```
Problem 3: [6 points] Drill problem
Filename: hw5prob3.sv
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  1 module hw5prob3
  2
      (input logic A, clock, reset_L,
  3
       output logic B, C);
  4
  5
        enum logic [2:0] {state1=3'b010, state2=3'b100, state3= 3'b011}
  6
           currState, nextState;
  7
  8
        always_comb begin
  9
           case(currState)
 10
             state1: begin
               if(A == 0) begin
 11
 12
                 nextState = state2;
 13
               end
 14
               if(A == 1) begin
 15
                 nextState = state3;
 16
               end
 17
             end
 18
            state2: begin
 19
               if(A == 0) begin
 20
                 nextState = state3;
 21
               end
               if(A==1) begin
 22
 23
                 nextState = state2;
 24
 25
             end
             state3: begin
 26
               if (A == 0) begin
 27
 28
                 nextState = state1;
 29
               end
 30
               if (A == 1) begin
 31
                 nextState = state3;
 32
               end
 33
             end
 34
          endcase
 35
        end
 36
 37
        always_comb_begin
 38
          case(currState)
 39
             state1: begin
              B = 0;
 40
               C = 1;
 41
 42
             end
 43
             state2: begin
               B = 1;
 44
               C = 0;
 45
 46
             end
 47
             state3: begin
               B = 0;
 48
               C = 1;
 49
 50
             end
 51
          endcase
 52
 53
 54
      always_ff @(posedge clock, negedge reset_L)
 55
        if (~reset_L)
          currState <= state1; // or whatever the reset state is</pre>
 56
 57
        else
 58
           currState <= nextState;</pre>
 59
 60 endmodule
 61
 62 module hw5prob3_tb();
 63
      logic A, clock, reset_L;
 64
      logic B, C;
 65
 66
      hw5prob3 DUT(.*);
 67
 68
      initial begin
 69
        clock = 0;
```

```
Filename: hw5prob3.sv
                                                                                          Page #: 2
         reset_L = 0;
reset_L <= 1;</pre>
 71
 72
 73
         forever #5 clock = ~clock;
 74
       end
 75
 76
       initial begin
 77
         $monitor($time,, "state=%s, A=%b, B=%b,C=%b,reset_L=%b",DUT.currState.name,
 78
           A, B, C, reset_L);
 79
 80
       initial begin
A <= 1'b0;</pre>
 81
 82
 83
         reset_L <= 1'b1;
 84
         @(posedge clock);
 85
         A <= 1'b0;
 86
         @(posedge clock);
         A <= 1'b0;
 87
         @(posedge clock);
 88
         A <= 1'b1;
@(posedge clock);
A <= 1'b0;
 89
 90
 91
         @(posedge clock);
 92
 93
         A <= 1'b1;
         @(posedge clock);
 94
 95
         A <= 1'b1;
         @(posedge clock);
reset_L <= 1'b0;</pre>
 96
 97
 98
         @(posedge clock);
       #100 $finish;
 99
100
       end
101
102 endmodule
```