[2023-01-28 12:06:24 EST] iverilog '-Wall' '-g2012' design.sv testbench.sv && unbuffer vvp a.out

checking all possible combinations

VCD info: dumpfile myTestbench.vcd opened for output.

Clk = 0, A = 0, S = 0, I = 0, B = zz

Clk = 1, A = 0, S = 0, I = 0, B = zz

Clk = 0, A = 0, S = 0, I = 0, B = zz

Clk = 1, A = 0, S = 0, I = 0, B = zz

Clk = 0, A = 0, S = 0, I = 0, B = zz

Clk = 1, A = 0, S = 0, I = 1, B = zz

Clk = 0, A = 0, S = 0, I = 1, B = zz

Clk = 1, A = 0, S = 0, I = 1, B = zz

Clk = 0, A = 0, S = 0, I = 1, B = zz

Clk = 1, A = 0, S = 0, I = 1, B = zz

Clk = 0, A = 0, S = 1, I = 0, B = zz

Clk = 1, A = 0, S = 1, I = 0, B = 77

Clk = 0, A = 0, S = 1, I = 0, B = 77

Clk = 1, A = 0, S = 1, I = 0, B = 61

Clk = 0, A = 0, S = 1, I = 0, B = 61

Clk = 1, A = 0, S = 1, I = 1, B = 00

Clk = 0, A = 0, S = 1, I = 1, B = 00

Clk = 1, A = 0, S = 1, I = 1, B = 00

Clk = 0, A = 0, S = 1, I = 1, B = 00

Clk = 1, A = 0, S = 1, I = 1, B = 00

Clk = 0, A = 1, S = 0, I = 0, B = zz

Clk = 1, A = 1, S = 0, I = 0, B = zz

Clk = 0, A = 1, S = 0, I = 0, B = zz

Clk = 1, A = 1, S = 0, I = 0, B = zz

Clk = 0, A = 1, S = 0, I = 0, B = zz

Clk = 1, A = 1, S = 0, I = 1, B = zz

Clk = 0, A = 1, S = 0, I = 1, B = zz

Clk = 1, A = 1, S = 0, I = 1, B = zz

Clk = 0, A = 1, S = 0, I = 1, B = zz

Clk = 1, A = 1, S = 0, I = 1, B = zz

Clk = 0, A = 1, S = 1, I = 0, B = zz

Clk = 1, A = 1, S = 1, I = 0, B = 80

Clk = 0, A = 1, S = 1, I = 0, B = 80

Clk = 1, A = 1, S = 1, I = 0, B = 01

Clk = 0, A = 1, S = 1, I = 0, B = 01

Clk = 1, A = 1, S = 1, I = 1, B = 00

Clk = 0, A = 1, S = 1, I = 1, B = 00

Clk = 1, A = 1, S = 1, I = 1, B = 00

Clk = 0, A = 1, S = 1, I = 1, B = 00

Clk = 1, A = 1, S = 1, I = 1, B = 00

Clk = 0, A = 2, S = 0, I = 0, B = zz

Clk = 1, A = 2, S = 0, I = 0, B = zz

Clk = 0, A = 2, S = 0, I = 0, B = zz

Clk = 1, A = 2, S = 0, I = 0, B = zz

Clk = 0, A = 2, S = 0, I = 0, B = zz

Clk = 1, A = 2, S = 0, I = 1, B = zz

Clk = 0, A = 2, S = 0, I = 1, B = zz

Clk = 1, A = 2, S = 0, I = 1, B = zz

Clk = 0, A = 2, S = 0, I = 1, B = zz

Clk = 1, A = 2, S = 0, I = 1, B = zz

Clk = 0, A = 2, S = 1, I = 0, B = zz

Clk = 1, A = 2, S = 1, I = 0, B = 5c

Clk = 0, A = 2, S = 1, I = 0, B = 5c

Clk = 1, A = 2, S = 1, I = 0, B = 5d

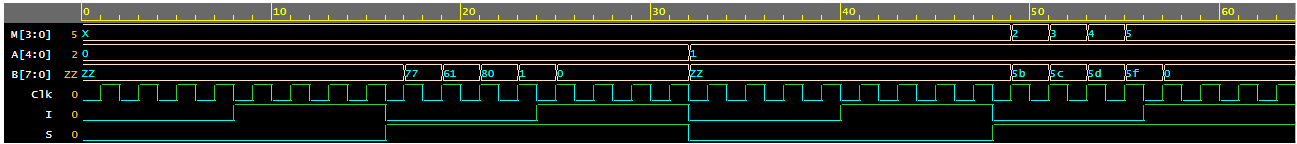
Clk = 0, A = 2, S = 1, I = 0, B = 5d

Clk = 1, A = 2, S = 1, I = 1, B = 00

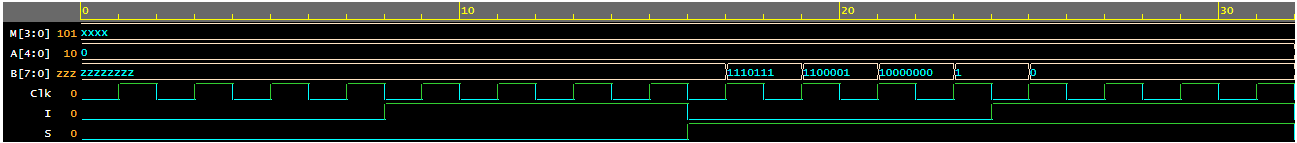
….

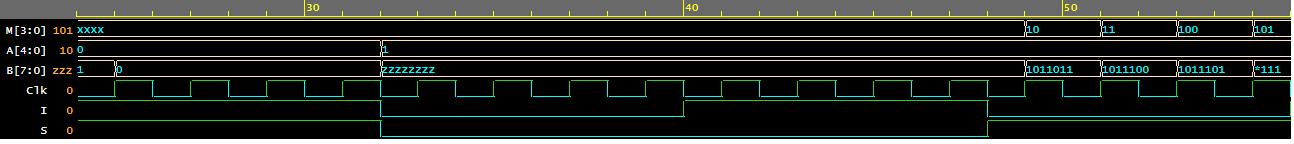
**Paste wave forms from GTKWave here**

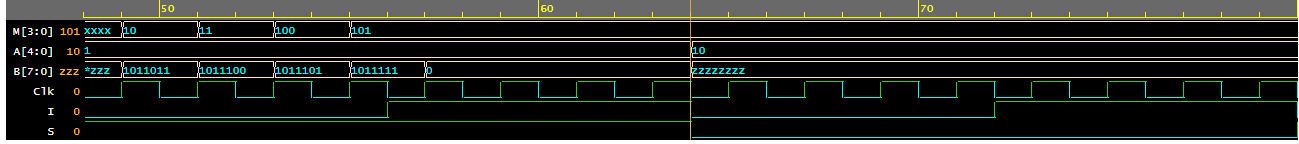
**Waveform with hexadecimal value:**

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**Waveform with binary value:**

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