

```

module Delay2sec(
    input Start,
    input FrameClk,
    input clk,
    output Signal
);
    wire [11:0]out;
    wire utc1, utc2;
    countUD4L tracker1 (.Up(Start), .Dw(1'b0), .LD(1'b0), .Reset(Signal),
.Q(4'b0), .clk(FrameClk), .UTC(utc1), .Qout(out[3:0]));
    countUD4L tracker2 (.Up(Start&utc1), .Dw(1'b0), .LD(1'b0), .Reset(Signal),
.Q(4'b0), .clk(FrameClk), .UTC(utc2), .Qout(out[7:4]));
    countUD4L tracker3 (.Up(Start&utc1&utc2), .Dw(1'b0), .LD(1'b0), .Reset(Signal),
.Q(4'b0), .clk(FrameClk), .Qout(out[11:8]));

    assign Signal = out > 250; //gives a small margin for blinking two complete time

endmodule

```