

Multi Product Vending Machine Using Verilog



Submitted

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Submitted To:

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Certificate

We hereby certify that the project titled “Multi Product Vending Machine Using Verilog” which is submitted by Anupam Verma. (2K20/EC/037) and Abhishek Gupta(2K20/EC/009) [Electronics and Communication Engineering], Delhi Technological University, Delhi is a record of the project work carried out by the student under my supervision. To the best of my knowledge this work has not been submitted in part or full for any Degree or Diploma to this University or elsewhere.

Place : Delhi

Date: 01/05/2022

Ms. Kriti Suneja

(Supervisor)

Department of ECE

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Candidate's Declaration

We, hereby, declare that the work embodied in this project entitled “Multi Product Vending Machine Using Verilog” submitted to the Department of Electronics & Communication Engineering, Delhi Technological University, Delhi is an authentic record of our own bonafide work and is correct to the best of our knowledge and belief. This work has been undertaken taking care of engineering ethics.

Name and Signature of the Student:

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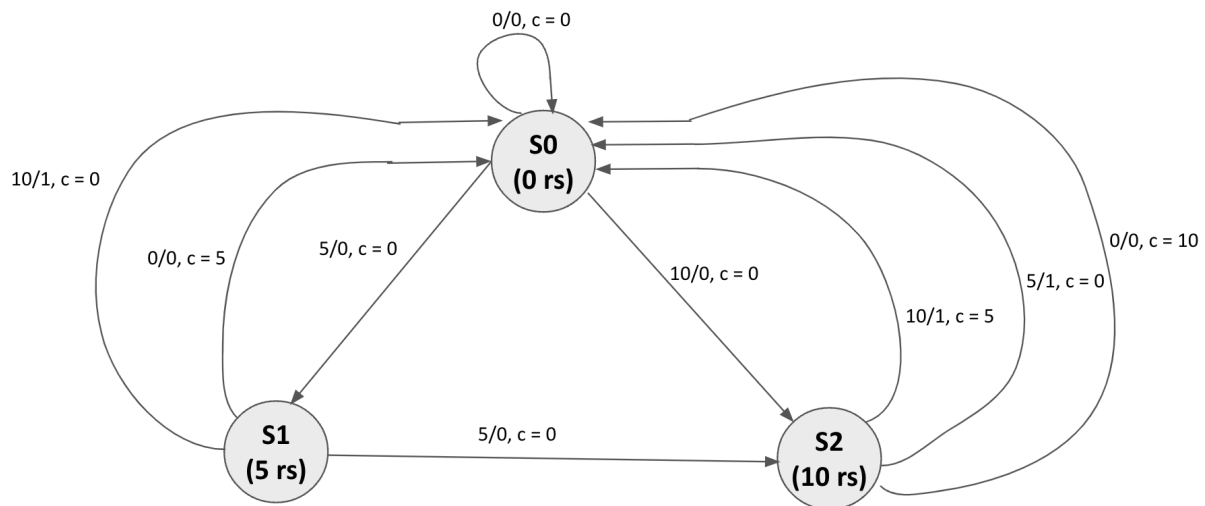
INTRODUCTION TO THE TOPIC

A Vending machine is an automated Machine is an automated machine that provides items such as snacks or beverages after cash or other forms of payment are inserted into the machine. By the means of this project we have designed a two product vending machine which can be extended based upon the needs using VERILOG hardware description language.

For the simplicity of the state diagrams and the algorithm we have assumed that the vending machine has only two products priced at Rs 15 and Rs 20. Also the accepted payment include only 5Rs and 10Rs. We have designed a Mealy machine for each product and implemented that mealy machine using Xilinx Vivado.

