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module Lab7P2 (SW, KEY, LEDR, LEDG);
    input [17:0] SW;
    input [3:0] KEY;
    output [17:0] LEDR;
    output [8:0] LEDG;

    wire w;
    assign w = SW[1];

    wire Clock;
    assign Clock = KEY[0];
    reg z;

    reg [3:0] y_Q, Y_D; // y_Q represents current state, Y_D represents next state
    parameter A = 4'b0000, B = 4'b0001, C = 4'b0010, D = 4'b0011, E = 4'b0100, F = 4'b0101, G =
    4'b0110, H = 4'b0111, I = 4'b1000;
    always @(w, y_Q)
    begin: state_table
        case (y_Q)
            A: if (!w) Y_D = B;
               else Y_D = F;
            B: if (!w) Y_D = C;
               else Y_D = F;
            C: if (!w) Y_D = D;
               else Y_D = F;
            D: if (!w) Y_D = E;
               else Y_D = F;
            E: if (!w) Y_D = E;
               else Y_D = F;
            F: if (w) Y_D = G;
               else Y_D = B;
            G: if (w) Y_D = H;
               else Y_D = B;
            H: if (w) Y_D = I;
               else Y_D = B;
            I: if (w) Y_D = I;
               else Y_D = B;
            default: Y_D = 4'bxxxx;
        endcase
    end // state_table
    always @(posedge Clock)
    begin: state_FFs
        y_Q = Y_D;
    end // state_FFS

    always
    begin: zset
        case (y_Q)
            E: z = 1;
            I: z = 1;
            default: z = 0;
        endcase
    end
end

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    assign LEDG[3:0] = y_Q;  
    assign LEDR[3:0] = Y_D;  
  
    assign LEDR[17] = z;  
  
    test t1 (SW[17], SW[16], LEDR[17]);  
endmodule
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```
module test (A, B, Out);  
    input A, B;  
    output reg Out;  
  
    always  
        case (A)  
            0: Out = 0;  
            1: Out = B;  
        endcase  
endmodule
```