

LED Blink with Clock Divider Verilog Code:

```
module blinking_LED( clk, divided_clk );  
    input clk;  
    output divided_clk;  
    wire clk;  
    reg divided_clk = 0;  
  
    localparam div_value = 24999999;  
    //localparam div_value = 49999999;  
  
    //<statements>  
    // division_value = 50MHz/(2*desired_value) - 1  
  
    integer counter_value = 0;  
  
    // counter  
    always@ (posedge clk)  
    begin  
        if (counter_value == div_value)  
            counter_value <= 0;  
        else  
            counter_value <= counter_value+1;  
        end  
  
    // clock divider  
    always@ (posedge clk)
```



```
begin
    if(counter_value == div_value)
        divided_clk <= ~divided_clk; // Suppose to occur after 0.5sec
    else
        divided_clk <= divided_clk; // If the counter is not at its limit, do nothing
    end
endmodule
```

Test Bench:

```
`timescale 1ns/100ps
```

```
module blinking_LED_tb;
    reg clk ;           // input
    wire divided_clk;    // output
```

```
initial
```

```
begin
```

```
    clk = 0;
```

```
end
```

```
////////////////////////////////////
```

```
// Clock Driver
```

```
////////////////////////////////////
```

```
always
```

```
    #10 clk = ~clk;
```

```
////////////////////////////////////
```

```
//Instantiate Unit Under Test: blinking_LED
```



////////////////////////////////////

```
blinking_LED blinking_LED_0 (
```

```
// Inputs
```

```
.clk(clk),
```

```
// Outputs
```

```
.divided_clk(divided_clk)
```

```
// Inouts
```

```
);
```

```
endmodule
```