TRAFFIC LIGHT CONTROLLER

DESIGN ASSIGNMENT #3

PROBLEM

Design a digital controller to control traffic at an intersection of a busy main street (North-South) and an occasionally used side street (East-West).

- -North South must be Green for a <u>minimum</u> of 25 seconds and will remain Green until traffic is present on East-West
- -East West will remain Green for a <u>maximum</u> of 25 seconds
- -Yellow lights on both streets must be for 4 seconds

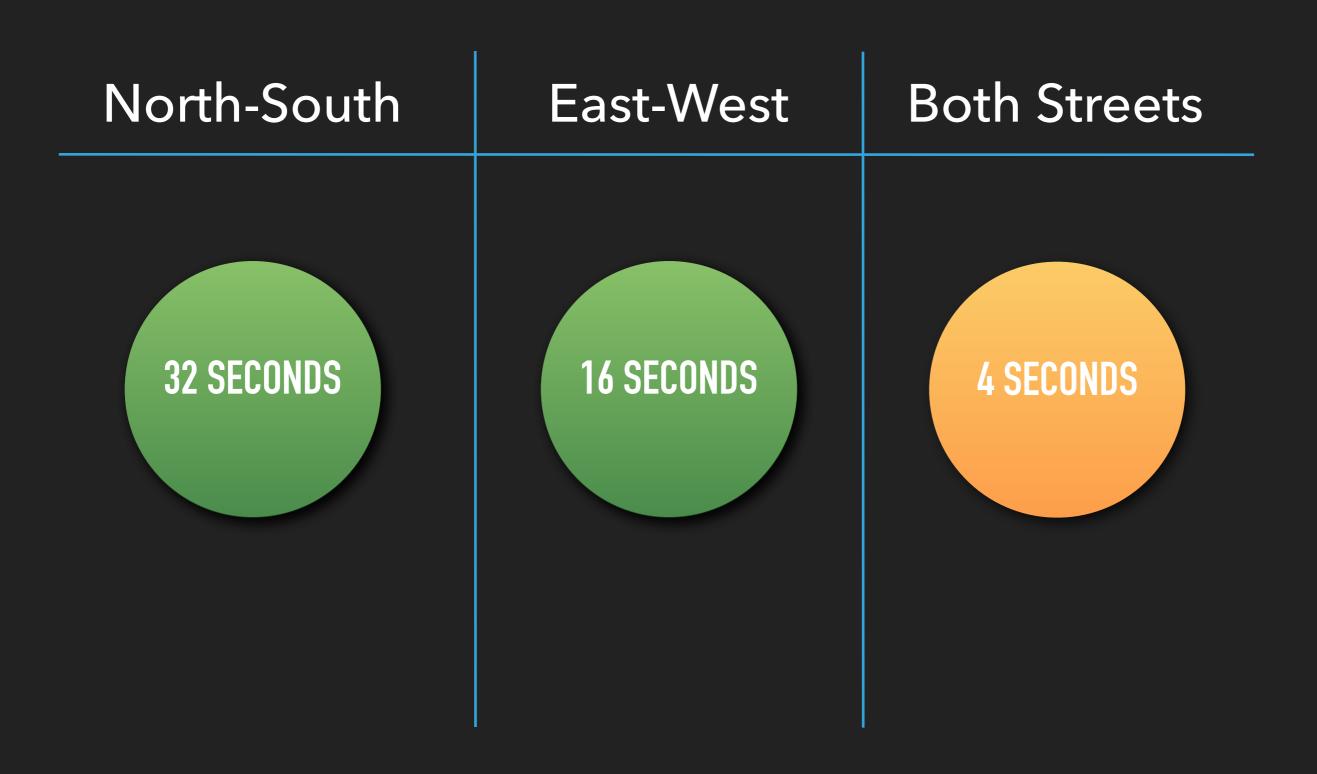


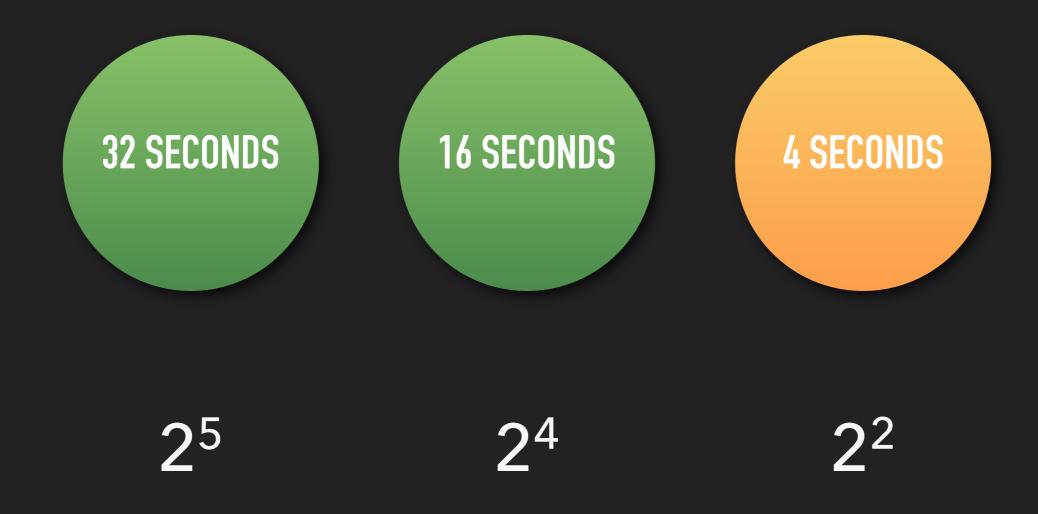
SPECIFICATIONS



SIGNALS

TIME SPECIFICATIONS







11111



00000

```
module nsCounter
    input clk,
    output [4:0] count
);
wire clk;
reg[4:0] count;
initial
    count = 0;
always @( negedge clk )
    count[0] <= ~count[0];
always @( negedge count[0] )
    count[1] <= ~count[1];
always @( negedge count[1] )
    count[2] <= ~count[2];
always @( negedge count[2] )
    count[3] <= ~count[3];
always @( negedge count[3] )
    count[4] <= ~count[4];
endmodule
```



1111



0000

```
module ewCounter
    input clk,
    output [3:0] count
wire clk;
reg[3:0] count;
initial
    count = 0;
always @( negedge clk )
    count[0] <= ~count[0];
always @( negedge count[0] )
    count[1] <= ~count[1];</pre>
always @( negedge count[1] )
    count[2] <= ~count[2];
always @( negedge count[2] )
    count[3] <= ~count[3];
endmodule
```

4 SECONDS

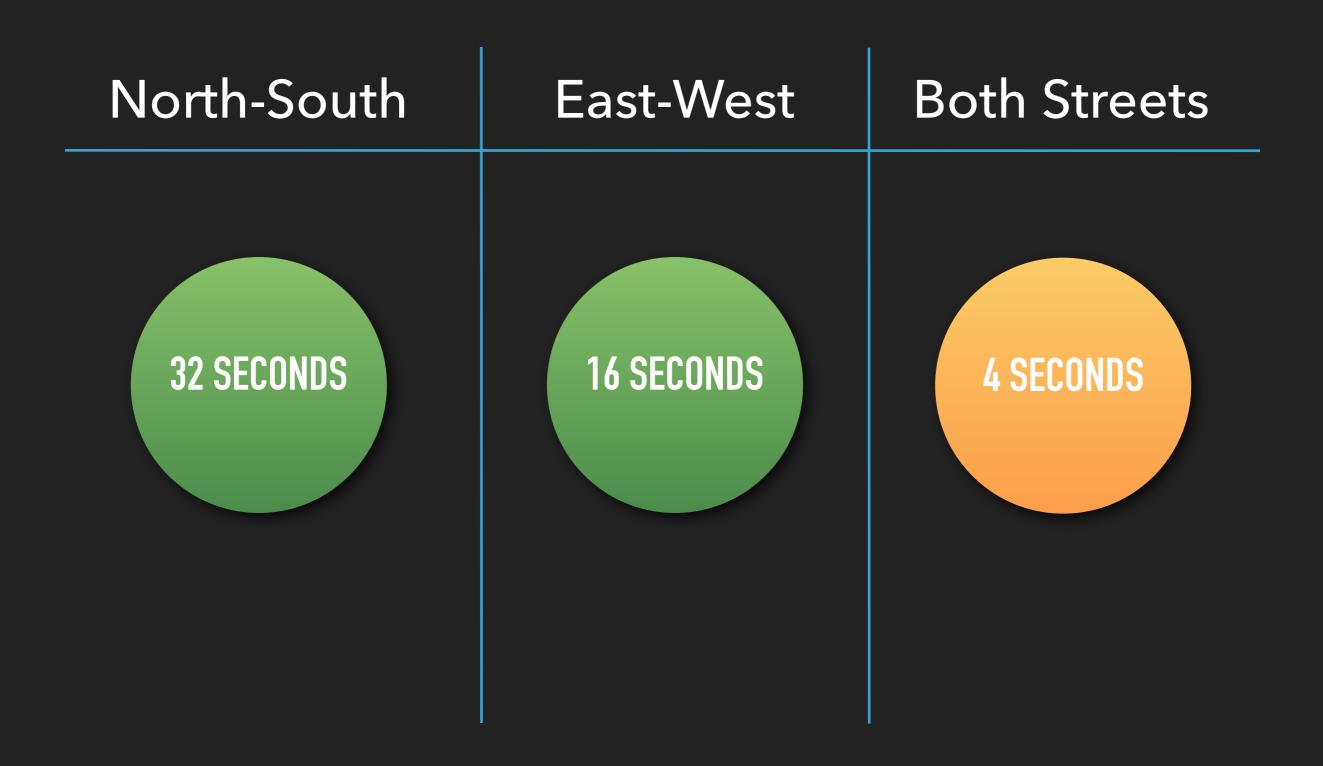
11



00

```
module yellowCounter
  input clk,
  output [1:0] count
);
wire clk;
reg[1:0] count;
initial
    count = 0;
always @( negedge clk )
    count[0] <= ~count[0];
always @( negedge count[0] )
    count[1] <= ~count[1];
endmodule
```

