16’h00_00	16’h 00_01	…	…	16’h 00_FE	16’h 00_FF
16’h 01_00	16’h 01_01	…	…	16’h 01_FE	16’h 01_FF
…	…	…	…	…	…
…	…	…	…	…	…
16’hFE_00	16’hFE_01	…	…	16’h FF_FE	16’h FE_FF
16’hFF_00	16’hFF_01	…	…	16’h FF_FE	16’h FF_FF

RAM_address(256*256)

How to control RAM_A:

1) Set a counter from 16’h0000 to 16’hFFFF
2) Choose a satisfying state to do (RAM_A + 16’h1)
3) When counting to 16’hFFFF , FSM should jump to FINAL state

14’b0000000_0000000	…	14’b0000000_1111111
…	…	…
14’b1111111_0000000	…	14’b1111111_1111111

ROM_address(128*128)

How to control ROM _A:

1) Derive from RAM_A directly
2) Combinational
3)Find the relationship between RAM_address and ROM_address

Hint :In RAM_address, the first 8 bits control Y-address ,and the last 8 bits control X-address ; in ROM_address the first 7 bits control Y-address,and the last 7 bits control X-address.