

```

1  module LIFOstack (Din, clk, en, rst, rw, Dout);
2
3  input [15:0] Din; // Data being fed to stack
4  input clk; // clock signal input
5  input en; // disable stack when not in use
6  input rst; // reset pin to clear and reinitialise stack (active high)
7  input rw; // 0: read, 1: write
8
9  output reg [15:0] Dout; // Data being pulled from stack
10 reg empty; // goes high to indicate SP is at 0
11 reg full; // goes high to indicate SP is at (slots)
12
13 reg [5:0] SP; // Points to slot to save next value to
14 integer i;
15 reg [15:0] mem [31:0];
16
17 always @ (posedge clk) begin
18     if (!en); // if not enabled, ignore this cycle
19     else begin
20         if (rst) begin // if rst is high, clear memory and reset pointers/outputs
21             Dout = 16'h0000;
22             SP = 6'b000000;
23             empty = 1'b1;
24             for (i = 0; i < 32; i = i + 1) begin
25                 mem[i] = 16'h0000;
26             end
27         end
28         else begin
29             if (!full && rw) begin // write when NOT full & writing
30                 mem[SP] = Din; // Store data into current slot
31                 SP = SP + 1'b1; // Increment stack pointer to next empty slot
32                 full = (SP == 6'b100000) ? 1 : 0; // Stack is full if SP is (slots)
33                 empty = 1'b0; // Stack is never empty after a push
34             end
35             else if (!empty && !rw) begin // Read when NOT empty & reading
36                 SP = SP - 1'b1; // Decrement stack pointer to last filled slot
37                 Dout = mem[SP]; // Output data from last filled slot
38                 mem[SP] = 16'h0000; // Clear slot after setting output
39                 full = 1'b0; // Stack is never full after a pop
40                 empty = (SP == 6'b000000) ? 1 : 0; // Stack is empty if SP is 0
41             end
42         end
43     end
44 end
45
46 endmodule
47

```