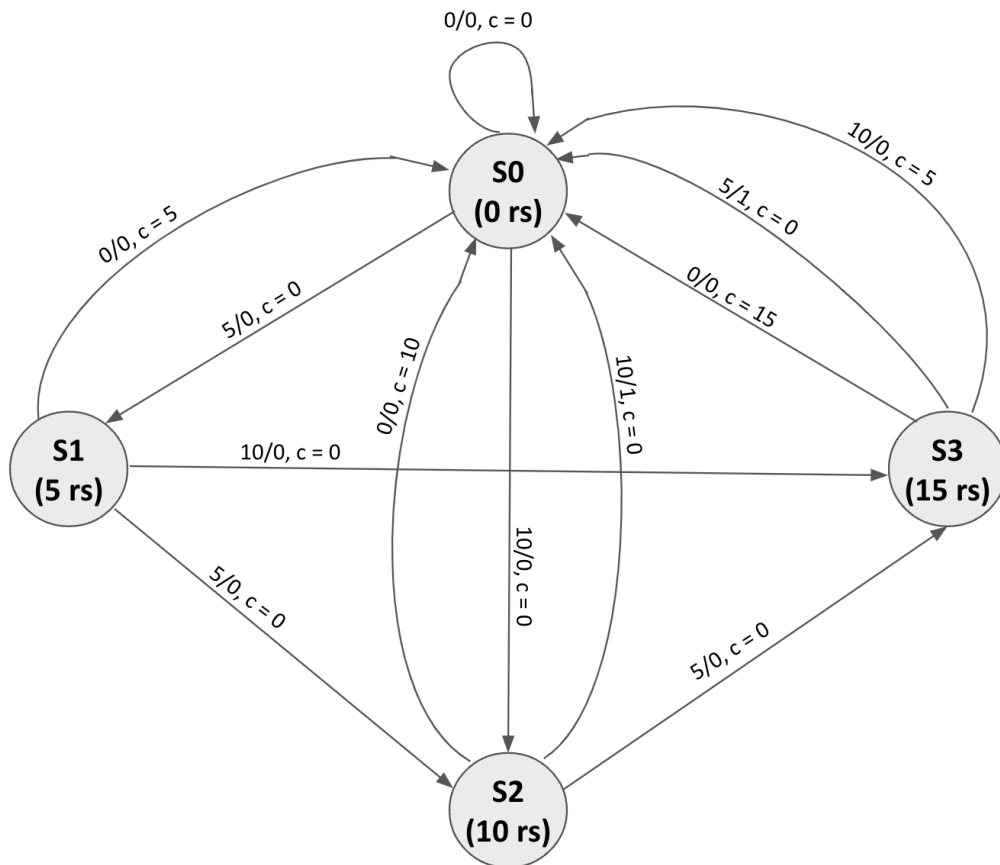
Mealy State Diagram For the First Product

Here the first product is assumed to be priced at 15Rs, and therefore we have three states in the state diagram.



Mealy State Diagram For the Second Product

Here we have assumed the product to be priced at 20Rs, and therefore we have four states in the state diagram.



VERILOG CODE :

```
module vending_machine(  
    input clk,  
    input rst,  
    input [1:0]in, // 01 = 5 rs, 10 = 10 rs  
    input prod,  
    output reg out,  
    output reg[1:0] change //11 = 15 rs  
);  
  
parameter s0 = 2'b00, s1 = 2'b01, s2 = 2'b10, s3 = 2'b11;  
reg[1:0] state;  
  
always@ (posedge clk)  
    begin  
        if(rst == 1)  
            begin  
                state = 0;  
                change = 2'b00;  
            end  
        else  
            begin  
                if(prod == 1)  
                    begin  
                        case(state)  
                            s0:  
                                if(in == 0)  
                                    begin  
                                        state = s0;  
                                        out = 0;  
                                        change = 2'b00;  
                                    end  
                                else if(in == 2'b01)
```

```

begin
state = s1;
out = 0;
change = 2'b00;
end
else if(in == 2'b10)
begin
state = s2;
out = 0;
change = 2'b00;
end
s1:
if(in == 0)
begin
state = s0;
out = 0;
change = 2'b01;
end
else if(in == 2'b01)
begin
state = s2;
out = 0;
change = 2'b00;
end
else if(in == 2'b10)
begin
state = s0;
out = 1;
change = 2'b00;
end
s2:
if(in == 0)
begin
state = s0;

