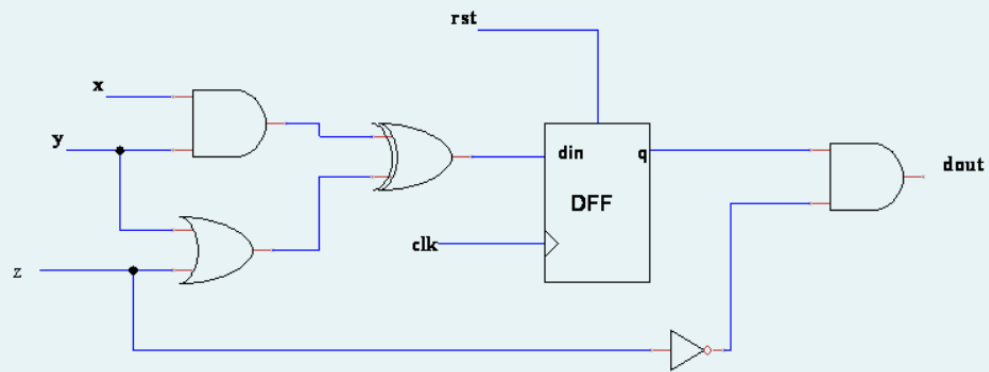


Which of the following represents the correct code for the following circuit?



○ a. `library ieee;`

`use ieee.std_logic_1164.all;`

`use ieee.std_logic_arith.all;`

`entity circuit_1 is`

`port (x,y,z,clk,rst: in std_logic;`

`dout: out std_logic);`

`end entity circuit_1;`

`architecture rtl of circuit_1 is`

`signal q,n,m,din :std_logic;`

`begin`

`process (clk,rst)`

`begin`

`if (rst ='1')then`

`q <= '0';`

`elsif (rising_edge(clk)) then`

`n <= x AND y;`

`m <= y OR z;`

`din <= n XOR m;`

`q <= din;`

`end if;`

`end process;`

`end rtl;`

☒ b. b & C

☐ c. `library ieee;`
`use ieee.std_logic_1164.all;`
`use ieee.std_logic_arith.all;`
`entity circuit_1 is`
`port (x,y,z,clk,rst: in std_logic;`
`dout: out std_logic);`
`end entity circuit_1;`
`architecture rtl of circuit_1 is`
`signal q,n,m,din :std_logic;`
`begin`
`n <= x AND y;`
`m <= y OR z;`
`din <= n XOR m;`
`process (clk,rst)`
`begin`
`if (rst ='1')then`
`q <= '0';`
`elsif (rising_edge(clk)) then`
`q <= din;`
`end if;`
`end process;`
`end rtl;`

○ d.

```
library ieee;

use ieee.std_logic_1164.all;

use ieee.std_logic_arith.all;

entity circuit_1 is

port (x,y,z,clk,rst: in std_logic;

dout: out std_logic);

end entity circuit_1;

architecture rtl of circuit_1 is

signal q :std_logic;

begin

process (clk,rst)

variable n,m,din :std_logic;

begin

if (rst = '1')then

q <= '0';

elsif (rising_edge(clk)) then

n := x AND y;

m := y OR z;

din := n XOR m;

q <= din;

end if;

end process;

end rtl;
```

Which of the following can't be declared in an architecture directly?

- ☐ a. Constant
- ☐ b. Signal
- ☐ c. Bit_Vector
- ☒ d. Variable

How many types of resets are there in hardware design?

- ☐ a. One
- ☐ b. Three
- ☒ c. Two
- ☐ d. Four

```

entity reg_par is

port (clk rst: in std_logic;

reg_in: in std_logic_vector(7 down to 0);
reg_out: out std_logic_vector(7 downto 0);

end entity reg_par;

architecture rtl of reg_par is

begin

process (clk)

begin

if (rst = '1') then

reg_out <= "00000000"

elseif (rising_edge(clk)) then

reg_out <= reg_in;

end if;

end process;

end architecture rtl;

```

☐ a. None of All

☒ b. 3

Which of the following is correct syntax for entity declaration?

