

```

1  module fsm(state, odd, even, terminal, pause, restart, clk, rst);
2
3  input pause, restart, clk, rst;
4  output [1:0] state;
5  output odd, even, terminal;
6
7  reg [1:0] state; reg odd, even, terminal;
8  parameter [1:0] FIRST = 2'b11;
9  parameter [1:0] SECOND = 2'b01;
10 parameter [1:0] THIRD = 2'b10;
11
12
13 always_ff@(posedge clk or posedge rst) // sequential
14
15     begin if (rst) state <= FIRST;
16
17     else begin
18
19
20         case(state)
21
22             FIRST:      if (restart | pause) state <= FIRST;
23                         else state <= SECOND;
24
25             SECOND:     if (restart) state <= FIRST;
26                         else if (pause) state <= SECOND;
27                         else state <= THIRD;
28
29             THIRD:      if (!restart & pause) state <= THIRD;
30                         else state <= FIRST;
31
32             default: state <= FIRST;
33
34         endcase
35     end
36 end
37 // output logic described using procedural assignment
38
39 always_comb begin
40
41     odd = (state == FIRST) | (state == THIRD);
42     even = (state == SECOND);
43     terminal = (state == THIRD) & (restart | !pause); end
44 endmodule

```