TIME SPECIFICATIONS

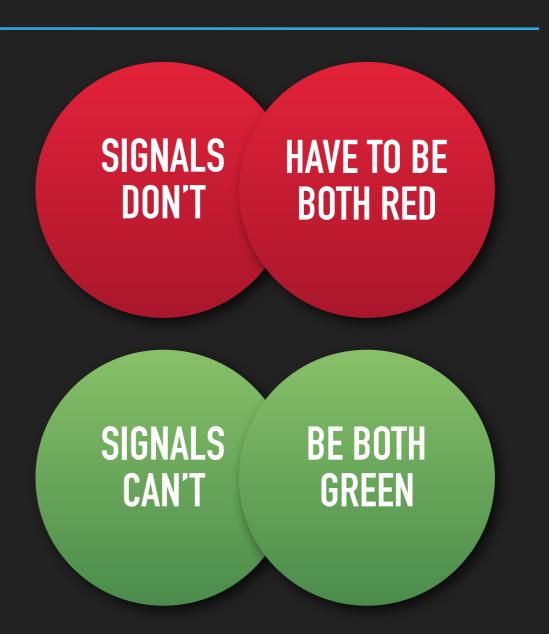


SIGNAL SPECIFICATIONS

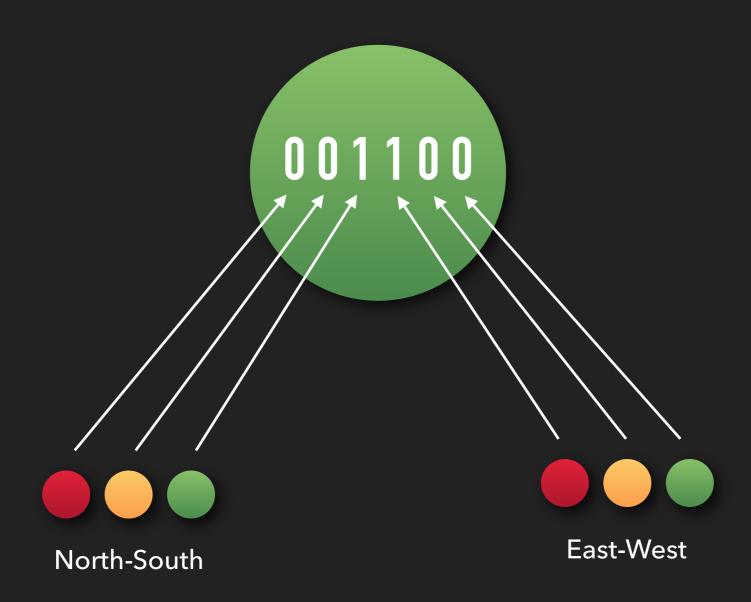
East-West

Both Streets

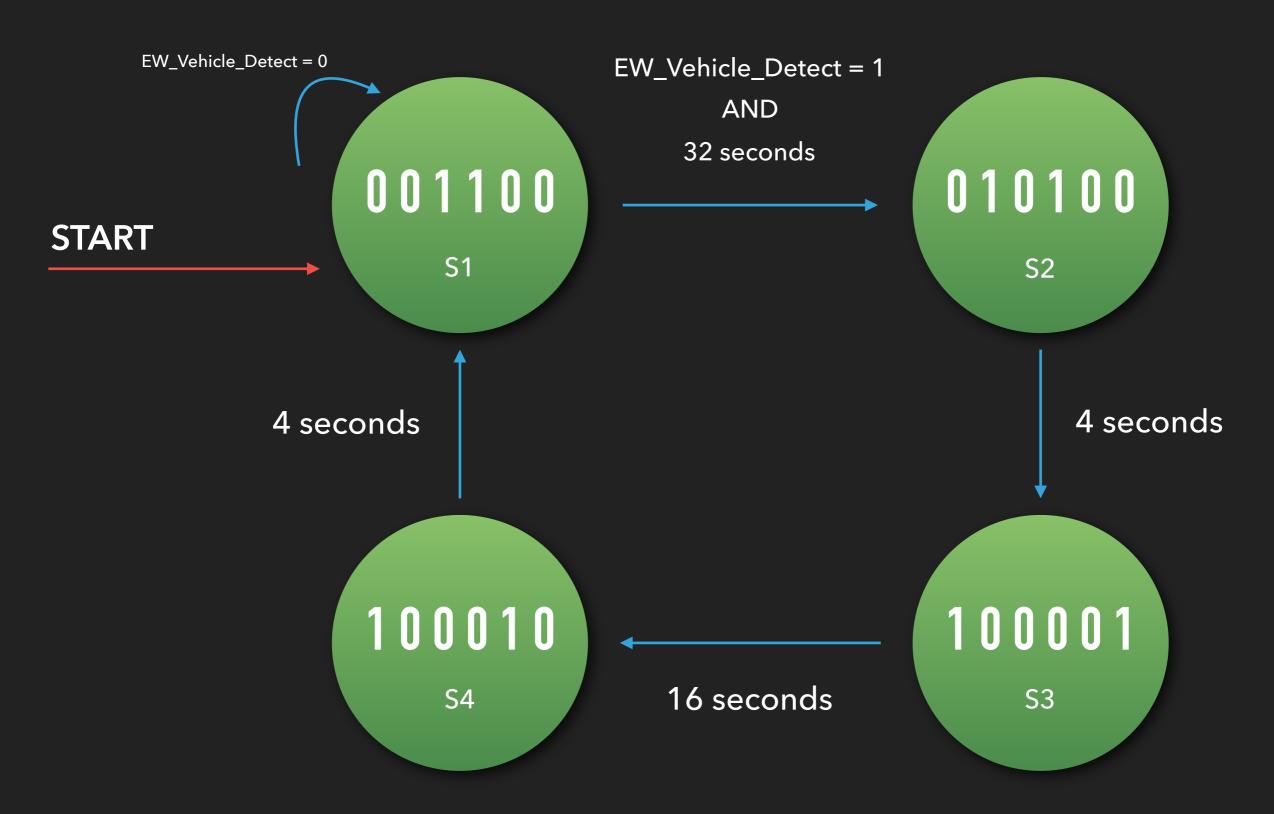
NO GREEN LIGHT UNTIL VEHICLE PRESENT



STATE BUBBLE



STATE DIAGRAM



INPUTS AND OUTPUTS

Inputs (8)

NS Red

NS Yellow

NS Green

EW Red

EW Yellow

EW Green

Traffic on EW

Timer

Outputs (6)

NS Red

NS Yellow

NS Green

EW Red

EW Yellow

EW Green

TRUTH TABLE

		ese		tate		Ir	puts				ture		ate EW	ı
R	Υ			Υ		EW	TIME	F	R	Υ				
0	0	1	1	0	0	0	x	(0	0	1	1	0	0
0	0	1	1	0	0	1	0		0	0	1	1	0	0
0	0	1	1	0	0	1	1	(0	1	0	1	0	0
0	1	0	1	0	0	х	0	(0	1	0	1	0	0
0	1	0	1	0	0	х	1		1	0	0	0	0	1
1	0	0	0	0	1	х	0		1	0	0	0	0	1
1	0	0	0	0	1	х	1		1	0	0	0	1	0
1	0	0	0	1	0	х	0		1	0	1	0	1	0
1	0	0	0	1	0	x	1		0	0	1	1	0	0

K MAP OUTPUT (NORTH-SOUTH RED)

A = NS Red D = EW Red G = Traffic on EW

B = NS Yellow E = EW Yellow H = Timer

C = NS Green F = EW Green

	Ē.F.G.H	Ē.F.G.H	Ē.Ē.G.H	Ē.F.G.Ħ	Ē.F.G.Ħ	Ē.F.G.H	Ē.F.G.H	Ē.F.G.Ħ	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.Ħ	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H
$\overline{A}.\overline{B}.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.\overline{C}.D$	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.B.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	1	1	1	1	0	0	0	0	1	0	0	1
$A.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.C.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

