

```

1  module FSM (clk, reset, in, enter, exit);
2
3      input logic clk, reset;
4      input logic [1:0] in;
5      output logic enter, exit;
6
7      logic [1:0] ps, ns;
8
9      parameter A = 2'b00;
10     parameter B = 2'b10;
11     parameter C = 2'b01;
12     parameter D = 2'b11;
13
14     assign enter = ~in[0] & ~in[1] & ~ps[0] & ps[1];
15     assign exit = ~in[0] & ~in[1] & ps[0] & ~ps[1];
16     assign ns[0] = in[0];
17     assign ns[1] = in[1];
18
19     always_ff @(posedge clk) begin
20         if (reset) ps <= A;
21         else ps <= ns;
22     end
23
24 endmodule
25
26 module FSM_testbench();
27
28     logic clk, reset;
29     logic [1:0] in;
30     logic enter, exit;
31
32     FSM dut (.clk, .reset, .in, .enter, .exit);
33
34     parameter CLOCK_PERIOD = 100;
35     initial clk = 1;
36     always begin
37         #(CLOCK_PERIOD / 2);
38         clk = ~clk;
39     end
40
41     initial begin
42         @(posedge clk);
43         reset <= 1;
44         @(posedge clk);
45         reset <= 0;
46         @(posedge clk);
47         in[0] = 0; in[1] = 0; @(posedge clk);
48         in[0] = 0; in[1] = 0; @(posedge clk);
49         in[0] = 1; in[1] = 0; @(posedge clk);
50         in[0] = 1; in[1] = 0; @(posedge clk);
51         in[0] = 1; in[1] = 1; @(posedge clk);
52         in[0] = 1; in[1] = 1; @(posedge clk);
53         in[0] = 0; in[1] = 1; @(posedge clk);
54         in[0] = 0; in[1] = 1; @(posedge clk);
55         in[0] = 0; in[1] = 0; @(posedge clk);
56         in[0] = 0; in[1] = 0; @(posedge clk);
57         in[0] = 0; in[1] = 1; @(posedge clk);
58         in[0] = 0; in[1] = 1; @(posedge clk);
59         in[0] = 1; in[1] = 1; @(posedge clk);
60         in[0] = 1; in[1] = 1; @(posedge clk);
61         in[0] = 1; in[1] = 0; @(posedge clk);
62         in[0] = 1; in[1] = 0; @(posedge clk);
63         in[0] = 0; in[1] = 0; @(posedge clk);
64         in[0] = 0; in[1] = 0; @(posedge clk);
65         $stop;
66     end
67
68 endmodule
69

```