Write a Verilog **STRUCTURAL** model HDL program for an **even up-down Binary counter**. Additional specifications below:

- \*Implement using D flip flops.
- \*The sequential circuit has the following inputs: Y, reset, and clock.
- \*When Y==1 and reset==1, the counter is an upstream state transition:

0000-->0010-->0100-->0110-->1000-->1010-->1100-->1110, back to 0000, and repeat.

\*When Y==0 and reset==1, the circuit is a downstream state transition:

1110-->1100-->1010-->1000-->0110-->0100-->0000, back to 1110, and repeat.

\*If reset==0 and regardless of the value of Y, output is 0000.

\*reset is a negative edge.

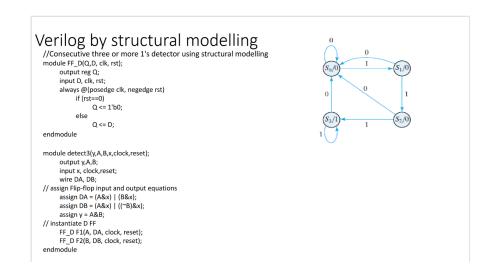
\*clock is positive edge with half cycle of 5 time units (i.e., #5 clock =  $\sim$ clock).

Use the following test cases for the testbench:

- a.) Initially: reset=0, then after 10 time units, change the reset value to 1.
- b.) Then x=0 and ensure enough simulation time to show the entire counter transition.
- c.) Then, x=1 and ensure enough simulation time to show the entire counter transition.
- d.) Print/monitor the value of the inputs (clk, reset, X) and outputs.

Use control transfer construct (i.e., for-loop, repeat, or always) in the testbench. Brute force construct is not allowed.

The Testbench monitor should display all inputs and outputs



## Testbench

```
//Consecutive three or more 1's detector using structural modelling (with external input and output w/reset) module detect3_tb(); wire t_y; wire [1:0] t_state; reg t_x, t_clk, t_reset; detect3 dut(t_y,t_state[1],t_state[0],t_x,t_clk,t_reset); initial begin t_clk = 1'b0; forever #5 t_clk = ~t_clk; end initial begin t_reset = 1'b0; #20 t_reset = 1'b1; end
```

```
initial

begin

t_x = 1'b1;

#70 t_x = 1'b0;

end

initial

begin

$display("Program by Sensei RLUy 3 consecutive 1

detector with external input and output using structural
modelling");

$monitor("time=%03d, Clk=%b, reset=%b, x=%b,

state=%b, y=%b", $time,t_clk,t_reset,t_x,t_state,t_y);

$dumpfile("Seq_io_struct.vcd");

$dumpfile("Seq_io_struct.vcd");

end

initial #100 $finish;
endmodule
```