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## 2-bit counter

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Design a 2-bit counter. The counter starts at zero and increments once at every rising edge when input *inc* is 1. If *rst* is active during a rising edge, the clock goes back to 0, ignoring *inc* for that cycle.

### Specification

```
module counter(clk, rst, inc, count);  
    input clk, rst;  
    input inc;  
    output [1:0] count;
```

### Input

- *clk* is the clock signal.
- *rst* is the synchronous reset signal.
- *inc* is the *increment* signal.

### Output

- *count* is the 2-bit output.

### Problem information

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