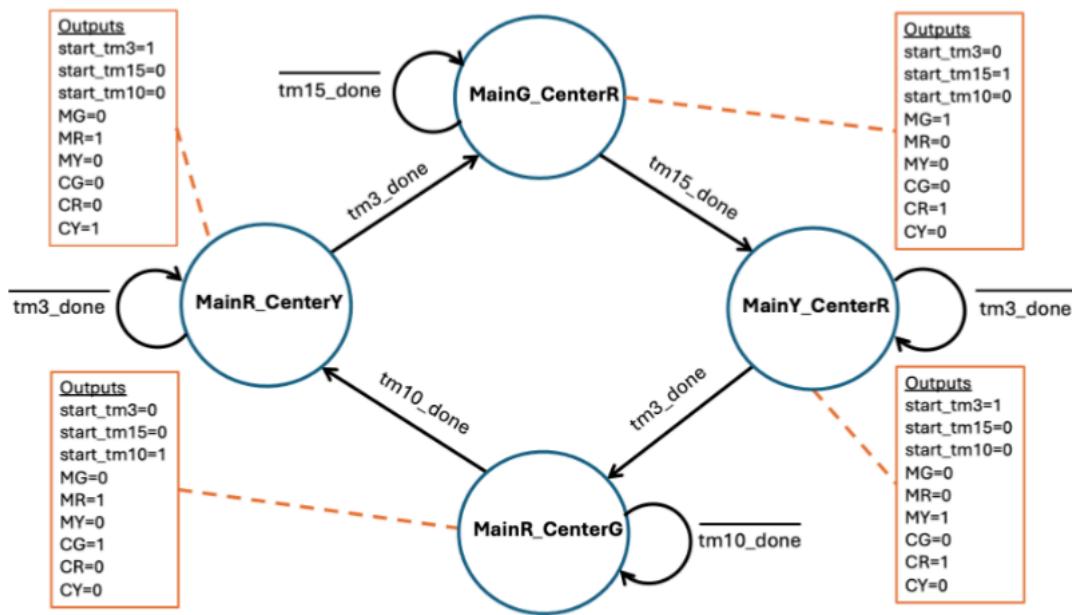


Include final State Diagram showing all input and output signals (5 points)



- LED 0: Main Street Red Light
- LED 1: Main Street Yellow Light
- LED 2: Main Street Green Light
- LED 4: Center Street Red Light
- LED 5: Center Street Yellow Light
- LED 6: Center Street Green Light

Include the code for the overall Traffic Light Controller (5 points)

```

`timescale 1ns / 1ps
///////////////////////////////
// Company:
// Engineer:
//
// Create Date: 11/10/2025 10:08:52 AM
// Design Name:
// Module Name: traffic_light_controller_top
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
// 
```



```
) tm3_instance (
    .clk_1Hz(clk_1Hz),
    .rst(btnC),
    .start_pulse(start_tm3_pulse),
    .tm_done(tm3_done)
);
```

```
timer #(
    .MAX_COUNT(10)
) tm10_instance (
    .clk_1Hz(clk_1Hz),
    .rst(btnC),
    .start_pulse(start_tm10_pulse),
    .tm_done(tm10_done)
);
```

```
timer #(
    .MAX_COUNT(15)
) tm15_instance (
    .clk_1Hz(clk_1Hz),
    .rst(btnC),
    .start_pulse(start_tm15_pulse),
    .tm_done(tm15_done)
);
```

```
always @ (current_state) begin
    MG = 0;
    MY = 0;
    MR = 0;
    CG = 0;
    CY = 0;
    CR = 0;
    start_tm3 = 0;
    start_tm10 = 0;
    start_tm15 = 0;
    case(current_state)
        MainG_CenterR: begin
            MG = 1;
            CR = 1;
            start_tm15 = 1;
        end
        MainY_CenterR: begin
            MY = 1;
            CR = 1;
```

```

        start_tm3 = 1;
    end
    MainR_CenterG: begin
        MR = 1;
        CG = 1;
        start_tm10 = 1;
    end
    MainR_CenterY: begin
        MR = 1;
        CY = 1;
        start_tm3 = 1;
    end

endcase
end

always @(*) begin
    next_state = current_state;

    case(current_state)
        MainG_CenterR: begin
            if(tm15_done) next_state = MainY_CenterR;
        end
        MainY_CenterR: begin
            if(tm3_done) next_state = MainR_CenterG;
        end
        MainR_CenterG: begin
            if(tm10_done) next_state = MainR_CenterY;
        end
        MainR_CenterY: begin
            if(tm3_done) next_state = MainG_CenterR;
        end
    endcase
end

always @(posedge clk_1Hz, posedge btnC) begin
    if(btnC) current_state <= MainG_CenterR;
    else current_state <= next_state;
end

assign led[0] = MR;
assign led[1] = MY;
assign led[2] = MG;
assign led[4] = CR;

```

```

assign led[5] = CY;
assign led[6] = CG;

endmodule

```

Include a test bench with waveforms that demonstrate correct operation (5 points)

I had to speed things up because it was taking forever to get to the required seconds.

