

The screenshot shows the iSim (P.SBT) - [Default.sectg*] window. The top menu bar includes File, Edit, View, Simulation, Window, Layout, and Help. Below the menu is a toolbar with various simulation and editing tools. The main area displays a timing diagram with a black background and colored signal traces. The left sidebar shows a project tree with files like clk, rst, light_M1[2:0], light_M2[2:0], count[3:0], and ps[2:0]. The top of the diagram area has a header with signal names and their values. The time axis is labeled with values from 999,991 ps to 1,000,001 ps. A yellow vertical line is positioned at 1,000,000 ps. The status bar at the bottom indicates 'X1: 1,000,000 ps'.

The screenshot displays the Icarus Verilog IDE with the following components:

- Menu Bar:** File, Edit, View, Simulation, Window, Layout, Help.
- Toolbar:** Contains icons for file operations, simulation control, and zooming.
- Variable Declaration Table:**

Name	Value
clk	1
rtt	0
light_M12-0	100
light_S2-0	010
light_M22-0	100
light_M22-0	100
count[3-0]	0010
ps[2-0]	101
- Waveform Viewer:** Shows a digital signal trace for the 'clk' signal. The time axis ranges from 1,993,000 ps to 1,998,000 ps. The signal is a square wave with a period of 100 ps. A vertical yellow line marks the current simulation time at 1,995,524 ps.
- Console Window:** Displays the command prompt output:


```

Icarus>
# bin force add (/Traffic_Light_Controller/clk) 0 -radix bin -value 0 -radix bin -time 50 ps -repeat 100 ps
Icarus>
# bin force add (/Traffic_Light_Controller/clk) 0 -radix bin -value 0 -radix bin -time 50 ps -repeat 100 ps
Icarus>
# run 1.00us
Icarus>
# run 1.00us
Icarus>
      
```

[illegible]