A'BC'DE'F'H + AB'C'DE'F + AB'C'D'EF'H' = 0101001 + 100101 + 1000100

K MAP OUTPUT (NORTH-SOUTH YELLOW)

A = NS Red B = NS Yellow

D = EW Red

G = Traffic on EW

E = EW Yellow H = Timer

C = NS Green F = EW Green

	EEG 11	E E C u	EEGH	EEGH	EFGT	E E G H	EEGH	Ē.F.G.Ħ	E E C II	E E C H	е е с и	FFCH	E E C E	E E C H	EEGH	EECH
7 D C D		0.1.0				0.1.3	0.1.0	0.7.3	L.D.1.1	0.1.3			n.o.a.a	0.1.0	0.1.0	L.F.O.H
A.B.C.D	0	U	0	0	0	U	U	U	U	U	0	0	U	U	U	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.\overline{C}.D$	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.B.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

A'B'CDE'F'GH + A'BC'DE'F'H' = 00110100 + 0101000

K MAP OUTPUT (NORTH-SOUTH GREEN)

A = NS Red D = EW Red G = Traffic on EW

B = NS Yellow E = EW Yellow H = Timer

C = NS Green F = EW Green

	FFGH	EEGH	EEGH	EEGH	E E G H	E E G H	EEGH	E.F.G.H	EEG H	E E G H	EEGH	EEG H	FEGH	E E G H	EEGH	EEGH
$\overline{A}.\overline{B}.\overline{C}.\overline{D}$		0	0	0	0	0	0	0	0.11	0	0	0	0	0	0.11	0.11
		0		_	0				0	_	_	_	0	0	0	0
A.B.C.D		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.\overline{D}$		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0
$A.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

A'B'CDE'F'G' + AB'C'D'EF'H + A'B'CDE'F'GH' = 0011000 + 1000101 + 00110010

K MAP OUTPUT (EAST-WEST RED)

A = NS Red D = EW Red G = Traffic on EW

B = NS Yellow E = EW Yellow H = Timer

C = NS Green F = EW Green

	Ē.F.G.H	Ē.F.G.H	Ē.F.G.H	E.F.G.H	E.F.G.H	Ē.F.G.H	E.F.G.H									
$\overline{A}.\overline{B}.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.D$	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.\overline{C}.D$	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.B.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D		0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0
$A.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.C.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

A'B'CDE'F' + A'BC'DE'F'H' + AB'C'D'E'F'H = 001100 + 0101000 + 1000001

K MAP OUTPUT (EAST-WEST YELLOW)

A = NS Red D = EW Red

EW Red G = Traffic on EW

B = NS Yellow E = EW Yellow H = Timer

C = NS Green F = EW Green

	FFCT	EEG H	ĒĒC U	EECH	EPG II	Ē P C U	ERCH	ERCH	PPZ II	p p G u	реси	EEC II	PECT	p P C u	рёси	E.F.G.H
	_	_			E.F.G.H	_	_		_	E.F.G.H	_		_	E.F.G.H	E.F.G.H	E.F.G.H
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.B.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.\overline{C}.\overline{D}$	0	0	0	0	0	1	1	0	0	0	0	0	1	0	0	1
$A.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

AB'C'D'E'FH + AB'C'D'EF'H' = 1000011 + 1000100

K MAP OUTPUT (EAST-WEST GREEN)

