

```

`define Y 2 // Yellow duration
`define G 5 // Green duration

module TLC(x, clk, clr, hg, sr);
    input x, clk, clr;
    output reg [1:0] hg, sr;
    reg [1:0] state, n_state;

parameter S0 = 2'd0, S1 = 2'd1, S2 = 2'd2, S3 = 2'd3;

// State register
always @(posedge clk) begin
    if (clr)
        state <= S0;
    else
        state <= n_state;
end

// Output logic based on current state
always @(state or x) begin
    case (state)
        S0: begin
            hg = 2'b10; // Green
            sr = 2'b00; // Red
        end
        S1: begin
            hg = 2'b01; // Yellow
            sr = 2'b00; // Red
        end
        S2: begin
            hg = 2'b00; // Red
            sr = 2'b10; // Green
        end
        S3: begin
            hg = 2'b00; // Red
            sr = 2'b01; // Yellow
        end
        default: begin
            hg = 2'b00;
            sr = 2'b00;
        end
    endcase
end

// Next state logic with delays
always @(state or x) begin
    case (state)
        S0: begin
            if (x)
                n_state = S1;
            else
                n_state = S0;
        end

```

```
S1: begin
    repeat (`Y) @(posedge clk);
    n_state = S2;
end

S2: begin
    if (x)
        n_state = S2;
    else
        n_state = S3;
end

S3: begin
    repeat (`G) @(posedge clk);
    n_state = S0;
end

default: n_state = S0;
endcase
end
endmodule
```