

// 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
```

```

        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

```