

```
1  module DFlipFlop(clk, reset, key, out);
2
3  input logic clk, reset, key;
4  output logic out;
5
6  logic meta;
7  logic potential;
8
9      always_ff @(posedge clk) begin
10         meta <= key;
11     end
12
13     always_ff @(posedge clk) begin
14         potential <= meta;
15     end
16
17     always_ff @(posedge clk) begin
18         out <= potential;
19     end
20
21 endmodule
22
```