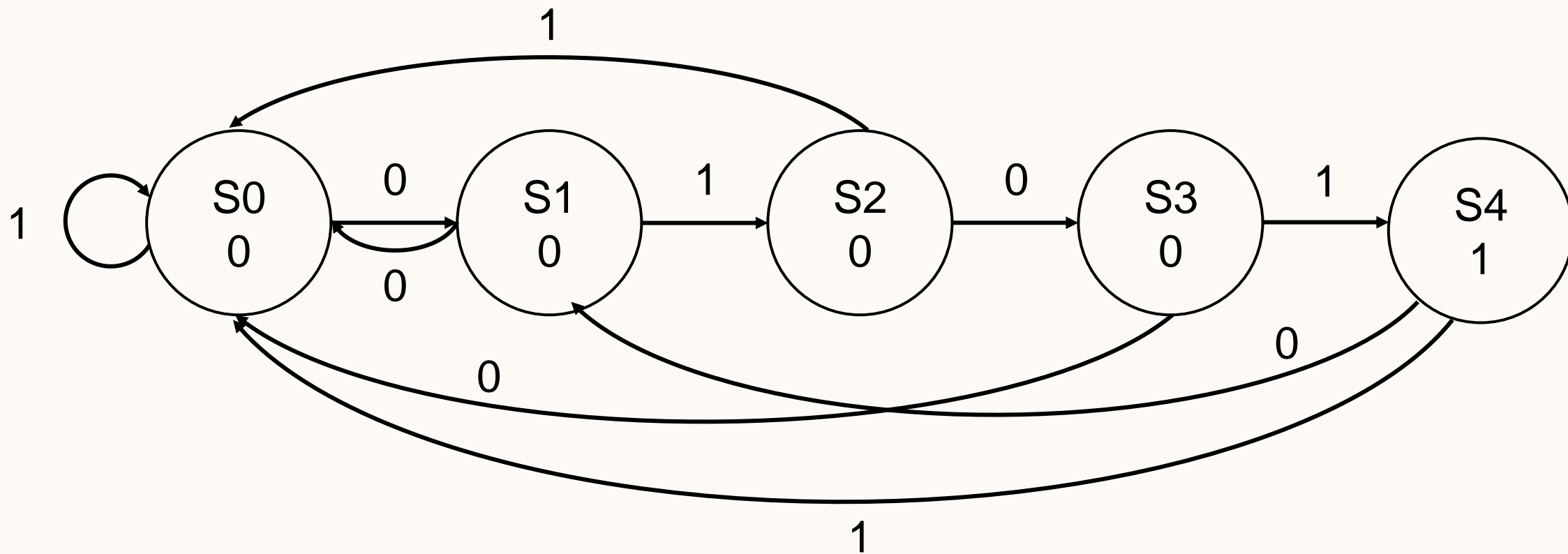
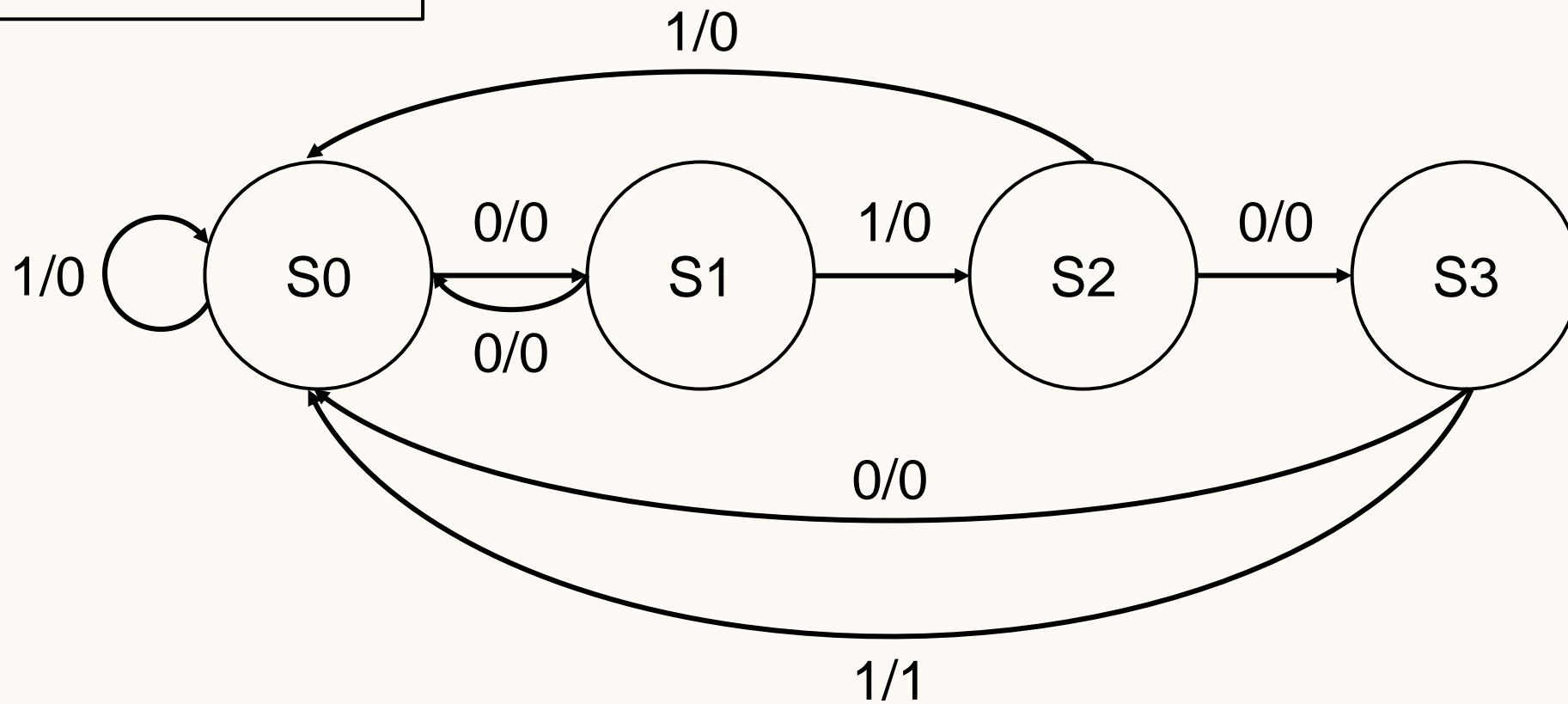


Input = digit entered  
Output = unlocked?



Input = digit entered  
Output = unlocked?



Sa_old	Sb_old	In	Sa_new	Sb_new	Out
0	0	0	0	1	0
0	0	1	0	0	0
0	1	0	0	0	0
0	1	1	1	0	0
1	0	0	1	1	0
1	0	1	0	0	0
1	1	0	0	0	0
1	1	1	0	0	1

**Sa = MSB of state**

**In = bit entered**

**Sb = LSB of state**

**Out = unlocked?**

new MSB

		\ In	
		0	1
Sa	Sb		
	00	0	0
01	0	1	
11	0	0	
10	1	0	

$$(\neg Sa \wedge Sb \wedge In) \vee (Sa \wedge \neg Sb \wedge \neg In)$$

new LSB

		\ In	
		0	1
Sa	Sb		
	00	1	0
01	0	0	
11	0	0	
10	1	0	

$$(\neg Sb \wedge \neg In)$$

Out

		\ In	
		0	1
Sa	Sb		
	00	0	0
01	0	0	
11	0	1	
10	0	0	

$$(Sa \wedge Sb \wedge In)$$

Sa = old MSB, Sb = old LSB