

# Entrance Door (Keyless Entry System)

x1	x2	x3	y1	y2	y3	y4	y5
1	0	0	1	0	0	0	0
1	0	1	0	1	0	0	0
1	1	0	0	0	1	0	0
0	1	0	0	0	0	1	0
0	0	1	0	0	0	0	1
0	1	1	0	0	0	1	1

SKIM Logic Table (1=Gnd)

