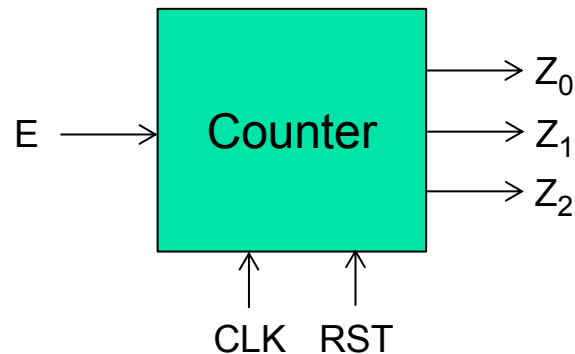


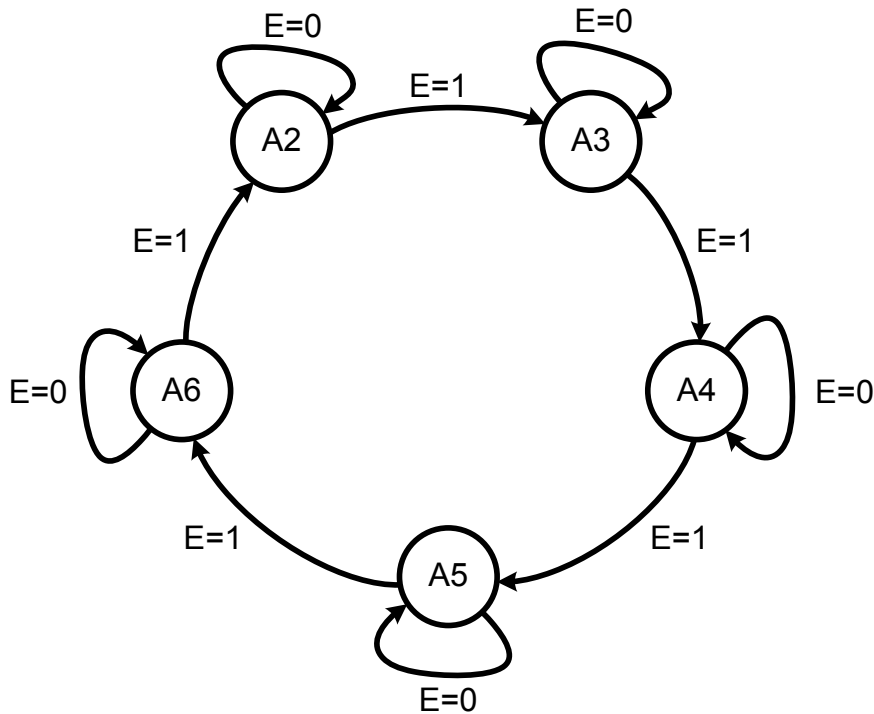
# The Task

- Design a binary counter with enable signal (E):
  - The counter counts from 2 to 6.
  - It changes its value on every clock cycle (CLK) if  $E = '1'$ . If  $E = '0'$ , the counter keeps its current value.
  - When the counter reaches value 6, it starts all over again from 2.
  - After reset (RST) the counter value is 2.
  - In the implementation use T-type flip-flops.



- Hint: First, derive the state diagram by using 5 states, i.e., one for every possible output value from 2 to 6.

# State Diagram and State Table



Input E	Present State	Next State	Output Z
0	A2	A2	2
1	A2	A3	2
0	A3	A3	3
1	A3	A4	3
0	A4	A4	4
1	A4	A5	4
0	A5	A5	5
1	A5	A6	5
0	A6	A6	6
1	A6	A2	6

