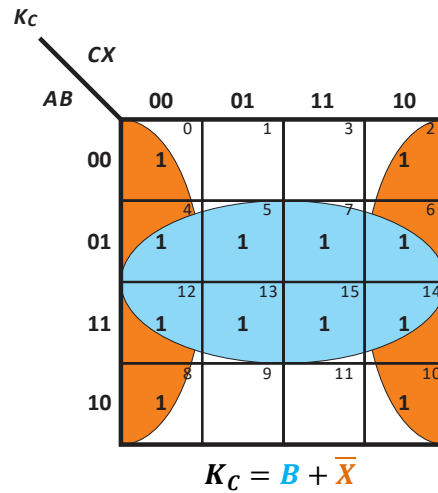
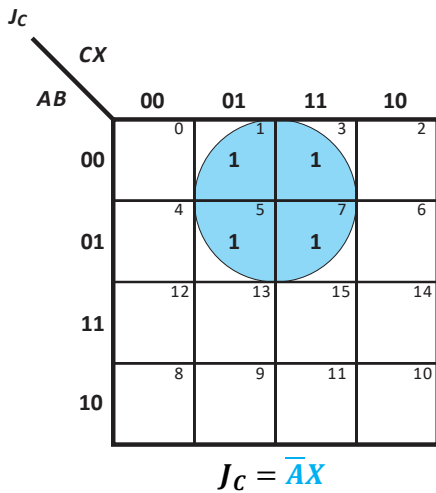
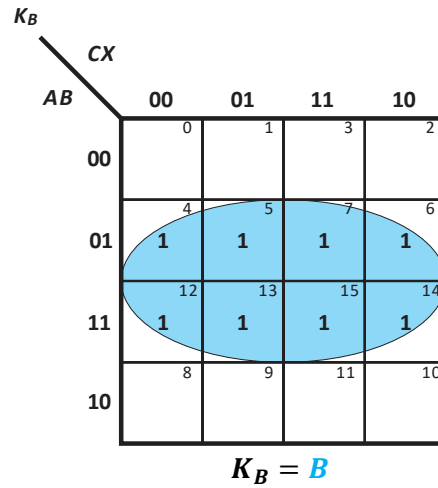
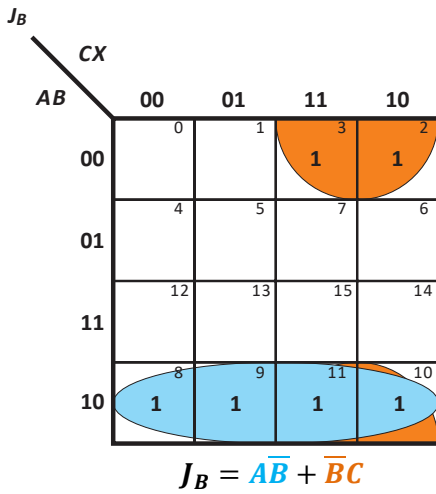
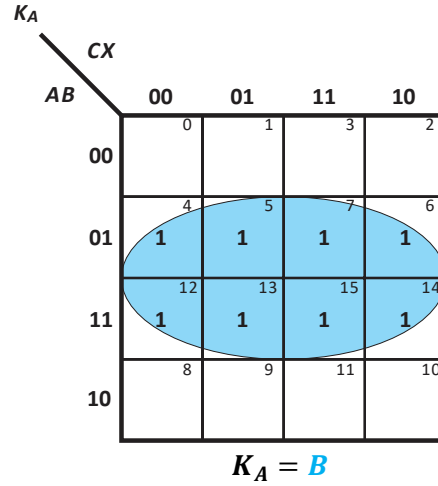
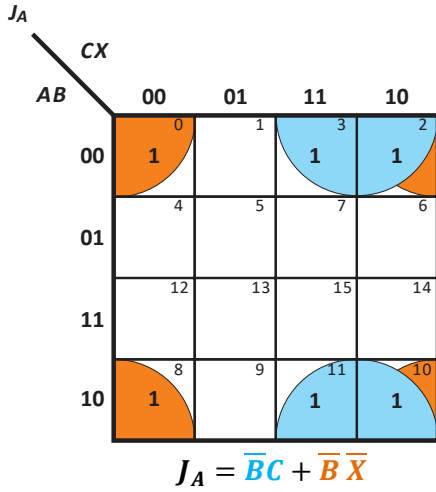
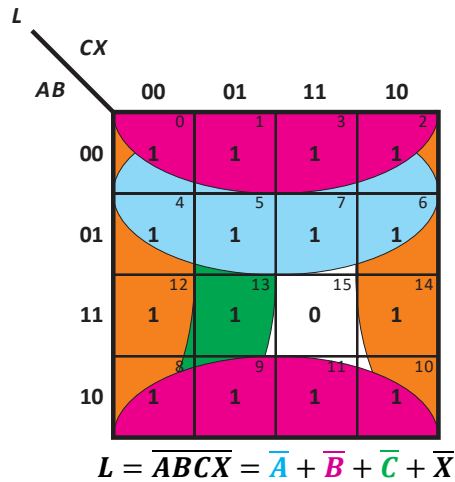






