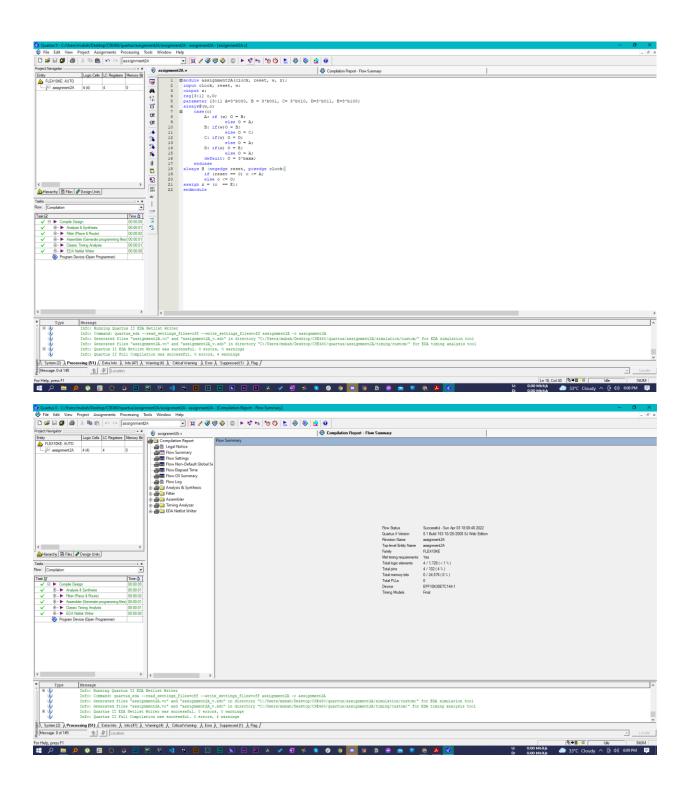
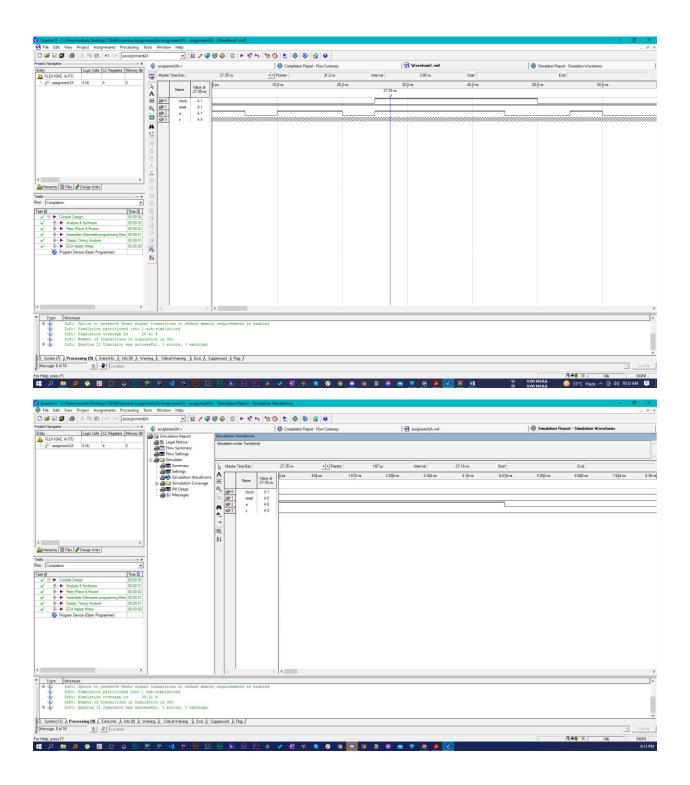
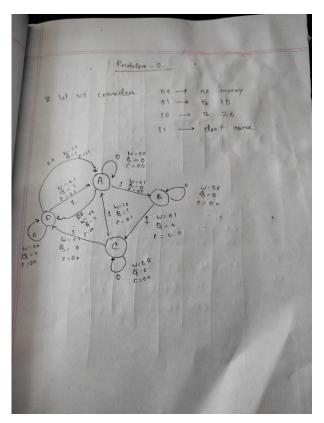


```
module assignment2A(clock, reset, w, z);
input clock, reset, w;
output z;
reg[3:1] o,O;
parameter [3:1] A=3'b000, B = 3'b001, C= 3'b010, D=3'b011, E=3'b100;
always@(w,o)
        case(o)
                A: if (w) O = B;
                                else O = A;
                B: if(w)O = B;
                                else O = C;
                C: if(w) O = D;
                                else O = A;
                D: if(w) O = E;
                                else O = A;
                default: O = 3'bxxx;
        endcase
always @ (negedge reset, posedge clock)
                if (reset == 0) o <= A;
                else o <= 0;
assign z = (o == E);
endmodule
```







P.5	000 A B	N.	5 10 D	0	1	16	00		00
c	c D	D A	A	0				0 6	þ.,
P . S	1 n.	5	121	01	the I	10	1		
00	00	01	10		01	100		00	Chanse or
10	10	10	00	6	0	1	1	00	00 0
		00	00	0	1	1	1	00	00

```
module assignment2B (clk,rstn,w,Q,c);
input clk, rstn;
input [1:0]w;
output reg Q;
output reg[1:0]c;
reg [1:0]y,Y;
parameter A=2'b00, B=2'b01, C=2'b10, D=2'b11;
always @ (w,y)
         case (y)
                   A: if (w[1]==0 && w[0]==0)
                            begin
                                     Q = 0;
                                     y = A;
                                     c = 2'b00;
                            end
                   else if (w[1]==0 && w[0] == 1)
                            begin
                                     Q = 0;
                                     Y=B;
                                     c=2'b00;
                            end
                   else if (w[1]==1 && w[0]==0)
                            begin
                                     Q = 0;
                                     Y = D;
                                     c = 2'b00;
                            end
         endcase
```

endmodule

