```
1
     library ieee ;
     use ieee.std logic 1164.all;
 3
     entity botaoSincrono is
        port (clk, b_in: in std_logic;
 4
 5
               b out: out std logic );
 6
     end botaoSincrono;
 7
 8
     architecture ckt of botaoSincrono is
9
        type state_type is (E1, E2, E3);
10
        signal y_present , y_next : state_type ;
11
        begin
12
           process (b in, y present )
13
           begin
14
               case y_present is
15
                  when E1 =>
16
                      if b in = '0' then y next <= E1;</pre>
17
                     else y_next <= E2; end if;</pre>
18
                  when E2 \Rightarrow
19
                     if b_in = '0' then y_next <= E1;</pre>
20
                     else y next <= E3; end if;</pre>
21
                  when E3 =>
22
                      if b_in = '0' then y_next <= E1;</pre>
23
                      else y next <= E3; end if;</pre>
24
               end case ;
25
           end process;
26
           process (clk)
27
           begin
28
               if (clk'event and clk = '1') then
29
                  y_present <= y_next;</pre>
30
               end if;
31
            end process;
32
            b_out <= '1' when y_present = E2 else '0';</pre>
33
     end ckt;
```