

// Traffic Light Controller Module

```
module traffic_light_basic (
    input clk,
    input reset,
    input farm_car,
    output reg R1, Y1, G1, R2, Y2, G2
);
```

```
reg [1:0] state;
```

```
// State encoding
```

```
parameter S0 = 2'b00; // Farm Green, Highway Red
parameter S1 = 2'b01; // Farm Yellow, Highway Red
parameter S2 = 2'b10; // Highway Green, Farm Red
parameter S3 = 2'b11; // Highway Yellow, Farm Red
```

```
always @(posedge clk or posedge reset) begin
```

```
    if(reset)
```

```
        state <= S2; // Start with highway green
```

```
    else begin
```

```
        case (state)
```

```
            S0: state <= S1;
```

```
            S1: state <= S2;
```

```
            S2: state <= S3;
```

```
            S3: state <= farm_car ? S0 : S2;
```

```
            default: state <= S2;
```

```
        endcase
```

```

    end

end

always @(*) begin
    // Turn off all lights by default
    R1 = 0; Y1 = 0; G1 = 0;
    R2 = 0; Y2 = 0; G2 = 0;

    case (state)
        S0: begin R1 = 1; G2 = 1; end
        S1: begin R1 = 1; Y2 = 1; end
        S2: begin R2 = 1; G1 = 1; end
        S3: begin R2 = 1; Y1 = 1; end
    endcase
end
endmodule

```

// Test Bench for Traffic Light Controller

```

module tb_traffic_light_basic;

reg clk;
reg reset;
reg farm_car;
wire R1, Y1, G1, R2, Y2, G2;

// Instantiate the traffic light controller
traffic_light_basic uut (

```

```
.clk(clk),  
.reset(reset),  
.farm_car(farm_car),  
.R1(R1), .Y1(Y1), .G1(G1),  
.R2(R2), .Y2(Y2), .G2(G2)  
);
```

```
// Clock generation: 10ns period
```

```
initial begin
```

```
    clk = 0;
```

```
    forever #5 clk = ~clk;
```

```
end
```

```
// Stimulus process
```

```
initial begin
```

```
    // Initial reset
```

```
    reset = 1;
```

```
    farm_car = 0;
```

```
    #10 reset = 0;
```

```
// Simulate farm car detection
```

```
    #40 farm_car = 1;
```

```
    #40 farm_car = 0;
```

```
// Continue simulation
```

```
    #100 $finish;
```

```
end
```

```
// Print header once at start
initial begin
    $display("\nTime(ns) | farm_car | R1 Y1 G1 | R2 Y2 G2");
    $display("-----");
end

// Print signal states at every positive clock edge
always @(posedge clk) begin
    $display("%8t | %b | %b %b %b | %b %b %b",
            $time, farm_car, R1, Y1, G1, R2, Y2, G2);
end

endmodule
```