## Homework \#2: ECE 461 / 661

State Transitional Logic - Counters - Timers:. Due Wednesday, September 7th
A stoplight is to be designed with four states:

| Present State |  | Duration | Next State | Red | Yellow | Green | Blue <br> (left turn arrow) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 00 | Stop | 5 sec | Left Turn | on | off | off | off |
| 01 | Left Turn | 4 sec | Go | off | off | off | on |
| 11 | Go | 5 sec | Caution | off | off | on | on |
| 10 | Caution | 2 sec | Stop | off | on | off | off |

1a) Use state transitional logic to design a ring counter which changes from state-to-state according to the above table. Change whenever a button is pressed.

1b) Use combinational logic so that the LEDs are on and off in the correct order based upon the present state.
2) Repeat problem \#1 using timer blocks.
3) Repeat problem \#1 using counter blocks with a count to 16 (seconds - one cycle):

| Time |  | Red | Yellow | Green | Blue |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Red Light ( 5 sec ) | 0 | on | off | off | off |
|  | 1 | on | off | off | off |
|  | 2 | on | off | off | off |
|  | 3 | on | off | off | off |
|  | 4 | on | off | off | off |
| Left Turn ( 4 sec ) | 5 | off | off | off | on |
|  | 6 | off | off | off | on |
|  | 7 | off | off | off | on |
|  | 8 | off | off | off | on |
| Green Blink Left Turn ( 5 sec ) | 9 | off | off | on | off |
|  | 10 | off | off | on | on |
|  | 11 | off | off | on | off |
|  | 12 | off | off | on | on |
|  | 13 | off | off | on | off |
| $\begin{aligned} & \hline \text { Yellow } \\ & (2 \mathrm{sec}) \end{aligned}$ | 14 | off | on | off | off |
|  | 15 | off | on | off | off |