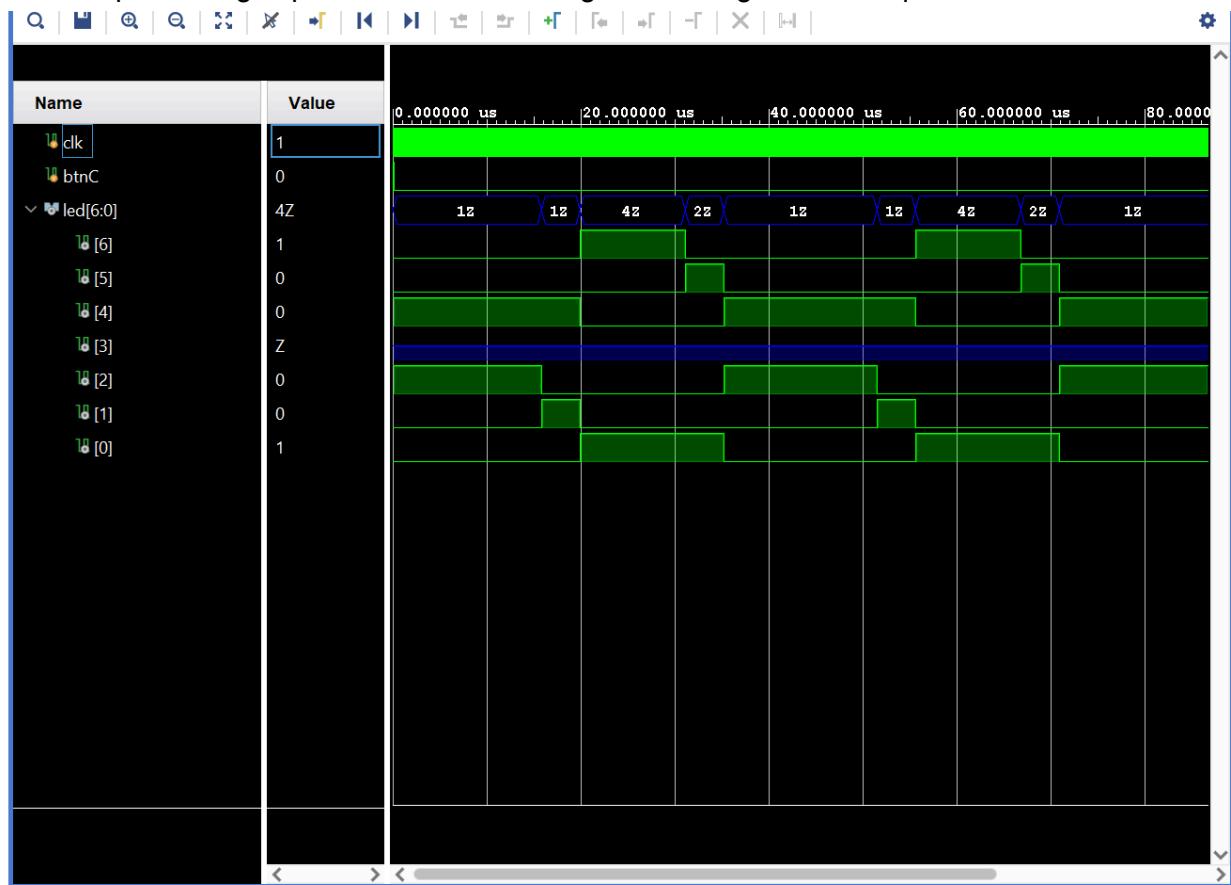


Figure 1: testbench simulation

Include a Conclusion statement describing your fulfillment of the objectives along with your observations (5 points)

I was able to achieve 100% for the lab by fulfilling all requirements. I did not do any extra credit. I credit a main file incharge of initiating my other files. I had a clk_gen file to create a slower clock signal however in the simulation I sped it up because getting to the required amount of seconds to see anything happen was taking far too long. I created a timer method that could

take any value of seconds and create a timer for it. Lastly I created a test bench to simulate that it indeed worked.

In your conclusion statement, indicate the level of functionality (in percent) of your lab (5 points)