Finite State Machines (FSMs)

State Graph
a) circles contain states
b) show outputs for each state
c) Arrows = transitions
d) Arrow labels = input values

I. Moore Machine

* Output logic = f(present state)
II. Mealy Machine

- Output logic = \( f(\text{P.S., inputs}) \)

- Moore may be easier to design

- Mealy may be less latency