## Code:

```
1
     Library ieee;
     use ieee.std_Logic_l164.aLL;
     use ieee.std_Logic_unsigned.aLL;
 5
    Entity table tennis is
 6
    □ port(
           cLk: in std Logic;
8
           res: in std_Logic;
9
           p: in std_Logic;
10
           k: in std Logic;
11
           ret: out std Logic vector(0 to 9)
       );
12
13
     end tabLe tennis;
14

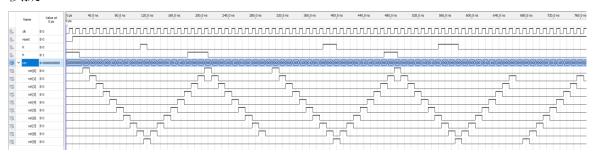
_architecture tabLe_tennis of tabLe_tennis is
15
16

    type s is(s0, s1, s2, s3, s4, s5, s6, s7, s8, s9,

                s10, s11, s12, s13, s14, s15, s16, s17, s18, s19, s20, s21
17
18
19
        signaL now s: s;
20
        signaL nxt s: s;
    ⊟begin
21
22
        process(cLk, res)
    23
         begin
         if res = '0' then now_s <= s0;
    24
25
           eLsif cLk'event and cLk='l' then now s <= nxt s;
    26
           end if:
27
         end process;
28
29
    process(p, k, now_s)
    30
         begin
31
        case now s is
32
           when s0 =>
              if p = '0' then nxt_s <= s1;</pre>
33
    else nxt_s <= s0;
34
    end if;
35
              ret <= "0000000000";
36
           when s1 =>
37
              nxt_s <= s2;
38
              ret <= "1000000000";
39
           when s2 =>
40
              nxt_s <= s3;
41
              ret <= "0100000000";
42
           when s3 =>
43
44
              nxt_s <= s4;
45
              ret <= "0010000000";
46
           when s4 =>
47
              nxt_s <= s5;
48
              ret <= "0001000000";
49
           when s5 =>
50
              nxt_s <= s6;
51
              ret <= "0000100000";
52
           when s6 =>
53
              nxt_s <= s7;
              ret <= "0000010000";
54
55
            when s7 =>
56
              nxt_s <= s8;
57
              ret <= "0000001000";
58
            when s8 =>
59
              nxt_s <= s9;
60
              ret <= "0000000100";
            when s9 =>
61
              if k = '0' then nxt s <= s0;
62
   63
              else nxt s <= s10;
    end if;
64
              ret <= "0000000010";
65
66
            when s10 =>
             if k = '0' then nxt_s <= sl1;
67
    68
    else nxt_s <= s0;
              end if;
69
```

```
70
               ret <= "00000000001";
71
            when sll =>
72
              nxt s <= s12;
               ret <= "0000000010";
73
74
             when s12 =>
75
               nxt s <= s13;
76
               ret <= "0000000100";
 77
             when s13 =>
78
               nxt s <= s14;
               ret <= "0000001000";
79
80
             when s14 =>
81
               nxt s <= s15;
               ret <= "0000010000";
82
             when s15 =>
83
84
               nxt s <= s16;
85
               ret <= "00001000000";
86
             when s16 =>
87
               nxt s <= s17;
88
               ret <= "00010000000";
             when s17 =>
89
90
               nxt s <= s18;
               ret <= "0010000000";
91
92
             when s18 =>
93
    Ė
               if p = '0' then nxt s <= s20;
94
     else nxt s <= s19;
95
              end if:
               ret <= "0100000000";
96
97
            when s19 =>
     98
               if p = '0' then nxt s <= s2;
99
     else nxt s <= s20;</pre>
100
               end if:
               ret <= "1000000000";
101
102
            when s20 =>
               if k = '0' then nxt s <= s21;</pre>
103
     104
     else nxt s <= s20;</pre>
105
               end if:
               ret <= "0000000000";
106
107
            when s21 =>
108
              nxt s <= sll;
109
               ret <= "0000000001";
110
        end case;
111
         end process;
112
      end tabLe tennis;
```

## 模擬:



## 流程圖:

