

```
//status: IN PROGRESS
```

```
module Game_Counter(  
    input CE,  
    input R,  
    input clk,  
    input [7:0] in,  
    output [7:0] Q  
);  
    //Sw is the reset  
    wire [7:0] hold;  
    countUD4L counter1 (.LD(CE),  
.Dw(R), .clk(clk), .Q(in[3:0]),  
.Qout(hold[3:0]));    //left display  
    countUD4L counter2 (.LD(CE),  
.Dw(R), .clk(clk), .Q(in[7:4]),  
.Qout(hold[7:4]));    //right display  
    assign Q[0] = hold[3];  
    assign Q[1] = hold[2];  
    assign Q[2] = hold[1];  
    assign Q[3] = hold[0];
```

```
assign Q[7] = hold[7];  
assign Q[6] = hold[6];  
assign Q[5] = hold[5];  
assign Q[4] = hold[4];
```

```
endmodule
```