

```
1  module dff4(clk, reset, d, q);
2
3      input clk, reset;
4      input [3:0] d;
5      output reg [3:0] q;
6
7      always @ (posedge clk or posedge reset)
8          if (reset) q = 0;
9          else q = d;
10
11  endmodule
```