

```
1  module RunX (
2      input clk,
3      input [7:0] max,
4      output reg [7:0] f,
5      output reg next
6  );
7
8
9      always @(posedge(clk)) begin
10         if (f == max) begin
11             f <= 0;
12             next <= 1;
13         end
14         else begin
15             f <= f + 1;
16             next <= 0;
17         end
18     end
19 endmodule
```