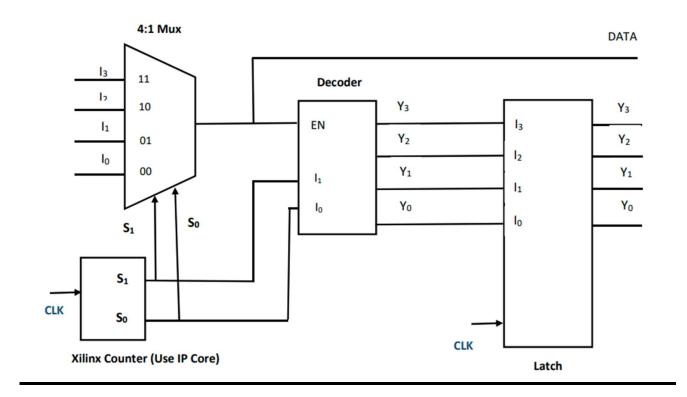
MINI PROJECT

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OBJECTIVE



- To code the above design in verilog HDL and implement the same on the FPGA Kit allotted to you
- Use Virtual input and Output IP Core for giving input I3, I2, I1, I0
- CLK from the Kit.
- Y3 Y2 Y1 Y0 need to be displayed on Chipscope IP Core.
 - 1. 4-1 Mux use dataflow
 - 2. Decoder use behaviour modeling
 - 3. Latch use behaviour modeling
 - 4. Counter- Use Xilinx IP Core. 5. Connect everything as miniproject.v and implement on the Kit.

Verilog HDL Codes

The project was developed using a **modular design approach** in Verilog HDL. Each functional block was coded in a **separate Verilog source file**, allowing better clarity, debugging, and reusability. The following modules were created:

- mux4to1.v 4:1 Multiplexer using dataflow modeling
- decoder2to4.v 2-to-4 Decoder using behavioral modeling
- latch4.v 4-bit Latch using behavioral modeling
- miniproject.v Top-level module that instantiates and integrates all the above modules along with a Xilinx IP Core (2-bit counter)

The final design was **simulated using a dedicated testbench file tb_miniproject.v**, which applies test inputs and verifies the correctness of outputs using waveform analysis.

Each module and the top-level integration are shown below:

mux4to1.v

(4:1 MUX using Dataflow Modeling)

```
module mux4to1 (
    input [3:0] D,
    input [1:0] S,
    output Y
);
    assign Y = (S == 2'b00) ? D[0] :
        (S == 2'b01) ? D[1] :
        (S == 2'b10) ? D[2] :
        D[3];
endmodule
```

decoder2to4.v

(2-to-4 Decoder using Behavioral Modeling)

```
module decoder2to4 (
        EN,
  input
  input [1:0] A,
  output reg [3:0] Y
);
  always @(*) begin
    if (!EN)
       Y = 4'b0000;
     else begin
       case (A)
          2'b00: Y = 4'b0001;
          2'b01: Y = 4'b0010:
          2'b10: Y = 4'b0100;
          2'b11: Y = 4'b1000;
       endcase
     end
  end
endmodule
```

latch4.v

(4-bit Latch using Behavioral Modeling)

miniproject.v

(Top-Level Integration of All Modules + IP Counter)

```
module miniproject (
  input
          CLK,
  input [3:0] I,
  output [3:0] Y
);
  wire [1:0] S;
  wire [3:0] dec_out;
  wire DATA;
  // Counter IP core instantiation
  c_counter_binary_0 my_counter (
     .CLK (CLK),
     .Q (S)
  );
  // MUX
  mux4to1 mux_inst (
     .D (I),
     .S (S),
     .Y (DATA)
  );
  // Decoder
  decoder2to4 dec_inst (
     .EN (DATA),
     .A (S),
     .Y (dec_out)
  );
  // Latch
  latch4 latch_inst (
     .CLK (CLK),
```

```
.D (dec_out),
.Q (Y)
);
endmodule
```

tb_miniproject.v

(Simulation Testbench for Verification)

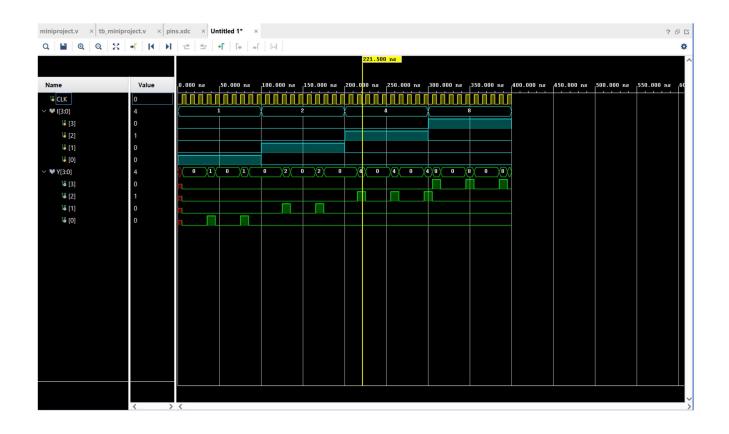
```
`timescale 1ns / 1ps
module tb_miniproject;
  reg CLK = 0;
  reg [3:0] I;
  wire [3:0] Y;
  // Instantiate the DUT (miniproject)
  miniproject dut (
    .CLK(CLK),
    .l(l),
     .Y(Y)
  );
  // Generate 100 MHz clock (10ns period)
  always #5 CLK = ~CLK;
  initial begin
    // Apply test inputs
    I = 4'b0001; #100;
     I = 4'b0010; #100;
     I = 4'b0100; #100;
     I = 4'b1000; #100;
    $stop;
  end
endmodule
```

RESULTS

Simulation Output

The design was simulated using the Vivado simulator with the custom testbench **tb_miniproject.v**.

The waveform shows how Y[3:0] is activated one by one based on the values of I[3:0], passed through the MUX and Decoder, and latched on each clock cycle.



Bitstream Generation

The bitstream was successfully generated after synthesis and implementation. The **miniproject.bit** file is attached with the project folder submitted along with this report.