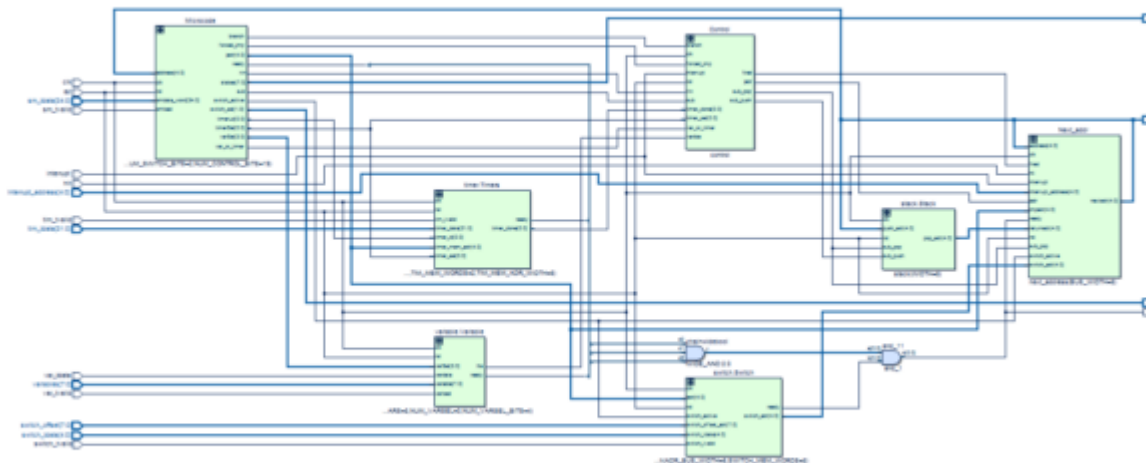


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```
State Machine Microcode derived from simple.c

      s s      f
      i i t t o
      v t t t a i b r
s a i t c c t a r c
t a j r m i h h e / a e
a a a s s m s a c v n j s r
t s d e e l e d a a c m u t
e k r l l d l r p r h p b n

-----
4 7 0 0 x x x x 1 0 0 0 0 0 main() {
0 0 e 0 x x x x 0 0 1 0 0 0 while (1) {
0 0 5 1 x x x x 0 0 1 0 0 0 if ((a0 == 0) && (a1 == 1)) {
0 1 0 0 x x x x 1 0 0 0 0 0 LED0=1,LED0=0;}
0 0 7 0 x x x x 0 0 0 1 0 0 else
0 0 7 2 x x x x 0 0 1 0 0 0 if ((a1 == 0) || (a2 == 1) & !(a0)) {
2 2 0 0 x x x x 1 0 0 0 0 0 LED1=1;}
0 0 9 3 x x x x 0 0 1 0 0 0 if ((a0 == 1) && (a2 == 0)) {
4 4 0 0 x x x x 1 0 0 0 0 0 LED2=1;}
0 0 b 4 x x x x 0 0 1 0 0 0 if ((a0 == 0) && (a2 == 0) & !(a2)) {
0 7 0 0 x x x x 1 0 0 0 0 0 LED0=0,LED1=0,LED2=0;}
0 0 d 5 x x x x 0 0 1 0 0 0 if (!(a0)) {
1 1 0 0 x x x x 1 0 0 0 0 0 LED0=1;}
0 0 1 0 x x x x 0 0 0 1 0 0 }
0 0 e 0 x x x x 0 0 0 1 0 0 :exit

State assignments
State 0 is LED0
State 1 is LED1
State 2 is LED2

Variable inputs
In 0 is a0
In 1 is a1
In 2 is a2
```

Yearly Support

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