

## 12<sup>th</sup> Day

### Sequence Detect(Moore)

#### Design(1001)

```
module sequence_detector_moore( input clk, rst, in, output reg detected);
```

```
    parameter S0 = 3'b000,
```

```
           S1 = 3'b001,
```

```
           S2 = 3'b010,
```

```
           S3 = 3'b011,
```

```
           S4 = 3'b100;
```

```
    reg [2:0] state, next_state;
```

```
    always @(posedge clk )
```

```
    begin
```

```
        if (rst)
```

```
            state <= S0;
```

```
        else
```

```
            state <= next_state;
```

```
    end
```

```
    // Next State Logic
```

```
    always @(*)
```

```
    begin
```

```
        case (state)
```

```
            S0: next_state = (in) ? S1 : S0;
```

```
            S1: next_state = (in) ? S1 : S2;
```

```

        S2: next_state = (in) ? S0 : S3;
        S3: next_state = (in) ? S4 : S0;
        S4: next_state = (in) ? S1 : S0;
        default: next_state = S0;
    endcase
end

// Output Logic (Moore: Output depends only on State)
always @(posedge clk)
begin
    if(state==S4)
        detected <= 1'b1;
    else
        detected <= 1'b0;
    end
end

endmodule

```

## **Testbench**

```

module sequence_detector_tb;

    reg clk, rst, in;
    wire detected;

    sequence_detector_moore dut (.clk(clk), .rst(rst), .in(in), .detected(detected));

    always #5 clk = ~clk;

```

```
initial begin

    clk = 0;

    rst = 1;

    in = 0;


    #10 rst = 0;


    // Apply test sequence (1001 pattern)
    @(posedge clk) in = 1; // 1
    @(posedge clk) in = 0; // 10
    @(posedge clk) in = 0; // 100
    @(posedge clk) in = 1; // 1001 -> Should be detected


    // Another sequence (01001)
    @(posedge clk) in = 0; // 0
    @(posedge clk) in = 1; // 01
    @(posedge clk) in = 0; // 010
    @(posedge clk) in = 0; // 0100
    @(posedge clk) in = 1; // 01001 -> Should be detected again


    #50;
    $finish;
end

endmodule
```

## Simulation