- ☐ a. **ENTITY** entity_name
 PORT port_name
 (signal_names : signal_modes;
 signal_names : signal_modes);
 END ENTITY;
- ☐ b. **ENTITY** entity_name **IS**
 PORT port_name
 (signal_names : signal_modes signal_type;
 signal_names : signal_modes signal_type);
 END entity_name;
- ☒ c. **ENTITY** entity_name **IS**
 PORT(signal_names : signal_modes;
 signal_names : signal_modes);
 END entity_name;
- ☐ d. **ENTITY** entity_name
 PORT(signal_names : signal_modes;
 signal_names : signal_modes);

```
begin

if (rst ='1')then

q <= '0';

elsif (rising_edge(clk)) then

n := x & y;

m := y OR z;

din := n XOR m;

q <= din;

end if;

end process;

dout1 <= q;

dout2 <= din;

end rtl;
```

- ☐ a. 3
- ☒ b. 2
- ☐ c. None of All
- ☐ d. 4

During synthesis, a variable infers _____

- ☐ a. Flip flop
- ☒ b. Wire
- ☐ c. Register
- ☐ d. Variables are not synthesizable

Why we needed HDLs (Hardware Description Languages) while having many traditional Programming languages?

- ☐ a. Traditional programming languages are complex
- ☒ b. Some characteristics of digital hardware couldn't be captured by traditional languages
- ☐ c. HDLs are complementary to traditional programming languages to complete the design process
- ☐ d. HDLs offer more complexity than traditional programming languages.

If the declarative part in the architecture of a half adder is as below

ARCHITECTURE OF my_logic IS

BEGIN

y <= (a AND c) AND (b OR c);

END ARCHITECTURE;

- ☐ a. Behavior
- ☐ b. None of All
- ☒ c. Structure
- ☐ d. Data flow

Which of the following is not defined by the entity?

- ☐ a. Names of signal
- ☒ b. Behavior of the signals
- ☐ c. Direction of any signal
- ☐ d. Different ports

[Clear my choice](#)

Why do we need to define clock signal in the sensitivity list of the process?

- ☐ a. To trigger the statement as soon as there is some event on input
- ☐ b. To trigger the clock signal as soon as there is some event on input
- ☒ c. To trigger the statement as soon as there is some event on clock
- ☐ d. To trigger the clock signal as soon as there is some event on output

What will be the output in the following code?

```
ARCHITECTURE my_logic OF my_design IS
```

```
BEGIN
```

```
a <= '1';
```

```
b <= '1';
```

```
PROCESS (a, b)
```

```
BEGIN
```

```
IF (a AND b = '1') THEN
```

```
output <= a;
```

```
ELSIF (a OR b = '1') THEN
```

```
output <= b;
```

```
ELSE
```

```
output <= '0';
```

```
END IF;
```

```
END PROCESS;
```

```
END my_logic;
```

☐ a. 1

☐ b. b

☒ c. a

☐ d. 0

What is the difference between SIGNAL and VARIABLE?

- ☐ a. SIGNAL can be used for input or output whereas VARIABLE acts as intermediate signals
- ☒ b. SIGNAL is global and VARIABLE is local to the process in which it is declared
- ☐ c. The value of SIGNAL never varies whereas VARIABLE can change its value
- ☐ d. SIGNAL depends upon VARIABLE for various operations

FPGA stands for...

- ☒ a. Field Programmable Gate Array
- ☐ b. Field Program Gate Array
- ☐ c. First programmable Gate Array
- ☐ d. First Program Gate Array

[Clear my choice](#)



a. ARCHITECTURE rtl of circuit_1 is

BEGIN

PROCESS ()

-- Here

BEGIN

END PROCESS;



b. ARCHITECTURE rtl of circuit_1 is

-- Here

BEGIN

PROCESS ()

BEGIN

The cells in a FPGA may contain registers, look-up tables and memory

☒ a. True

☐ b. False

[Clear my choice](#)

Which of the following circuit can't be described without using a process statement?

☒ a. D flip-flop

☐ b. Decoder

☐ c. Comparator

☐ d. Multiplexer

Synchronous reset is a fast reset.

☐ a. True

☒ b. False

[Clear my choice](#)

Which of the following circuit can be used as parallel to serial converter?

- ☐ a. Demultiplexer
- ☐ b. Decoder
- ☒ c. Multiplexer
- ☐ d. Digital counter

VHDL is one of the programming languages

- ☒ a. False
- ☐ b. True

[Clear my choice](#)

Which of the following sequential circuit doesn't need a clock signal?

- ☐ a. Shift register
- ☐ b. Flip flop
- ☐ c. Asynchronous counter
- ☒ d. Latch

[Clear my choice](#)

If a user gets an error at the time which is "the IF statement is illegal" what could be the reason?

- ☐ a. Using IF statement without ELSE
- ☐ b. Using multiple ELSIF statements
- ☒ c. Using IF statement in architecture body directly
- ☐ d. Using concurrent assignment in the IF

[Clear my choice](#)