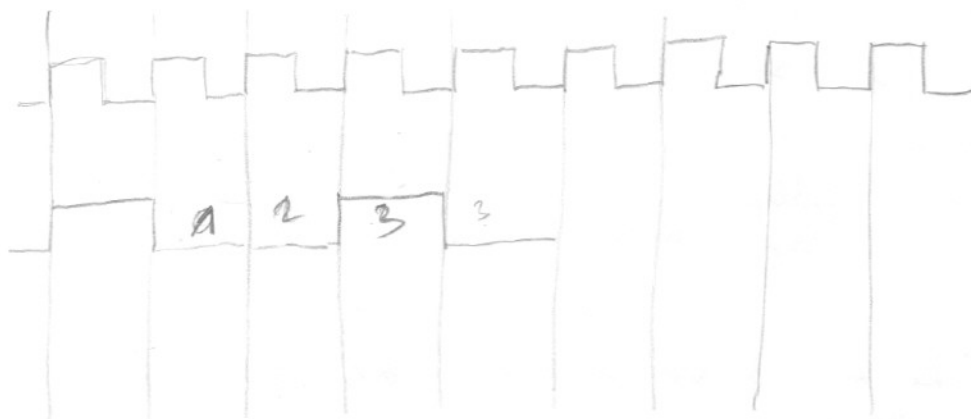
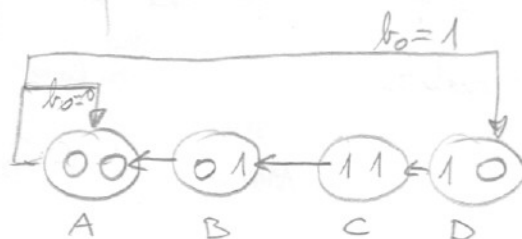


① $\left. \begin{matrix} h_1 \\ h_2 \\ h_0 \end{matrix} \right\}$ doluce 0, 1, 2, 3 SINKRONI AUTOMATI zadanie



	Q_A	Q_B	h_0	h_1	h_2	z
$A \rightarrow A$	0	0	0	x	x	0
$A \rightarrow D$	0	0	1	x	x	1
$D \rightarrow C$	1	0	x	1	0	1
$D \rightarrow C$	1	0	x	0	x	0
$C \rightarrow B$	1	1	x	0	1	1
$C \rightarrow B$	1	1	x	x	0	0
$B \rightarrow A$	0	1	x	1	1	1
$B \rightarrow A$	0	1	x	0	0	0

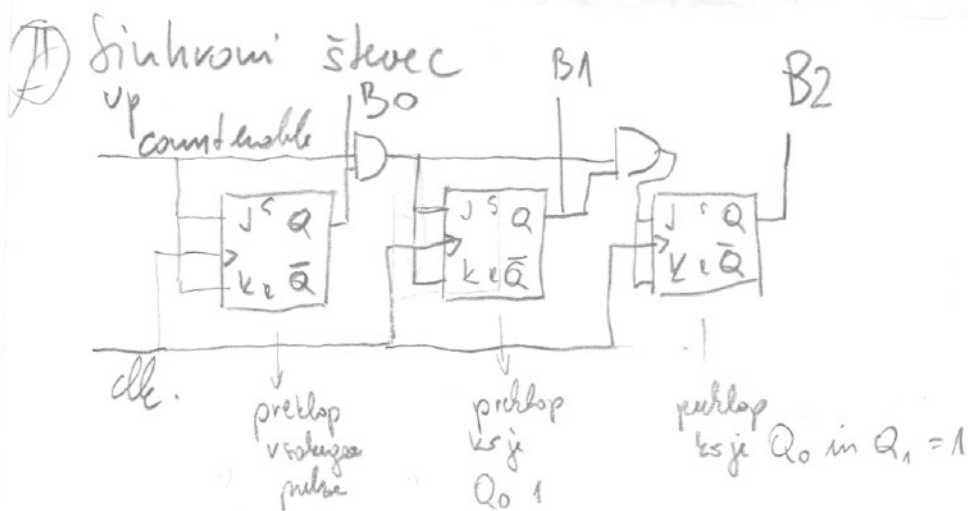


h_0 potrzebny

$$D_A = h_1 \bar{Q}_A \bar{Q}_B + Q_A \bar{Q}_B$$

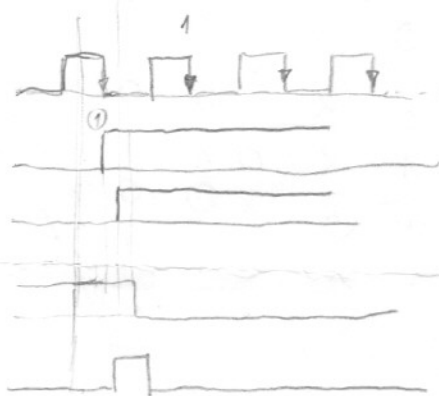
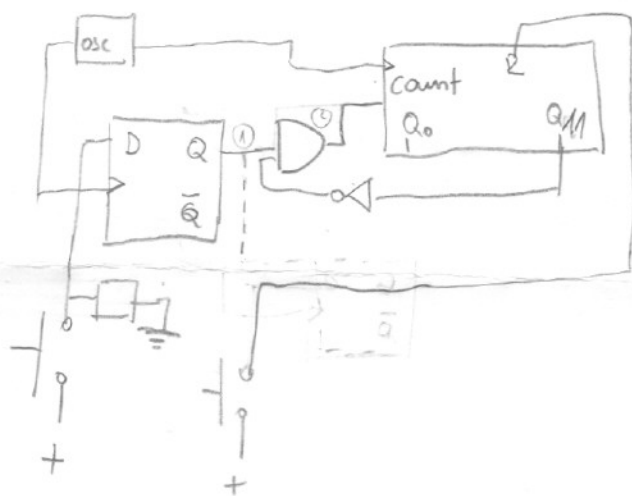
$$D_B = \bar{Q}_B Q_A + Q_B Q_A$$

$$z = \bar{Q}_A \bar{Q}_B \cdot h_1 + Q_A \bar{Q}_B \cdot h_1 \bar{h}_2 + Q_A Q_B \bar{h}_1 h_2 + \bar{Q}_A Q_B \cdot h_1 h_2$$



Navedi meš štoparico, ki meri kakš dolgo je bil gumb pritisnjen

② Izvedba: 1 kHz oscilator, 12 bitni števec, D-flip-flop, sinhroni Measure, reset, avto stop za predolge (zdrujms 1 bit)



③ Kakš bi naredili da bi ga sam vodil pred norm štefer uporabi zbirnik 3 do vrad in D vate

Kakš bi naredil števec, ki bi štel kaks morzar kot morzad! Kakš bi "count enable" spremenil v up/down counter! Navedi vezje, ki bi si zapisovalo položaj kolene!