A = NS Red B = NS Yellow

D = EW Red G = Traffic on EW

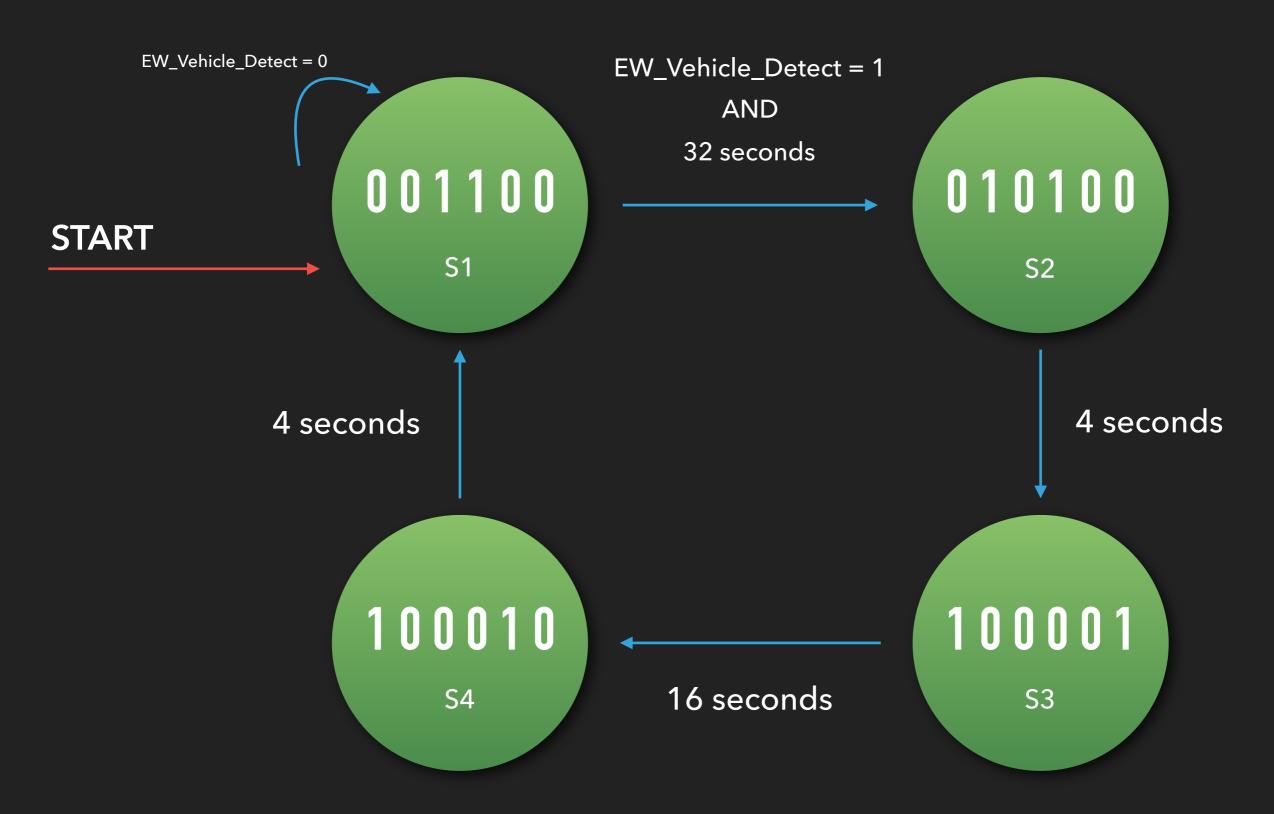
E = EW Yellow H = Timer

C = NS Green F = EW Green

	E.F.G.H	E.F.G.H	E.F.G.H	E.F.G.H	$\overline{E}.F.\overline{G}.\overline{H}$	E.F.G.H	E.F.G.H	\overline{E} .F.G. \overline{H}	$E.F.\overline{G}.\overline{H}$	E.F.G.H						
$\overline{A}.\overline{B}.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.\overline{C}.D$	0	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$\overline{A}.B.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.B.\overline{C}.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
A.B.C.D	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.B.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.\overline{C}.\overline{D}$	0	0	0	0	1	0	0	1	0	0	0	0	0	0	0	0
$A.\overline{B}.\overline{C}.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.C.D$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
$A.\overline{B}.C.\overline{D}$	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

A'BC'DE'F'H + AB'C'D'E'FH' = 0101000 + 1000010

STATE DIAGRAM



MODULE

```
`timescale 1ns / 1ps
/*
     Group Members: Kevin Ingram and Warren Seto
     Lab Name: Traffic Light Controller (Lab 3)
     Project Name: eng312 proj3
     Design Name: Traffic eng312 proj3.v
     Design Description: Verilog Module to Implement
*/
module Traffic
     input [4:0] nsCounter,
     input [3:0] ewCounter,
     input [1:0] yellowCounter,
     input NS VEHICLE DETECT,
     input EW_VEHICLE_DETECT,
     output reg NS RED,
     output reg NS_YELLOW,
     output reg NS GREEN,
     output reg EW RED,
     output reg EW YELLOW,
     output reg EW GREEN
        begin
         RED \leq 0;
       NS YELLOW <= 0;
       NS GREEN <= 1;
       EW RED <= 1;
       EW YELLOW <= 0;
       EW GREEN <= 0;
```

001100

end

MODULE

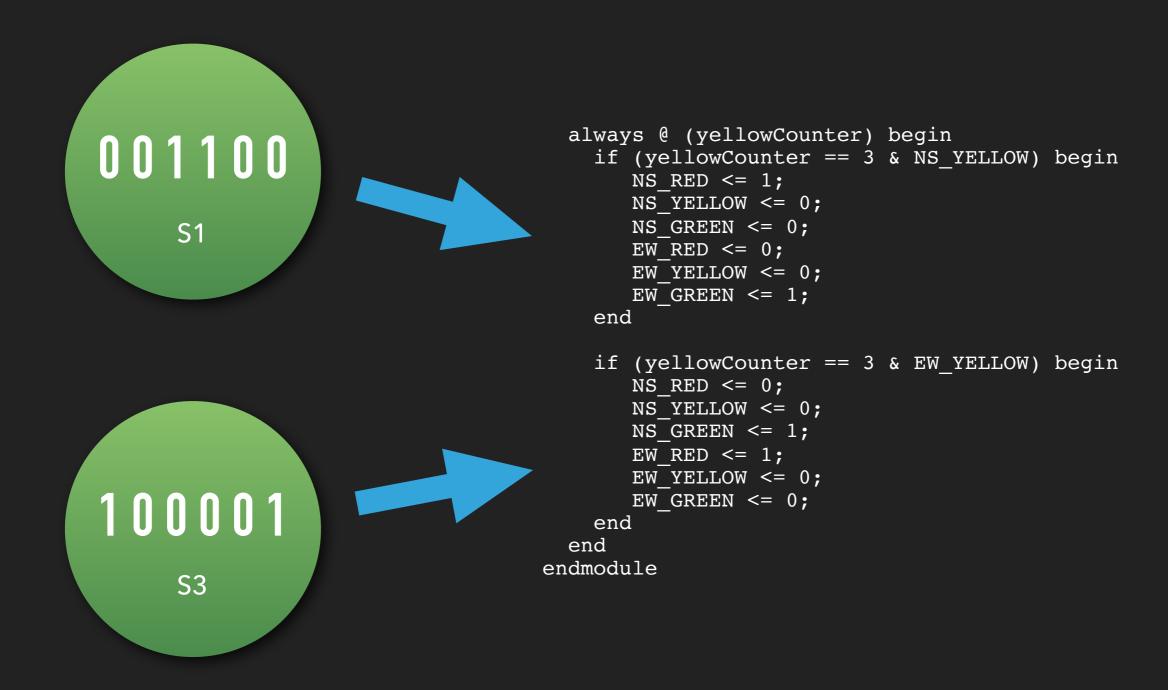


```
always @ (nsCounter) begin
   if (nsCounter == 31 & EW_VEHICLE_DETECT &
NS_GREEN) begin
        NS_RED <= 0;
        NS_YELLOW <= 1;
        NS_GREEN <= 0;
        EW_RED <= 1;
        EW_YELLOW <= 0;
        EW_GREEN <= 0;
        end
   end</pre>
```



```
always @ (ewCounter) begin
  if (ewCounter == 15 & EW_GREEN) begin
    NS_RED <= 1;
    NS_YELLOW <= 0;
    NS_GREEN <= 0;
    EW_RED <= 0;
    EW_YELLOW <= 1;
    EW_GREEN <= 0;
end
end</pre>
```

