

Mod10Counter

CODE:

```
`timescale 1ns / 1ps
module mod10counter(
input clk, rst,
output reg [3:0] count);
always@(posedge clk)begin
    if(rst)
        count<=4'b0;
    else begin
        if (count == 4'b1001) // Reset after reaching 9 (1001)
            count <= 4'b0000;
        else
            count <= count + 1'b1;
    end
end
endmodule
```

