

```
library ieee;  
use ieee.std_logic_1164.all;
```

```
entity Lab1FSM is  
    port(x,clk : in std_logic;  
          z : out std_logic);  
end Lab1FSM;
```

architecture behaviorial of Lab1FSM is

```
    type FSM is (a, b, c, d);  
    signal state, ns : FSM;
```

```
begin  
    process(state,x)  
    begin  
        case state is  
            when a =>  
                if x='0' then  
                    z <= '0';  
                    ns <= c;  
                else  
                    z <= '0';  
                    ns <= b;  
                end if;  
            when b =>  
                if x='0' then  
                    z <= '0';  
                    ns <= d;  
                else  
                    z <= '0';  
                    ns <= d;  
                end if;  
            when c =>  
                if x='0' then  
                    z <= '0';  
                    ns <= a;  
                else  
                    z <= '0';  
                    ns <= a;  
                end if;  
            when d =>  
                if x='0' then  
                    z <= '0';  
                    ns <= b;  
                else  
                    z <= '0';  
                    ns <= b;  
                end if;  
        end case;  
        state <= ns;  
    end process;  
end behaviorial;
```

```

        z <='1';
        ns <= b;
    end if;
    when c =>
    if x='0' then
        z <= '0';
        ns <= d;
    else
        z <='1';
        ns <= c;
    end if;
    when d =>
    if x='0' then
        z <= '0';
        ns <= a;
    else
        z <= '0';
        ns <= d;
    end if;
    end case;
end process;

process(clk)
begin
    if clk'event and clk='1' then
        state <= ns;
    end if;
end process;
end behavioral;

```