MODULE



TESTS

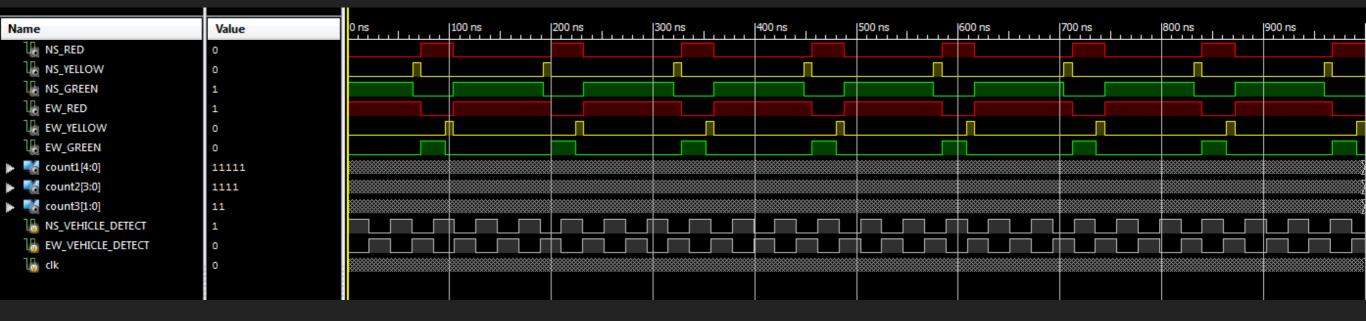
```
`timescale 1ns / 1ps
/*
     Group Members: Kevin Ingram and Warren Seto
     Lab Name: Traffic Light Controller (Lab 3)
     Project Name: eng312_proj3
     Design Name: Traffic Test A eng312 proj3.v
     Design Description: Verilog Test Bench to Implement Test A (3 AM)
*/
module Traffic Test;
     // Inputs
     reg NS VEHICLE DETECT;
     reg EW VEHICLE DETECT;
     // Outputs
     wire NS RED;
     wire NS YELLOW;
     wire NS GREEN;
     wire EW RED;
     wire EW YELLOW;
     wire EW GREEN;
     // Clock
     reg clk;
     // Counters
     wire[4:0] count1;
     wire[3:0] count2;
     wire[1:0] count3;
     // Counter Modules
    nsCounter clock1(clk, count1); // Count a total of 32 seconds
    ewCounter clock2(clk, count2); // Counts a total of 16 seconds
    yellowCounter clock3(clk, count3); // Counts a total of 4 seconds
     // Main Traffic Module
     Traffic CORE (count1, count2, count3, NS_VEHICLE_DETECT, EW_VEHICLE_DETECT, NS_RED, NS_YELLOW,
NS GREEN, EW RED, EW YELLOW, EW GREEN);
```

TEST A (3 AM)

Name	Value	0 ns	100 ns	200 ns	300 ns	400 ns	500 ns	600 ns	700 ns	800 ns	900 ns
ା NS_RED	0										
ା NS_YELLOW	0										
ା NS_GREEN	1										
☐ EW_RED	1										
☐ EW_YELLOW	0										
☐ EW_GREEN	0										
	11111										
▶ 唬 count2[3:0]	1111										
▶ 喊 count3[1:0]	11										
¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬ ¬	0										
I	0										
<mark>l</mark> ₀ cik	0										

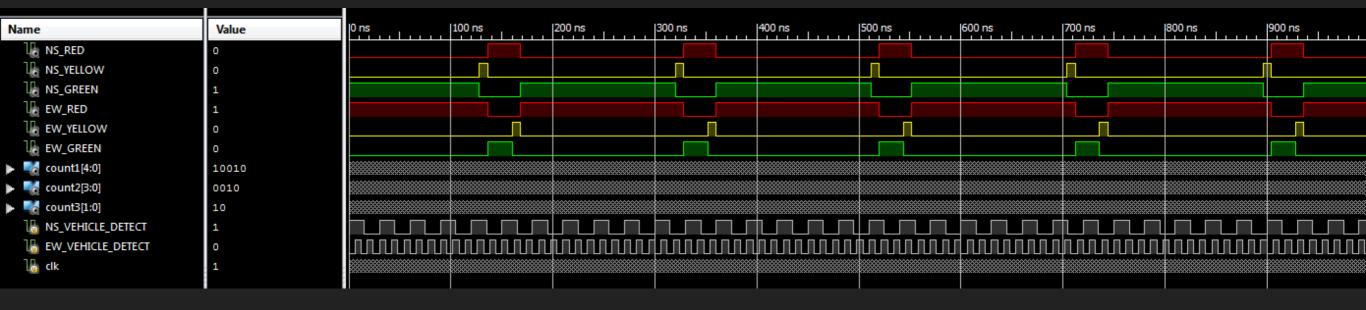
TEST B (6 AM)

```
initial begin
       clk = 0;
       NS VEHICLE DETECT = 0;
       EW_VEHICLE_DETECT = 1;
      $display("
                                 EW ");
       $display("
                            RYGRYG");
  #1000 $finish;
  end
  always begin
  #1 clk = \sim clk;
  end
always @ (clk) begin
  if ($time % 21 == 0) begin
       NS VEHICLE DETECT = ~NS VEHICLE DETECT;
       EW_VEHICLE_DETECT = ~EW_VEHICLE_DETECT;
  end
end
```



