



```

state = next_state;
case (state)
Idle:
if(New_PKT)
next_state = clear;
else
next_state = Idle;
Clear:
next_state = Wait1;
Wait1:
next_state = Data;
Data:
if(Packet_Done)
next_state = Done;
else
next_state = Data;
Done:
next_state = Check;
Check:
if(Framing_Error)
next_state = Idle;
else
next_state = Load;
Load:
next_state = Idle;

```

```

if(state == CLEAR) begin
sbc_clear = 1;
enable_timer = 1;
end
else begin
sbc_clear = 0;
enable_timer = 0;
end
if(state == DONE)
sbc_enable = 1;
else
sbc_enable = 0;
if(state == LOAD)
load_buffer = 1;
else
load_buffer = 0;

```