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// LIFT CONTROLLER MODULE

module lift_c (
    input wire clk,
    input wire dl, // Door lock signal (1=door open)
    input wire [1:0] rf,
    input wire [1:0] cf,
    output reg b, // Buzzer
    output reg u_d, // Up/Down (1 = up, 0 = down)
    output reg m // Motor (1 = move, 0 = stop)
);

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always @(*) begin
    // Default values
    b = 0;
    u_d = 0;
    m = 0;

    if(dl == 1) begin
        // Door open → Buzzer ON, Motor OFF
        b = 1;
        u_d = 0;
        m = 0;
    end
    else if(cf < rf) begin
        // Lift below target → Move UP
        b = 0;
        u_d = 1;
    end
end

```

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m = 1;
end

else if(cf > rf) begin
    // Lift above target → Move DOWN
    b = 0;
    u_d = 0;
    m = 1;
end

else begin
    // Same floor → Stop
    b = 0;
    u_d = 0;
    m = 0;
end

end
endmodule

```

// Test Bench

```
module lift_c_tb;
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```

reg clk;
reg dl;
reg [1:0] rf;
reg [1:0] cf;

wire b;
wire u_d;

```

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wire m;

// Instantiate the Unit Under Test (UUT)

lift_c uut (
    .clk(clk),
    .dl(dl),
    .b(b),
    .u_d(u_d),
    .m(m),
    .rf(rf),
    .cf(cf)
);

// Clock generation

initial begin
    clk = 0;
    forever #10 clk = ~clk;
end

// Stimulus block

initial begin
    $monitor("Time=%0t | dl=%b rf=%b cf=%b --> b=%b u_d=%b m=%b",
        $time, dl, rf, cf, b, u_d, m);

    dl = 1; rf = 2'b00; cf = 2'b00; #50; // Door open → buzzer ON
    dl = 0; rf = 2'b00; cf = 2'b00; #10;
    dl = 0; rf = 2'b01; cf = 2'b00; #10;

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dl = 0; rf = 2'b10; cf = 2'b00; #10;  
dl = 0; rf = 2'b11; cf = 2'b00; #10;  
dl = 0; rf = 2'b00; cf = 2'b01; #10;  
dl = 0; rf = 2'b01; cf = 2'b01; #10;  
dl = 0; rf = 2'b10; cf = 2'b01; #10;  
dl = 0; rf = 2'b11; cf = 2'b01; #10;  
dl = 0; rf = 2'b00; cf = 2'b10; #10;  
dl = 0; rf = 2'b01; cf = 2'b10; #10;  
dl = 0; rf = 2'b10; cf = 2'b10; #10;  
dl = 0; rf = 2'b11; cf = 2'b10; #10;  
dl = 0; rf = 2'b00; cf = 2'b11; #10;  
dl = 0; rf = 2'b01; cf = 2'b11; #10;  
dl = 0; rf = 2'b10; cf = 2'b11; #10;  
dl = 0; rf = 2'b11; cf = 2'b11; #10;  
  
$finish;  
end  
endmodule
```