

```

1  module victory2(clk, reset, in, out);
2      input logic clk, reset;
3      // Left On, Right On, Left In, Right In
4      input logic [3:0] in;
5      output logic [1:0] out;
6
7      logic [1:0] ps, ns;
8
9      always_comb begin
10         case (ps)
11             2'b00: if (in == 4'b1010) ns = 2'b10;
12                   else if (in == 4'b0101) ns = 2'b01;
13                   else ns = 2'b00;
14         default ns = 2'b00;
15         endcase
16     end
17
18     always_ff @(posedge clk) begin
19         if (reset)
20             ps <= 2'b00;
21         else
22             ps <= ns;
23         out <= ns;
24     end
25 endmodule
26
27 module victory_testbench();
28     logic clk, reset, l_in, r_in, l_on, r_on;
29     logic [1:0] out;
30
31     victory2 dut(clk, reset, {l_in, r_in, l_on, r_on}, out);
32
33     parameter CLOCK_PERIOD=100;
34
35     initial begin
36         clk <= 0;
37         forever #(CLOCK_PERIOD/2) clk <= ~clk;
38     end
39
40     initial begin
41         @ (posedge clk);
42         reset <= 1;
43         reset <= 0; l_in <= 0; r_in <= 0; l_on <= 0; r_on <= 0;
44         l_in <= 1;
45         l_in <= 0;
46         l_in <= 1;
47         l_in <= 0; l_on <= 1;
48         l_in <= 1;
49         l_in <= 0; l_on <= 0;
50         l_in <= 1;
51         l_in <= 0; l_on <= 0;
52         l_in <= 1;
53         l_in <= 0;
54         l_in <= 1;
55         l_in <= 0;
56         r_in <= 1;
57         r_in <= 0;
58         reset <= 1;
59         reset <= 0; l_in <= 0; r_in <= 0; l_on <= 0; r_on <= 0;
60         r_in <= 1;
61         r_in <= 0;
62         r_in <= 1;
63         r_in <= 0; r_on <= 1;
64         r_in <= 1;
65     end

```

```
end
endmodule
```