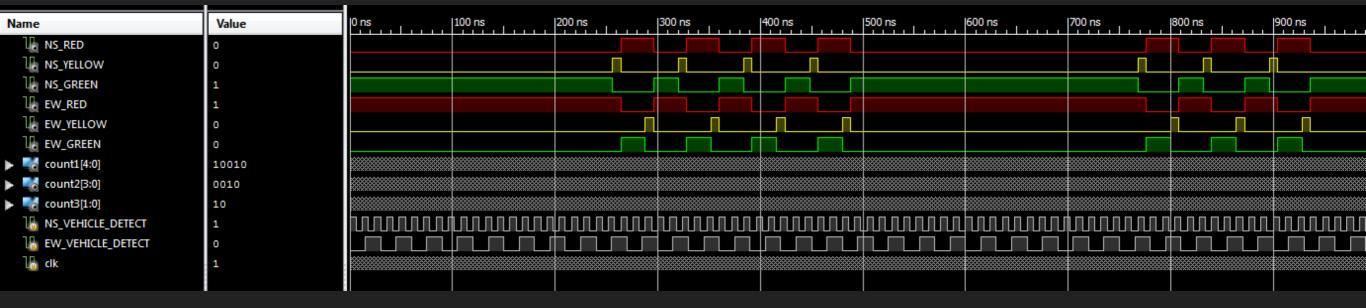
TEST C (9 AM)

```
initial begin
        clk = 0;
        NS VEHICLE DETECT = 0;
        EW VEHICLE DETECT = 1;
      $display("
                               | EW ");
        $display("
                            RYGRYG");
   #1000 $finish;
   end
   always begin
   #1 clk = \sim clk;
   end
always @ (clk) begin
 if ($time % 15 == 0) begin
        NS VEHICLE DETECT = ~NS VEHICLE DETECT;
  end
 if ($time % 6 == 0) begin
        EW VEHICLE DETECT = ~EW VEHICLE DETECT;
  end
end
```



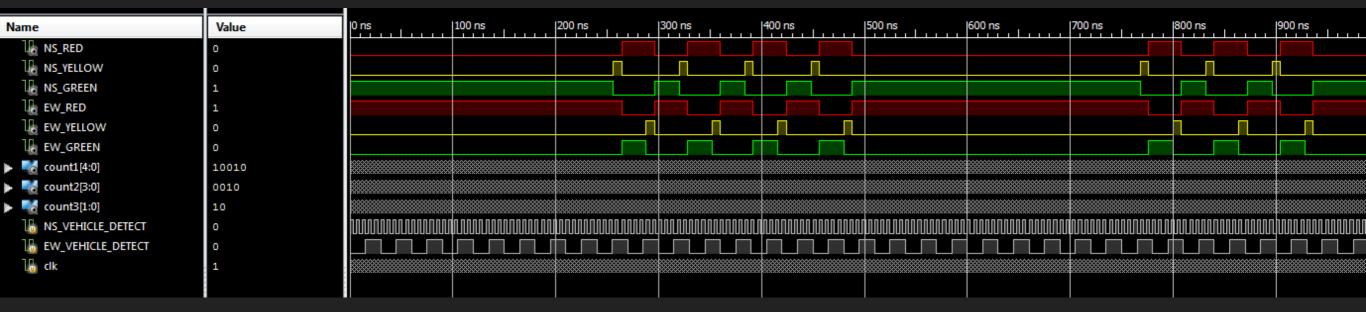
TEST D (11 AM)

```
initial begin
        clk = 0;
        NS_VEHICLE_DETECT = 0;
        EW VEHICLE DETECT = 1;
     $display("
                           NS | EW ");
        $display("
                    RYGRYG");
   #1000 $finish;
   end
   always begin
   #1 clk = \sim clk;
   end
always @ (clk) begin
  if ($time % 6 == 0) begin
        NS_VEHICLE_DETECT = ~NS_VEHICLE_DETECT;
  end
 if ($time % 15 == 0) begin
        EW VEHICLE DETECT = ~EW VEHICLE DETECT;
  end
end
```



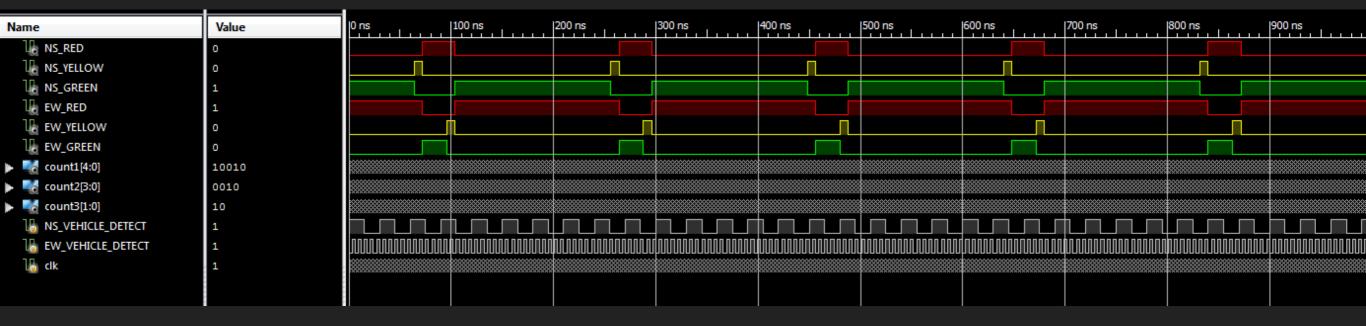
TEST E (1 PM)

```
initial begin
        clk = 0;
        NS VEHICLE DETECT = 0;
        EW VEHICLE DETECT = 1;
      $display("
                                 EW ");
        $display("
                            RYGRYG");
   #1000 $finish;
   end
   always begin
   #1 clk = \sim clk;
   end
always @ (clk) begin
  if ($time % 2 == 0) begin
        NS_VEHICLE_DETECT = ~NS_VEHICLE_DETECT;
  end
 if ($time % 15 == 0) begin
        EW_VEHICLE_DETECT = ~EW_VEHICLE_DETECT;
  end
end
```



