

Hoat Vu
CSC 137
Project 2 Part 2

```
Compiler version 0-2018.09-SP2-3_Full64; Runtime version 0-2018.09-SP2-3_Full64; Dec 6 22:56 2019
In Order Sequence (1,2,3,4,5,6):
 0: inorder = 1, count = 000
15: inorder = 1, count = 001
25: inorder = 1, count = 010
35: inorder = 1, count = 011
45: inorder = 1, count = 100
55: inorder = 1, count = 101
65: inorder = 1, count = 110
85: inorder = 1, count = 001
95: inorder = 1, count = 010
105: inorder = 1, count = 011
115: inorder = 1, count = 100
125: inorder = 1, count = 101
135: inorder = 1, count = 110

Out of Order Sequence (4,2,5,3,6,1):
150: inorder = 0, count = 110
155: inorder = 0, count = 001
165: inorder = 0, count = 100
175: inorder = 0, count = 010
185: inorder = 0, count = 101
195: inorder = 0, count = 011
205: inorder = 0, count = 110
215: inorder = 0, count = 001
225: inorder = 0, count = 100
235: inorder = 0, count = 010
245: inorder = 0, count = 101
255: inorder = 0, count = 011
265: inorder = 0, count = 110
275: inorder = 0, count = 001
285: inorder = 0, count = 100
295: inorder = 0, count = 010
300: inorder = 1, count = 010
305: inorder = 1, count = 011
$finish called from file "counter_tb.v", line 35.
$finish at simulation time 310
V C S S i m u l a t i o n R e p o r t
Time: 310
CPU Time: 0.290 seconds; Data structure size: 0.0Mb
Fri Dec 6 22:56:54 2019
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Step by step follow specific the Project sheet, the result as binary number start at 000 to 110 then back to 000. I got one problem that there is a repeat of a sequence even after the inorder has changed from 0 to 1 or 1 to 0.