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`timescale 1ns / 1ps

/*****
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*
* Module: debounce
*
* Author: Eric Christie
* Class: ECEN 220, Section 1, Winter 2021
* Date: 3/16/21
*
* Description: Debounces noisy signal,
waiting 5 ms for any change in signal to
pass through
*
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*****
*****/

`default_nettype none

module debounce(
    input wire logic clk, reset, noisy,
    output logic debounced);

    logic clrTimer, timerDone;

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    logic [18:0] timerCount;

    //          max value, bits          clk,
reset, inc, rollover, count
    Mod_Counter #(500000, 19) timer(clk,
clrTimer, 1'b1, timerDone, timerCount);
//counts to 5 ms then rolls over

//assigning variables for FSM
typedef enum logic[1:0] {s0, s1, s2,
s3, ERR='X} StateType;
StateType ns, cs;

always_comb begin
    ns = ERR; //default states
    debounced = 0;
    clrTimer = 0;

    if(reset) ns = s0;

    else //state transitions
        case(cs)
            s0: begin
                clrTimer = 1; //OUTPUT

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            if(noisy) ns = s1;
//moves to next state
            else
                ns = s0; //stays
in state
            end

        s1: if(!noisy) ns = s0;
//noisy goes low, goes back to s0
            else if(noisy &&
timerDone) ns = s2; //moves to s2 if noisy
held until timer finishes
            else ns = s1; //noisy
high, but waiting for timer

        s2: begin
            debounced = 1; //OUTPUT
            clrTimer = 1; //OUTPUT
            if(!noisy) ns = s3;
//noisy goes low, move to s3 to evaluate
            else ns = s2; //stays
        end

        s3: begin

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        debounced = 1; //OUTPUT
        if(noisy) ns = s2;
//noisy goes high again, stops checking
        else if(!noisy &&
timerDone) ns = s0; //noisy held low for 5
ms

        else ns = s3;

//waiting for timer
        end
    endcase

end

    always_ff @(posedge clk) cs <= ns;
//assigns next state at each clk
endmodule

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