

```

if (clear)
    nxt_count = 0;
    rollover_flag_temp = 0;
else if (!count_enable)
    nxt_count = count;
    rollover_flag_temp = rollover_flag;
else if (count == rollover_val)
    nxt_count = 1;
    rollover_flag_temp = 0;
else if (count == (rollover_val - 1))
    rollover_flag_temp = 1;
    nxt_count = count + 1;
else
    nxt_count = count + 1;
    rollover_flag_temp = 0;

```

