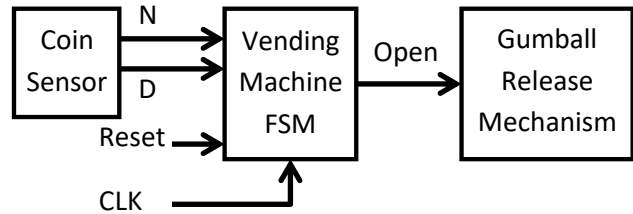


# Vending Machine FSM

## ❖ Description/behavior:

- Single coin slot for dimes and nickels
- Releases gumball after  $\geq 10$  cents deposited
- Gives no change



## State Diagram

## Truth tables and logic minimization

PS	N	D	NS	Open
0	0	0		
0	0	1		
0	1	0		
0	1	1		
1	0	0		
1	0	1		
1	1	0		
1	1	1		

PS,N

D		00	01	11	10
0					
1					

PS,N

D		00	01	11	10
0					
1					

Boolean equations

NS =

Open =

Circuit Implementation

Open 

