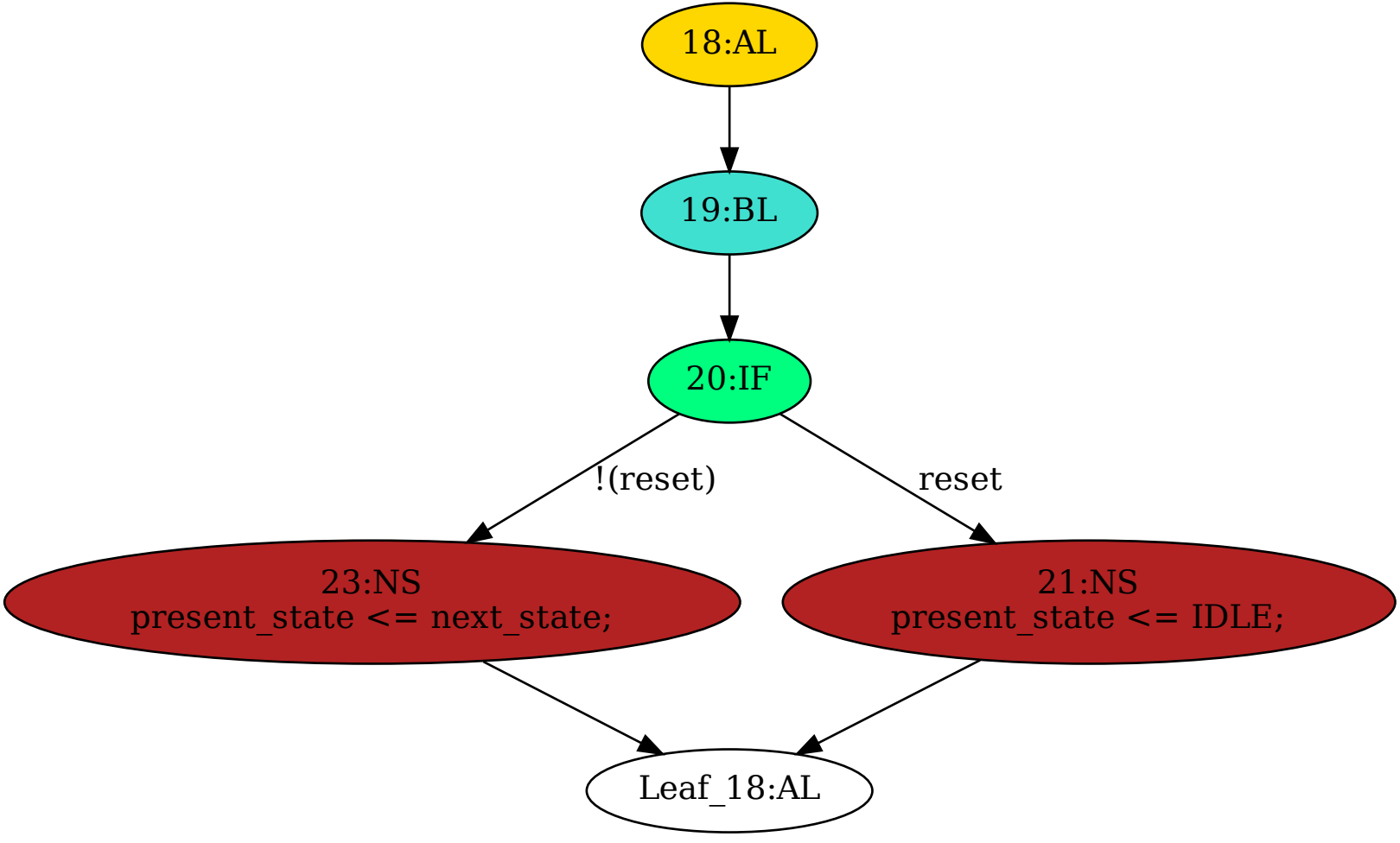
18:AL
19:BL
20:IF
!(reset)
reset
23:NS
present_state <= next_state;
21:NS
present_state <= IDLE;
Leaf_18:AL