

```
1 module FSM_0(clk_n, reset, a, b, c, d, e, f, y);
2     input clk_n, reset;
3     input a,b,c,d,e,f;
4     output y;
5     reg [1:0] p_state, n_state;
6     parameter S0 = 2'd0, S1 = 2'd1, S2 = 2'd2, S3 = 2'd3;
7     always @(negedge clk_n or posedge reset)
8     begin
9         if(reset)
10             p_state <= S0;
11         else
12             p_state <= n_state;
13     end
14     always @(p_state or a or b or c or d or e or f)
15     begin
16     case (p_state)
17     S0: begin
18         if (a << b)
19             n_state = S1;
20         else
21             n_state = S0;
22     end
23     ...
24     S2: begin
25         if (e ^ f)
26             n_state = S1;
27         else
28             n_state = S2;
29     end
30     default: n_state = S0;
31     endcase
32     end
33     assign y = (p_state == S2);
```