```
add_force clk {0 0} {1 5ns} -repeat_every 10ns
add_force btnu 1
add force btnc 1
run 1ms
add_force btnu 0
add_force btnc 1
run 1ms
add force btnc 0
run 1ms
add force btnc 1
run 5.5ms
add_force btnc 0
run 5.5ms
add force btnc 1
run 5.5ms
add force btnc 0
run 5.5ms
add force btnc 1
run 5.5ms
add_force btnc 0
run 1ms
add force btnc 1
run 1ms
```

restart run 100 ns