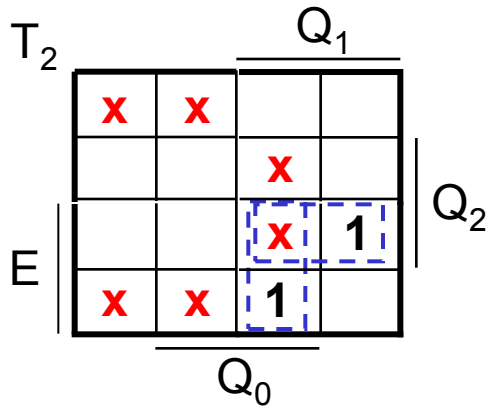


# Encoded State Table

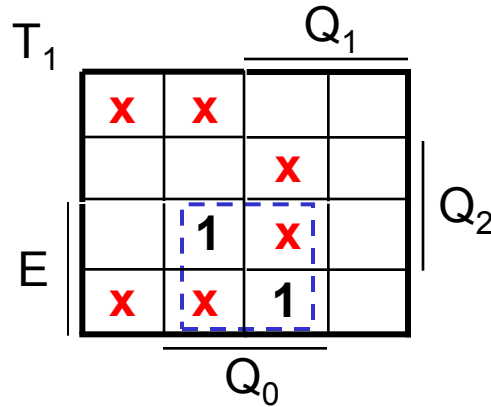
	Input	Present State			Next State			Output		
	E(t)	Q <sub>2</sub> (t)	Q <sub>1</sub> (t)	Q <sub>0</sub> (t)	Q <sub>2</sub> (t+1)	Q <sub>1</sub> (t+1)	Q <sub>0</sub> (t+1)	Z <sub>2</sub> (t)	Z <sub>1</sub> (t)	Z <sub>0</sub> (t)
<b>2</b>	0	0	1	0	0	1	0	0	1	0
<b>a</b>	1	0	1	0	0	1	1	0	1	0
<b>3</b>	0	0	1	1	0	1	1	0	1	1
<b>b</b>	1	0	1	1	1	0	0	0	1	1
<b>4</b>	0	1	0	0	1	0	0	1	0	0
<b>c</b>	1	1	0	0	1	0	1	1	0	0
<b>5</b>	0	1	0	1	1	0	1	1	0	1
<b>d</b>	1	1	0	1	1	1	0	1	0	1
<b>6</b>	0	1	1	0	1	1	0	1	1	0
<b>e</b>	1	1	1	0	0	1	0	1	1	0



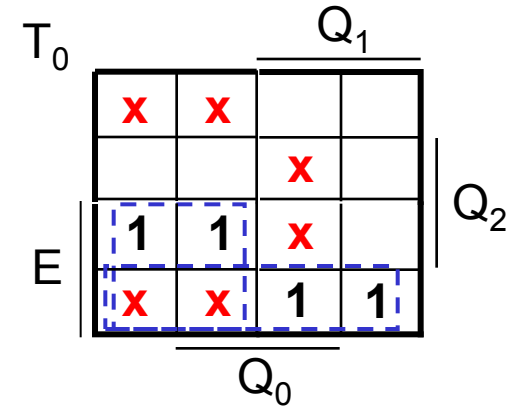
# FFs Input and Counter Output Equations



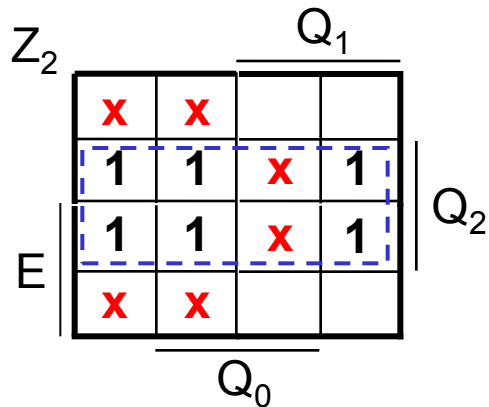
$$T_2 = E \cdot Q_1 \cdot Q_0 + E \cdot Q_2 \cdot Q_1$$



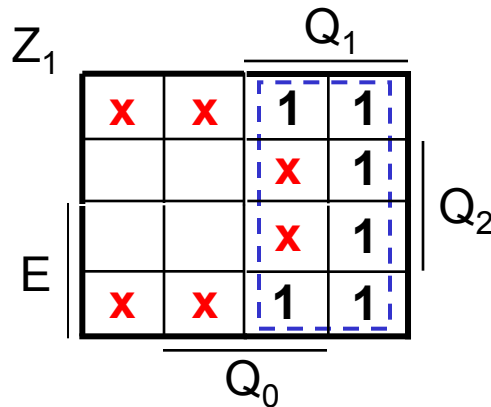
$$T_1 = E \cdot Q_0$$



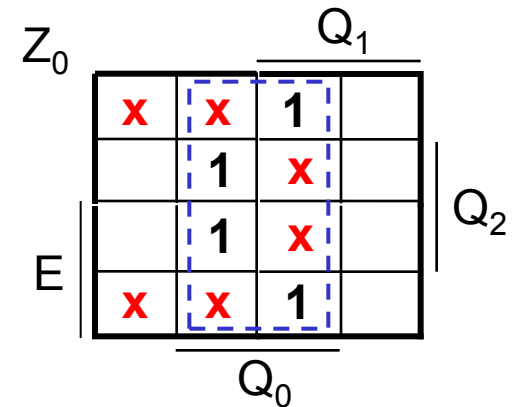
$$T_0 = E \cdot Q_1' + E \cdot Q_2'$$



$$Z_2 = Q_2$$



$$Z_1 = Q_1$$



$$Z_0 = Q_0$$

# Schematic of the Counter

