

```
module FUNC1 (I0, I1, S, out);  
    input I0, I1;  
    input S;  
    output out;  
    out = S? I1: I0;  
endmodule
```

```
module FUNC2 (out,ctl,clk,reset);  
    output [7:0] out;  
    input ctl, clk, reset;  
    reg [7:0] out;  
    always @(posedge clk)
```