Date: November 18, 2022

```
// Eugene Ngo
      // 11/18/2022
 3
     // EE 271
 4
      // Lab 4
 5
     // userInput module takes clk, reset, and button as 1-Bit inputs and returns 1-Bit out // This module instatiates the buttons for user input.
 7
 8
 9
       module userInput(out, clk, reset, button);
10
         output logic out;
11
         input logic clk, reset, button;
12
13
         enum {on, off} ps, ns;
14
15
         always_comb begin
16
             case(ps)
17
                       if(button) ns = on;
                on:
18
19
20
21
                       else ns = off;
                off:
                       if(button) ns = on;
22
23
                       else ns = off;
24
25
26
27
             endcase
         end
28
29
         assign out = (ps == on & ns == off);
         //assign pressed = (ns == on);
30
31
         always_ff @(posedge clk) begin
32
33
34
35
             if(reset)
                ps <= off;
             else
                ps \ll ns;
36
37
         end
     endmodule
38
39
      // userInput_testbench tests all expected, unexpected, and edgecase behaviors
40
     module userInput_testbench();
41
         logic clk, reset;
42
         logic button;
43
         logic out;
44
45
         userInput dut (.out, .clk, .reset, .button);
46
47
         parameter CLOCK_PERIOD = 100;
48
49
         initial begin
             c1k \ll 0;
50
51
52
53
             forever #(CLOCK_PERIOD / 2)
             clk \ll \sim clk;
         end
54
55
         initial begin
                                            @(posedge clk);
            reset \leftarrow 1;
56
57
                                            @(posedge clk);
             reset \leftarrow 0;
                                            @(posedge clk);
58
                                            @(posedge clk);
59
                                            @(posedge clk);
            button \leq 1;
60
                                            @(posedge clk);
61
                                            @(posedge clk)
62
                                            @(posedge clk)
            button <= 0;
                                            @(posedge clk);
63
                                            @(posedge clk);
                                            @(posedge clk);
65
            button \leq 1;
66
                                            @(posedge clk);
67
                                            @(posedge clk):
                                            @(posedge clk);
68
            button <= 0;
69
                                            @(posedge clk)
70
                                            @(posedge clk);
            button <= 1;
                                            @(posedge clk);
                                            @(posedge clk);
72
73
                                            @(posedge clk);
```

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endmodule

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Project: TugOfWar