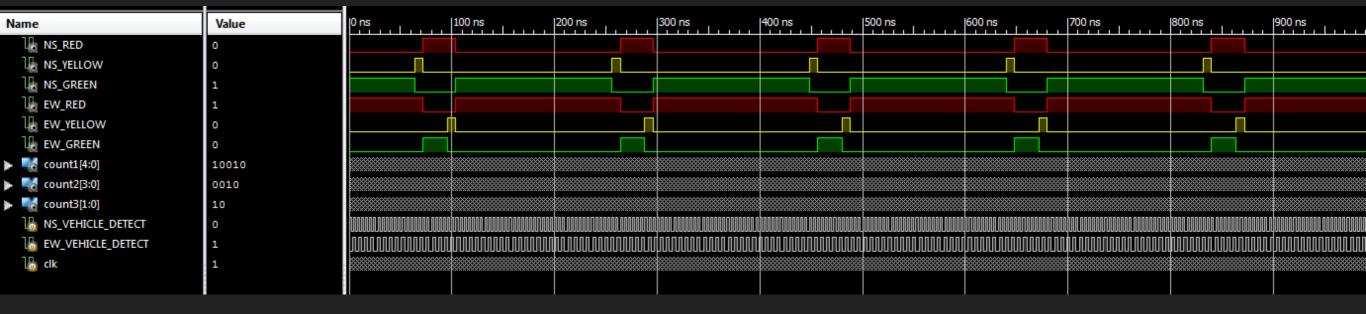
TEST F (2 PM)

```
initial begin
        clk = 0;
        NS_VEHICLE_DETECT = 0;
        EW VEHICLE DETECT = 1;
      $display("
                            NS | EW ");
        $display("
                           RYGRYG");
   #1000 $finish;
   end
   always begin
   #1 clk = \sim clk;
   end
always @ (clk) begin
  if ($time % 15 == 0) begin
        NS VEHICLE DETECT = ~NS VEHICLE DETECT;
  end
 if ($time % 2 == 0) begin
        EW VEHICLE DETECT = ~EW VEHICLE DETECT;
  end
end
```

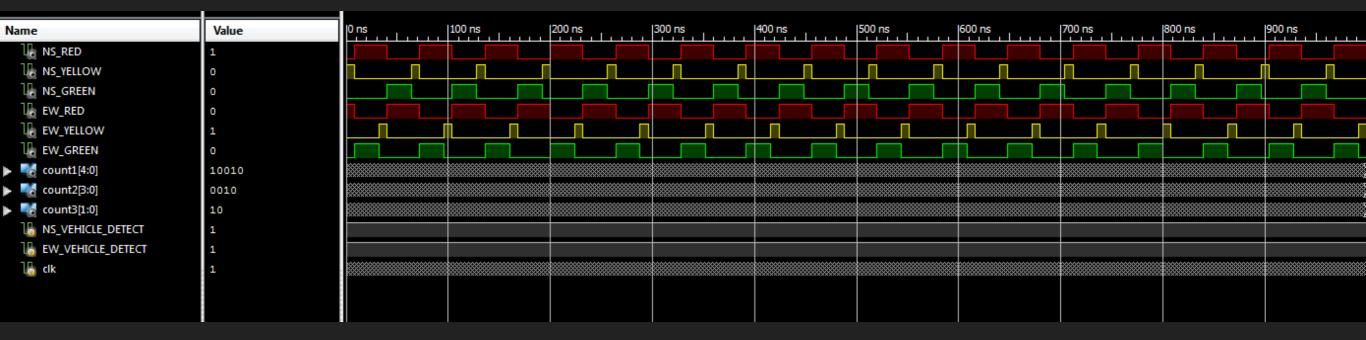


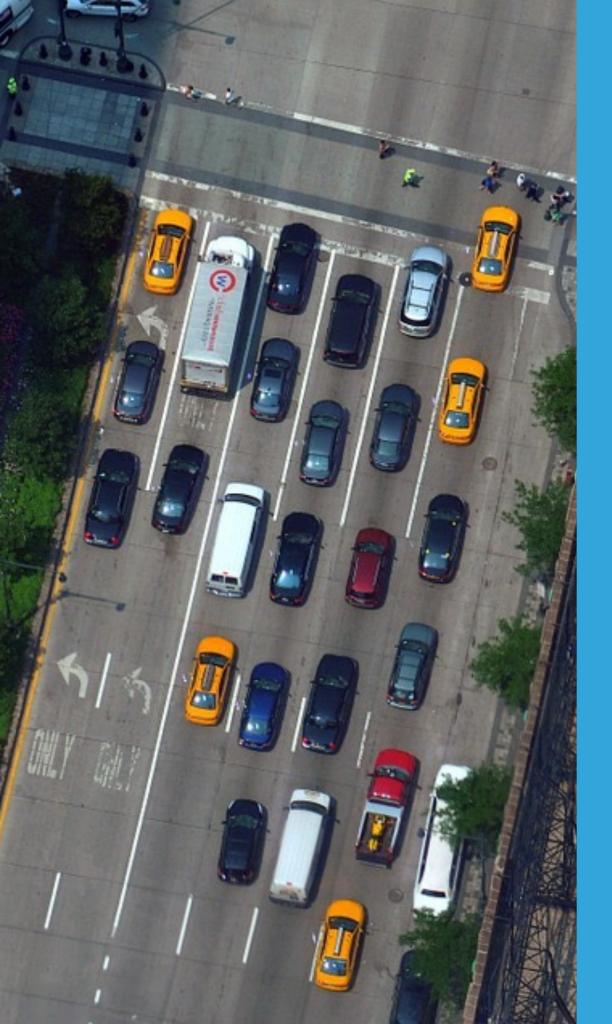
TEST G (3 PM)

```
initial begin
        clk = 0;
        NS_VEHICLE_DETECT = 0;
        EW VEHICLE DETECT = 1;
                            NS | EW ");
      $display("
        $display("
                           RYGRYG");
   #1000 $finish;
   end
   always begin
   #1 clk = \sim clk;
   end
always @ (clk) begin
 if ($time % 2 == 0) begin
        NS VEHICLE DETECT = ~NS VEHICLE DETECT;
  end
 if ($time % 3 == 0) begin
        EW VEHICLE DETECT = ~EW VEHICLE DETECT;
  end
end
```



TEST H (RUSH HOUR)





TRAFFIC LIGHT CONTROLLER

Kevin Ingram Warren Seto