```
module PhraseBank(
  1
  2
                input wire clock,
  3
                input wire[4:0] DisplayAddr,
 4
5
6
7
                input wire[3:0] AddressIn, DataIn, KeypadDataIn,
input wire[1:0] PresentStateFlag,
 8
                output reg[7:0] Phrase
         );
10
                wire[7:0] OutPadrao;
wire[3:0] AddressInUnit, AddressInTens, DataInUnit, DataInTens, KeypadDataInUnit,
11
12
         KeypadDataInTens;
13
        Deconcatener inst00(AddressIn, DataIn, KeypadDataIn, AddressInUnit, AddressInTens, DataInUnit, DataInTens, KeypadDataInUnit, KeypadDataInTens);
RomPadrao inst01 (clock,DisplayAddr, OutPadrao);
14
15
16
17
                reg[7:0] Numbers [0:9];
initial begin
18901222222222333333333344424444455553
189012222222222333333333333444234444455553
                       Numbers [0]
                                           = "0":
                       Numbers [0] = "0";

Numbers [1] = "1";

Numbers [2] = "2";

Numbers [3] = "3";

Numbers [4] = "4";

Numbers [5] = "5";

Numbers [6] - "6";
                       Numbers [6] = "6";
Numbers [7] = "7";
Numbers [8] = "8";
                        Numbers [9] = "9";
                end
                reg[7:0] RomState [0:2];
                initial begin
                       RomState[0] = "I";
RomState[1] = "W";
                        RomState \begin{bmatrix} 2 \end{bmatrix} = "R";
                end
                always @(*) begin
                        if(DisplayAddr == 5'd4) Phrase = Numbers[AddressInTens];
else if(DisplayAddr == 5'd5) Phrase = Numbers[AddressInUnit];
                        else if(DisplayAddr == 5'd14) Phrase = RomState[PresentStateFlag];
                       else if(DisplayAddr == 5'd20) Phrase = Numbers[KeypadDataInTens];
else if(DisplayAddr == 5'd21) Phrase = Numbers[KeypadDataInUnit];
                        else if(DisplayAddr == 5'd29) Phrase = Numbers[DataInTens];
else if(DisplayAddr == 5'd30) Phrase = Numbers[DataInUnit];
                        else Phrase = OutPadrao;
                end
         endmodule
```