module comp(

input [5:0] ai,bi,

output logic [5:0] ao,bo

);

always\_comb begin : comp\_module

ao = (ai < bi) ? ai : bi;

bo = (ai < bi) ? bi : ai;

end

endmodule

module Sort (

input [5:0] in\_num0, in\_num1, in\_num2, in\_num3, in\_num4,

output [5:0] out\_num0, out\_num1, out\_num2, out\_num3, out\_num4

);

//inter\_wire[layer][row]

logic [5:0] inter\_wire [4:0][4:0];

// 1st layer

comp c1(in\_num0, in\_num1, inter\_wire[0][0],inter\_wire[0][1]);

comp c2(in\_num2, in\_num3, inter\_wire[0][2],inter\_wire[0][3]);

assign inter\_wire[0][4] = in\_num4;

// 2nd layer

assign inter\_wire[1][0] = inter\_wire[0][0];

comp c3(inter\_wire[0][1], inter\_wire[0][2], inter\_wire[1][1],inter\_wire[1][2]);

comp c4(inter\_wire[0][3], inter\_wire[0][4], inter\_wire[1][3], inter\_wire[1][4]);

// 3nd layer

assign inter\_wire[2][4] = inter\_wire[1][4];

comp c5(inter\_wire[1][0], inter\_wire[1][1], inter\_wire[2][0],inter\_wire[2][1]);

comp c6(inter\_wire[1][2], inter\_wire[1][3], inter\_wire[2][2], inter\_wire[2][3]);

// 4nd layer

assign inter\_wire[3][0] = inter\_wire[2][0];

comp c7(inter\_wire[2][1], inter\_wire[2][2], inter\_wire[3][1],inter\_wire[3][2]);

comp c8(inter\_wire[2][3], inter\_wire[2][4], inter\_wire[3][3], inter\_wire[3][4]);

// 5th layer

assign inter\_wire[4][4] = inter\_wire[3][4];

comp c9(inter\_wire[3][0], inter\_wire[3][1], inter\_wire[4][0],inter\_wire[4][1]);

comp c10(inter\_wire[3][2], inter\_wire[3][3], inter\_wire[4][2], inter\_wire[4][3]);

// output

assign out\_num0 = inter\_wire[4][0];

assign out\_num1 = inter\_wire[4][1];

assign out\_num2 = inter\_wire[4][2];

assign out\_num3 = inter\_wire[4][3];

assign out\_num4 = inter\_wire[4][4];

endmodule

module SMJ(

// Input signals

hand\_n0,

hand\_n1,

hand\_n2,

hand\_n3,

hand\_n4,

// Output signals

out\_data

);

//---------------------------------------------------------------------

// INPUT AND OUTPUT DECLARATION

//---------------------------------------------------------------------

input [5:0] hand\_n0;

input [5:0] hand\_n1;

input [5:0] hand\_n2;

input [5:0] hand\_n3;

input [5:0] hand\_n4;

output logic [1:0] out\_data;

//---------------------------------------------------------------------

// LOGIC DECLARATION

//---------------------------------------------------------------------

logic [5:0] sorted\_hand[4:0];

logic invalid\_check[4:0];

logic invalid\_term\_exist;

logic tri\_plus\_pair;

logic seq\_plus\_pair;

logic is\_honor [4:0];

//---------------------------------------------------------------------

// Your design

//---------------------------------------------------------------------

// Sort all input

Sort sort\_ins(.in\_num0 (hand\_n0), .in\_num1 (hand\_n1), .in\_num2 (hand\_n2), .in\_num3 (hand\_n3),.in\_num4 (hand\_n4),

.out\_num0 (sorted\_hand[0]), .out\_num1 (sorted\_hand[1]), .out\_num2 (sorted\_hand[2]), .out\_num3 (sorted\_hand[3]), .out\_num4 (sorted\_hand[4]));

always\_comb begin

// Check if input contains invalid terms

for(int i=0;i<5;i++) begin

is\_honor[i] = (sorted\_hand[i][5:4]==2'b00/\*&2'b11\*/);

invalid\_check[i] = (is\_honor[i] ? sorted\_hand[i][3:0]>6 : sorted\_hand[i][3:0]>8);

end

invalid\_term\_exist = invalid\_check[0] || invalid\_check[1] || invalid\_check[2] || invalid\_check[3] || invalid\_check[4] || (sorted\_hand[0]==sorted\_hand[4]);

// Check tri\_plus\_pair case

tri\_plus\_pair = ((sorted\_hand[0]==sorted\_hand[1]) && (sorted\_hand[2]==sorted\_hand[4])) || ((sorted\_hand[3]==sorted\_hand[4]) && (sorted\_hand[0]==sorted\_hand[2]));

//Check seq\_plus\_pair case

seq\_plus\_pair = (/\*sorted\_hand[1]-sorted\_hand[0]==1\*/sorted\_hand[1]==sorted\_hand[0]+1 && /\*sorted\_hand[2]-sorted\_hand[1]==1\*/sorted\_hand[2]==sorted\_hand[1]+1 && sorted\_hand[3]==sorted\_hand[4] && /\*sorted\_hand[0][5:4]&2'b11\*/!is\_honor[0])

|| (sorted\_hand[0]==sorted\_hand[1] && /\*sorted\_hand[3]-sorted\_hand[2]==1\*/sorted\_hand[3]==sorted\_hand[2]+1 && /\*sorted\_hand[4]-sorted\_hand[3]==1\*/sorted\_hand[4]==sorted\_hand[3]+1 && /\*sorted\_hand[2][5:4]&2'b11\*/!is\_honor[2])

|| (sorted\_hand[1]==sorted\_hand[3] && /\*sorted\_hand[1]-sorted\_hand[0]==1\*/sorted\_hand[1]==sorted\_hand[0]+1 && /\*sorted\_hand[4]-sorted\_hand[3]==1\*/sorted\_hand[4]==sorted\_hand[3]+1 && /\*sorted\_hand[0][5:4]&2'b11\*/!is\_honor[0]);

if(invalid\_term\_exist)begin

out\_data = 2'b01;

end

else if(tri\_plus\_pair)begin

out\_data = 2'b11;

end

else if(seq\_plus\_pair)begin

out\_data = 2'b10;

end

else begin

out\_data = 2'b00;

end

end

endmodule