



IDLE:

```

if psel = 1
  penable = 1 pwrite = 0
  paddr = 0 1 2 4 6---->read

  if psel = 1 penable = 1 pwrite = 1
    paddr = 2 4 --> write

  if psel = 0 penable = 0 --> error

```

else IDLE

WRITE:
next_state -> idle

READ:
next_state -> idle

ERR:
next_state -> idle