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```
State Machine Microcode derived from simple.c

      s s
      w w s      f
a      i i t t o
d      v t      t t a i b r
d s      a i t c c t m r c
r t m j r m i h h e / a e
e a a a S S m s a C v n j s r
s t s d e e L e d a a c m u t
s e k r l l d l r p r h p b n
-----
0 4 7 0 0 x x x x 1 0 0 0 0 0  main(){
1 0 0 e 0 x x x x 0 0 1 0 0 0  while (1) {
2 0 0 5 1 x x x x 0 0 1 0 0 0  if ((a0 == 0) && (a1 == 1)) {
3 0 1 0 0 x x x x 1 0 0 0 0 0  LED0=1,LED0=0;}
4 0 0 7 0 x x x x 0 0 0 1 0 0  else
5 0 0 7 2 x x x x 0 0 1 0 0 0  if ((a1 == 0) || (a2 == 1) & !(a0)) {
6 2 2 0 0 x x x x 1 0 0 0 0 0  LED1=1;}
7 0 0 9 3 x x x x 0 0 1 0 0 0  if ((a0 == 1) && (a2 == 0)) {
8 4 4 0 0 x x x x 1 0 0 0 0 0  LED2=1;}
9 0 0 b 4 x x x x 0 0 1 0 0 0  if ((a0 == 0) && (a2 == 0) & !(a2)) {
a 0 7 0 0 x x x x 1 0 0 0 0 0  LED0=0,LED1=0,LED2=0;}
b 0 0 d 5 x x x x 0 0 1 0 0 0  if (!(a0)) {
c 1 1 0 0 x x x x 1 0 0 0 0 0  LED0=1;}
d 0 0 1 0 x x x x 0 0 0 1 0 0  }
e 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
var 0 is a0
var 1 is a1
var 2 is a2
```

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year of support

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      s s      f
      mws      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 m 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

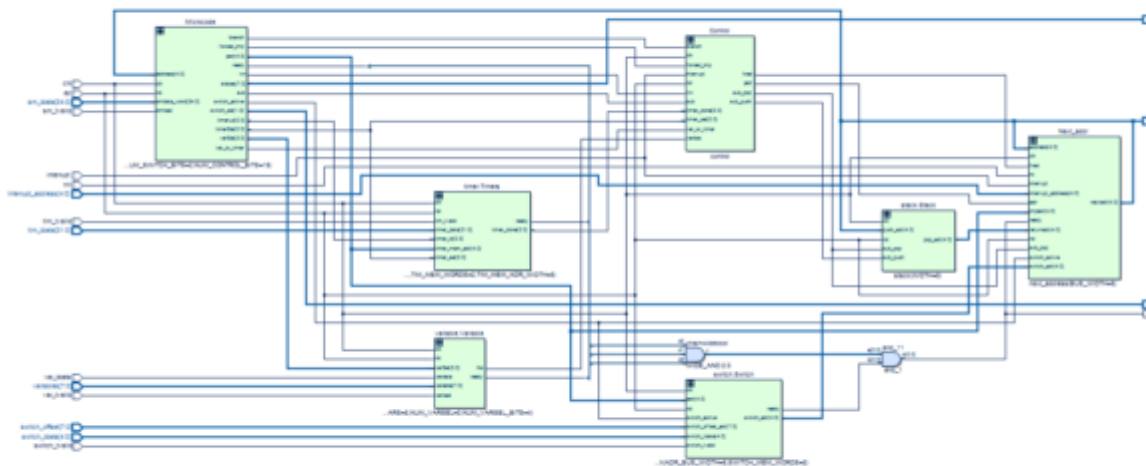
variable inputs
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```

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      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
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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 1 0 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

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