Present State				Input		Next State Decoder					Output <i>L</i>	Next State		
State	<i>A</i>	<i>B</i>	<i>C</i>	<i>X</i>	<i>J_A</i>	<i>K_A</i>	<i>J_B</i>	<i>K_B</i>	<i>J_C</i>	<i>K_C</i>		<i>A</i>	<i>B</i>	<i>C</i>
0	0	0	0	0	1	0	0	0	0	1	1			
	0	0	0	1	0	0	0	0	1	0	1			
1	0	0	1	0	1	0	1	0	0	1	1			
	0	0	1	1	1	0	1	0	1	0	1			
2	0	1	0	0	0	1	0	1	0	1	1			
	0	1	0	1	0	1	0	1	1	1	1			
3	0	1	1	0	0	1	0	1	0	1	1			
	0	1	1	1	0	1	0	1	1	1	1			
4	1	0	0	0	1	0	1	0	0	1	1			
	1	0	0	1	0	0	1	0	0	0	1			
5	1	0	1	0	1	0	1	0	0	1	1			
	1	0	1	1	1	0	1	0	0	0	1			
6	1	1	0	0	0	1	0	1	0	1	1			
	1	1	0	1	0	1	0	1	0	1	1			
7	1	1	1	0	0	1	0	1	0	1	1			
	1	1	1	1	0	1	0	1	0	1	0			

Present-State-Next-State Table

State	Present State			Input <i>X</i>	Next State Decoder						Output <i>L</i>	Next State		
	<i>A</i>	<i>B</i>	<i>C</i>		<i>J_A</i>	<i>K_A</i>	<i>J_B</i>	<i>K_B</i>	<i>J_C</i>	<i>K_C</i>		<i>A</i>	<i>B</i>	<i>C</i>
0	0	0	0	0	1	0	0	0	0	1	1	1	0	0
	0	0	0	1	0	0	0	0	1	0	1	0	0	1
1	0	0	1	0	1	0	1	0	0	1	1	1	1	0
	0	0	1	1	1	0	1	0	1	0	1	1	1	1
2	0	1	0	0	0	1	0	1	0	1	1	0	0	0
	0	1	0	1	0	1	0	1	1	1	1	0	0	1
3	0	1	1	0	0	1	0	1	0	1	1	0	0	0
	0	1	1	1	0	1	0	1	1	1	1	0	0	0
4	1	0	0	0	1	0	1	0	0	1	1	1	1	0
	1	0	0	1	0	0	1	0	0	0	1	1	1	0
5	1	0	1	0	1	0	1	0	0	1	1	1	1	0
	1	0	1	1	1	0	1	0	0	0	1	1	1	1
6	1	1	0	0	0	1	0	1	0	1	1	0	0	0
	1	1	0	1	0	1	0	1	0	1	1	0	0	0
7	1	1	1	0	0	1	0	1	0	1	1	0	0	0
	1	1	1	1	0	1	0	1	0	1	0	0	0	0

Present-State-Next-State Table