

```
1  module OscillatorX (
2      input clk,
3      input [7:0] x,
4      output reg [7:0] f
5  );
6      reg [2:0] q = 3'b011;
7
8      always @(posedge clk) begin
9          if (q == 3) 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
```