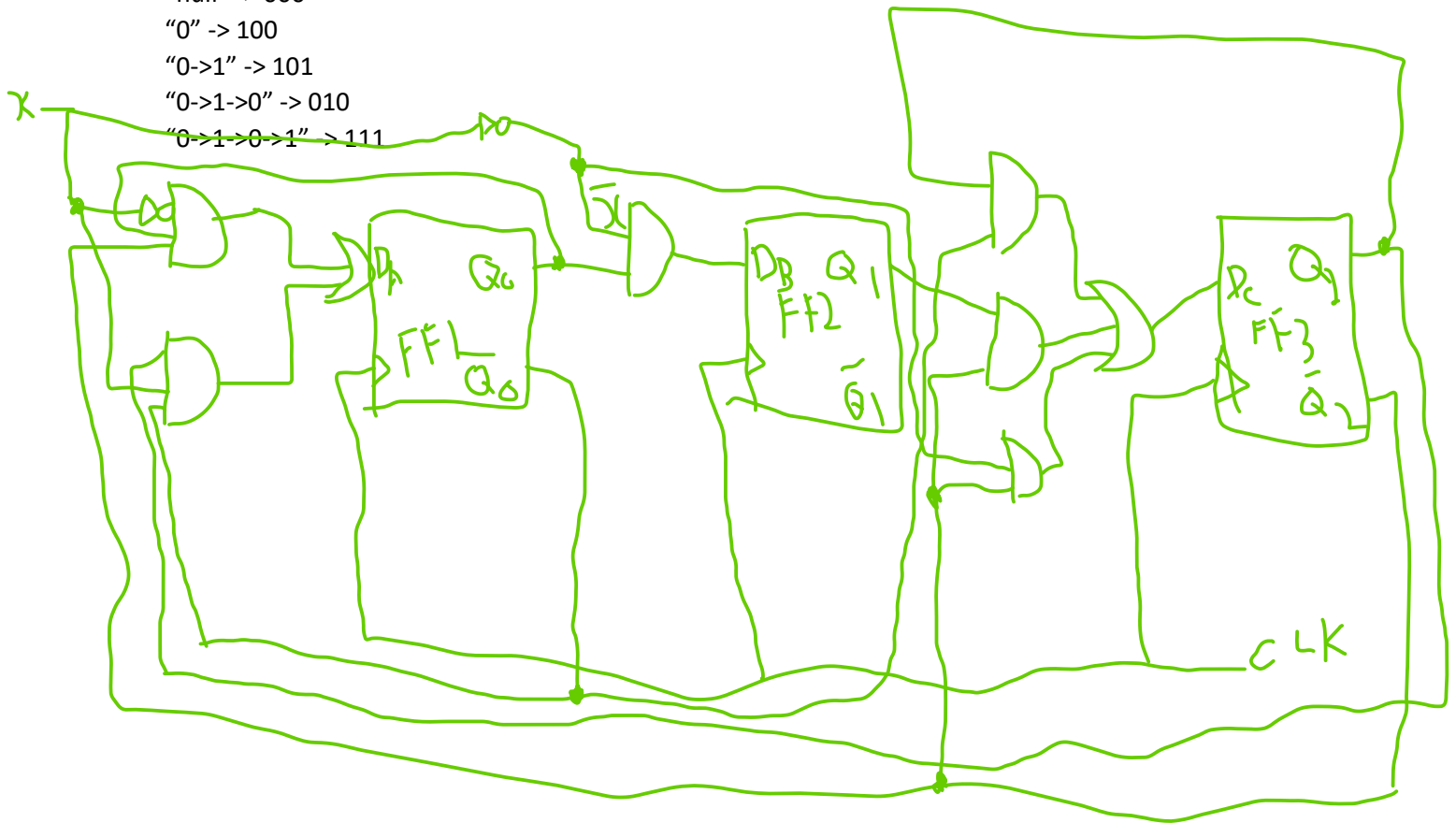
"null" -> 000

"0" -> 100

"0->1" -> 101

"0->1->0" -> 010

"0->1->0->1" -> 111



Problem 3 (2 point)

For **Problem 2** on HW 10 (use the provided solution), create the hardware using D flop flops for this finite state machine, except make it as a **one-hot** FSM.

