

```
1  module OscillatorX2 (
2      input clk,
3      input [7:0] x,
4      output reg [7:0] f
5  );
6      reg [2:0] q = 3'b010;
7
8      always @(posedge clk) begin
9          if (q == 2) begin
10              q <= 0;
11              f <= x;
12          end
13          else begin
14              q <= q + 1;
15              f <= f + 1;
16          end
17      end
18  end
19
20 endmodule
```