1. Active high because when it is pressed down the output will connect with the 5v line.
2. Bounce is when the switch is toggled and the signal becomes unusable for a short period of time. You can avoid this by using a debouncer and a single pulser.
3.

```
module singlePulser(
        output reg Q,
        input D,
        input clk
        );
        reg last_state;

        initial
        last_state = 0;

        always @(posedge clk)
        begin
        last_state <= D;
        Q <= last_state == 0 && D == 1;
        end
endmodule
```