1 State Machine

Document all 7 steps for a state machine necessary to drive a NES controller. Look at Lecture 13 for more details.

1. Define the state machine requirements
2. State diagram
3. State assignment
4. State table
5. Minimizations
   Draw all 6 K-maps.
6. State Equations
7. Logic Diagram
   Draw each logic gate and flip flop. Highlight the distinct regions of logic gates, flip flops, or data lines according to figure 1.

Figure 1: General template for Moore State Machines