

```
module flipflop_4(clk, reset,  a, y);
    input clk, reset;
    input a;
    reg b;
    reg c;
    reg d;
    reg e;
    reg f;
    reg g;
    reg h;
    reg i;
    reg j;
    output reg y;
always @(posedge clk or posedge reset)
begin
    if (reset)
        begin
            b <= 1'b0; c <= 1'b0; d <= 1'b0; e <= 1'b0; f <= 1'b0; g <= 1'b0; h <= 1'b0; i <= 1'b0; j <= 1'b0;
        end
    else
        begin
            b <= a; c <= b; d <= c; e <= d; f <= e; g <= f; h <= g; i <= h; j <= i; y <= j;
        end
    end
end
endmodule
```