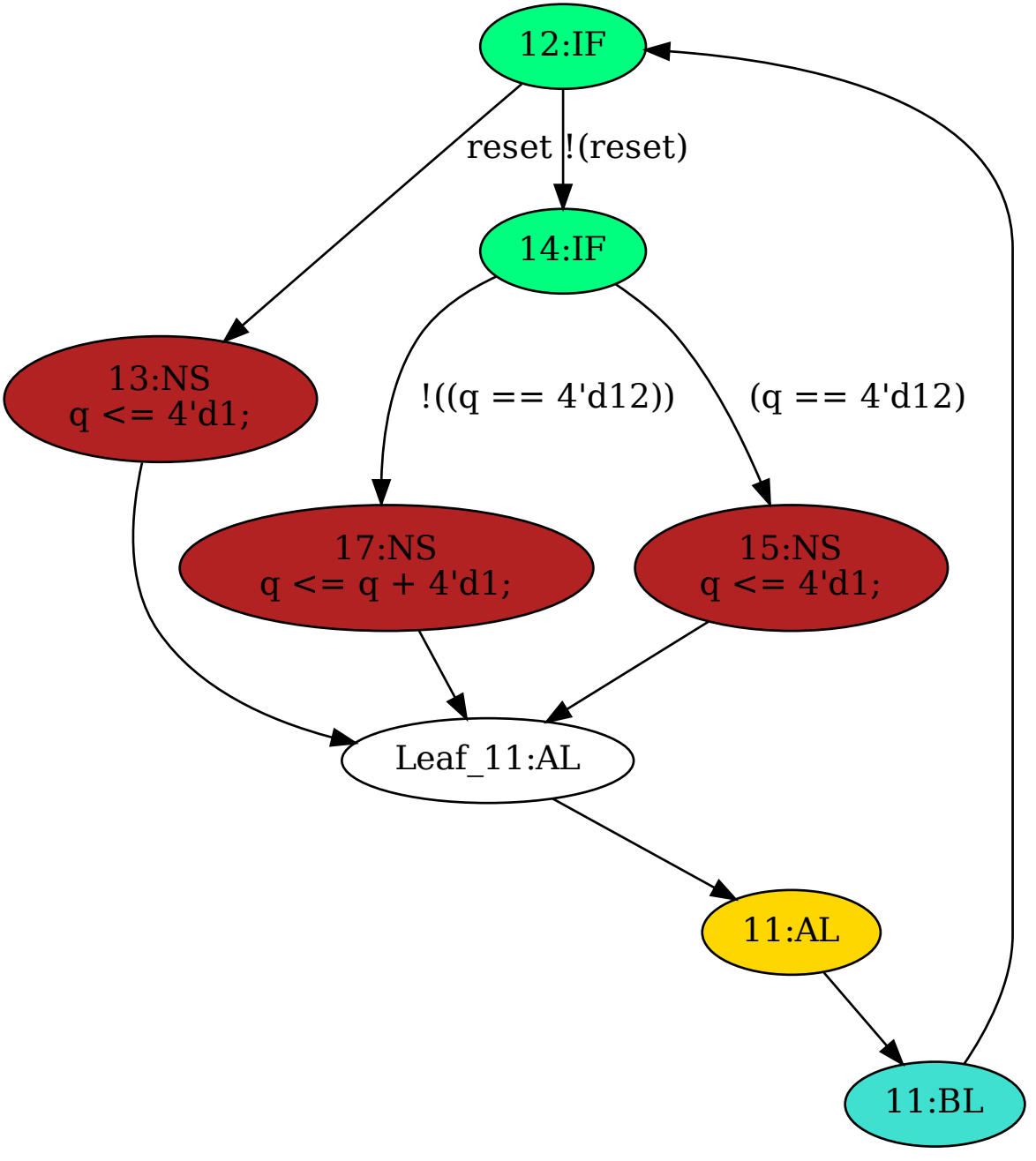
12:IF
reset
!(reset)
14:IF
13:NS
q <= 4'd1;
!((q == 4'd12))
(q == 4'd12)
17:NS
q <= q + 4'd1;
15:NS
q <= 4'd1;
Leaf_11:AL
11:AL
11:BL