```
module Border(
   input clk,
   input [15:0] Horizontal, Vertical, // Horizontal is thickness of left and right
                                       // Vertical is thickness of top and bottom
   output top, bottom, left, right,
   output GreenWall
   );
   // Active region size
   wire [15:0] HborderStart, HborderEnd, VborderStart, VborderEnd, zero;
   assign zero = 16'd0;
   assign HborderStart = 16'd632; // Start of right side border (green wall)
   assign HborderEnd = 16'd639;
                                      // Length
   assign VborderStart = 16'd472;
                                     // Start of bottom border
   assign VborderEnd = 16'd479;
                                      // Height
   assign top = ((Horizontal >= zero) & (Horizontal <= HborderEnd)</pre>
                                                                           &
(Vertical >= zero)
                             & (Vertical <= 16'd7));
   assign bottom = ((Horizontal >= zero) & (Horizontal <= HborderEnd)</pre>
                                                                           &
(Vertical >= VborderStart) & (Vertical <= VborderEnd));</pre>
   assign left = ((Vertical >= zero) & (Vertical
                                                      <= VborderEnd)
                                                                           &
                            & (Horizontal <= 16'd7));</pre>
(Horizontal >= zero)
   assign right = ((Vertical >= zero) & (Vertical <= VborderEnd)</pre>
                                                                           &
```

(Horizontal >= HborderStart) & (Horizontal <= HborderEnd));

assign GreenWall = (top | bottom | left | right);

`timescale 1ns / 1ps

endmodule