```
module write logic#(parameter depth = 7, width = 8)(input
clk in,insert,reset,flush,input [depth : 0]r2wsync_ff2,input[31:0]
data in, output reg [depth-1: 0] write addr, output reg [depth: 0] wptr,
output reg write enable, full, output reg[31:0] temp data in);
//parameter[1:0] idle=2'b00, s0=2'b01,s1=2'b11;
//reg[1:0] current state, next state;
parameter[2:0] idle=3'b001, s0=3'b010,s1=3'b100;
reg[2:0] current state, next state;
reg [31:0] temp4;
always@(posedge clk in, negedge reset)
begin
      if(!reset)
            current state<=idle;</pre>
      else if(flush)
            current state<=idle;</pre>
      else
            current state<=next state;</pre>
end
always@(*)
begin
case(current state)
      idle:
            if(insert)
                  next state=s0;
            else
                  next_state=idle;
      s0:
            if(insert)
                  next state=s0;
            else
                  next state=s1;
      s1:
            if (insert)
                  next state=s0;
            else
                  next state=s1;
            default: next_state=idle;
endcase
end
always@(posedge clk in, negedge reset)
begin
      if(!reset)
      begin
            full<=0;
            write_enable <= 0;</pre>
            write addr <= 0;</pre>
            wptr <=0;
      end
      else if(flush)
      begin
            full<=0;
            write enable <= 0;</pre>
            write addr <= 0;</pre>
```

```
wptr <=0;
      end
      else
      case(current_state)
             idle:
             begin
                   full<=0;
                   write enable <= 0;</pre>
                   write addr <= 0;</pre>
                   wptr <=0;
             end
             s0:
             begin
                    if(wptr[depth-1:0] == r2wsync ff2[depth-1:0] &&
wptr[depth] != r2wsync ff2[depth])
                   begin
                          full<=1'b1;
                          write enable <= 1'b0;</pre>
                          write addr <= write addr;</pre>
                          wptr \leq wptr;
                   end
                   else
                   begin
                          full<=1'b0;
                          write enable <= 1'b1;</pre>
                          write addr <= wptr[width-2:0];</pre>
                          if(wptr == 8'b11111111)
                                 wptr <= 8'h0;
                          else begin
                                wptr <= wptr+1;</pre>
                          end
                   end
             end
             s1:
             begin
                   if(!(wptr[depth-1:0] == r2wsync ff2[depth-1:0] &&
wptr[depth] != r2wsync ff2[depth]))
                   begin
                          full<=0;
                          write enable <= 0;</pre>
                          write addr <= write addr;</pre>
                          wptr <= wptr;</pre>
                   end
                   else
                   begin
                          full<=full;
                          write enable <= 0;</pre>
                          write addr <= write addr;</pre>
                          wptr <= wptr;</pre>
                   end
             end
endcase
```

```
end
always @ (posedge clk_in or negedge reset)
begin
    if(!reset)
        temp_data_in<=32'h0;
    else
    begin
        temp4<=data_in;
        temp_data_in<=temp4;
    end
end
end
endmodule</pre>
```