



ColumnLayout Default

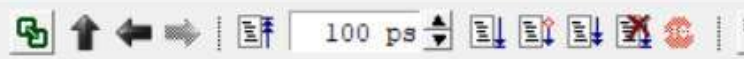


C:/Users/DELL/3D Objects/verilog/Seq_detector.v (/tb_sequence_detector/uut) - Default *

```

Ln#
1 module sequence_detector(
2     input clk,          // Clock signal
3     input x,            // Input binary stream
4     output reg y        // Output becomes 1 when sequence 010 is detected
5 );
6     reg [1:0] state, next_state; // Two-bit state register
7     parameter S0 = 2'b00, // Idle state
8             S1 = 2'b01, // State after detecting 0
9             S2 = 2'b10; // State after detecting 01
10    // Sequential logic to move between states based on the input
11    always @(posedge clk) begin
12        state <= next_state; end // Transition to next state on clock edge
13    // Combinational logic to determine the next state and output
14    always @(*) begin
15        case (state)
16        S0: begin
17            if (x == 1'b0) next_state = S1; // Detected first 0
18            else next_state = S0; // Remain in S0 for 1
19            y = 1'b0; // No sequence detected yet
20        end
21        S1: begin
22            if (x == 1'b1) next_state = S2; // Detected 01
23            else next_state = S1; // Remain in S1 for 0
24            y = 1'b0; // No sequence detected yet
25        end
26        S2: begin
27            if (x == 1'b0) begin
28                next_state = S1; // Detected 010, return to S1
29                y = 1'b1; // Sequence 010 detected, set output to 1
30            end
31            else next_state = S0; // Return to S0 for 1
32        end
33        default: begin
34            next_state = S0; // Default to idle state
35            y = 1'b0;
36        end
37        endcase
38    end
39 endmodule

```



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C:/Users/DELL/3D Objects/verilog/tb_seq_detector.v (/tb_sequence_detector) - Default

```
Ln#
1  module tb_sequence_detector;
2      reg clk, x;
3      wire y;
4
5      // Instantiate the sequence detector module
6      sequence_detector uut(
7          .clk(clk),
8          .x(x),
9          .y(y)
10     );
11
12     // Clock generation
13     always #5 clk = ~clk; // 10 time unit clock period
14
15     // Stimulus generation
16     initial begin
17         $monitor("Time = %0d, x = %b, y = %b", $time, x, y);
18         // Initialize all signals
19         clk = 0;
20         x = 0;
21
22         // Provide the sequence to detect
23         // Example sequence: 1100101010 (detects 010 twice)
24         #10 x = 1;
25         #10 x = 1;
26         #10 x = 0;
27         #10 x = 0;
28         #10 x = 1;
29         #10 x = 0; // y should go high here (sequence 010 detected)
30         #10 x = 1;
31         #10 x = 0; // y should go high again (sequence 010 detected)
32         #10 x = 1;
33
34         // Finish the simulation
35         #20 $finish;
36     end
37 endmodule
```