```



```
        out = 0;
        change = 2'b10;
    end
    else if(in == 2'b01)
        begin
            state = s0;
            out = 1;
            change = 2'b00;
        end
    else if(in == 2'b10)
        begin
            state = s0;
            out = 1;
            change = 2'b01;
        end
    endcase
end
```

```
else if (prod == 0)
    begin
        case(state)
        s0:
            if(in == 0)
                begin
                    state = s0;
                    out = 0;
                    change = 2'b00;
                end
            else if(in == 2'b01)
                begin
                    state = s1;
                    out = 0;
                    change = 2'b00;
                end
            end
        endcase
    end
end
```

```

else if(in == 2'b10)
    begin
        state = s2;
        out = 0;
        change = 2'b00;
    end
s1:
    if(in == 0)
        begin
            state = s0;
            out = 0;
            change = 2'b01;
        end
    else if(in == 2'b01)
        begin
            state = s2;
            out = 0;
            change = 2'b00;
        end
    else if(in == 2'b10)
        begin
            state = s3;
            out = 0;
            change = 2'b00;
        end
s2:
    if(in == 0)
        begin
            state = s0;
            out = 0;
            change = 2'b10;
        end
    else if(in == 2'b01)
        begin

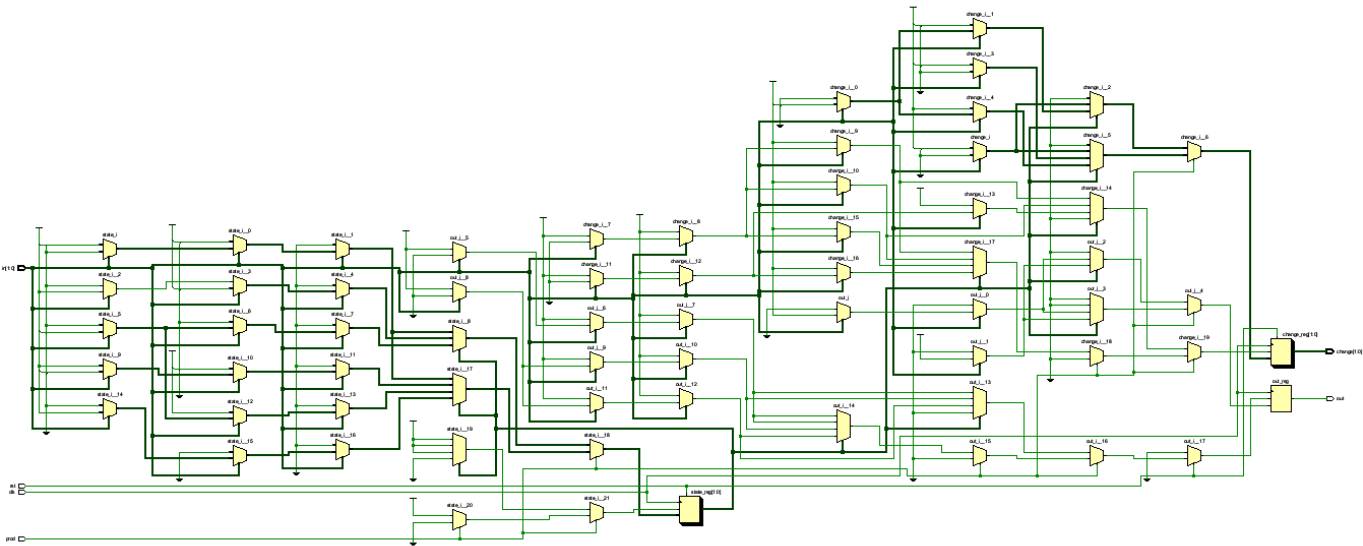
```

```

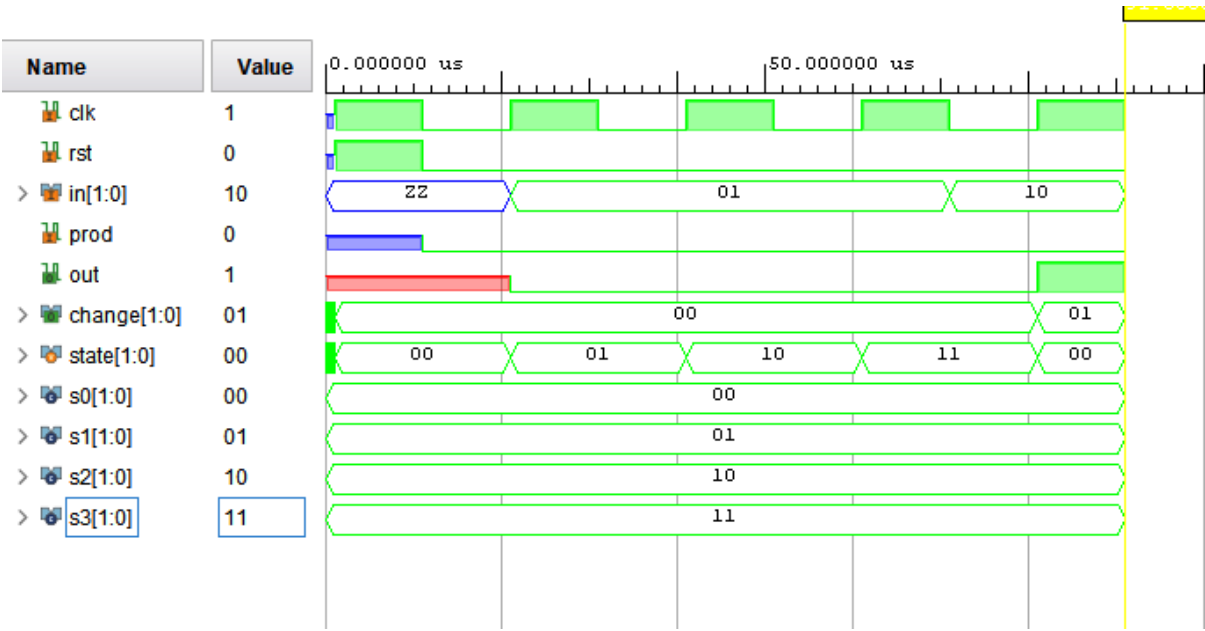
        state = s3;
        out = 0;
        change = 2'b00;
    end
    else if(in == 2'b10)
        begin
            state = s0;
            out = 1;
            change = 2'b00;
        end
s3:
    if(in == 0)
        begin
            state = s0;
            out = 0;
            change = 2'b11;
        end
    else if(in == 2'b01)
        begin
            state = s0;
            out = 1;
            change = 2'b00;
        end
    else if(in == 2'b10)
        begin
            state = s0;
            out = 1;
            change = 2'b01;
        end
    endcase
end
end
end
endmodule

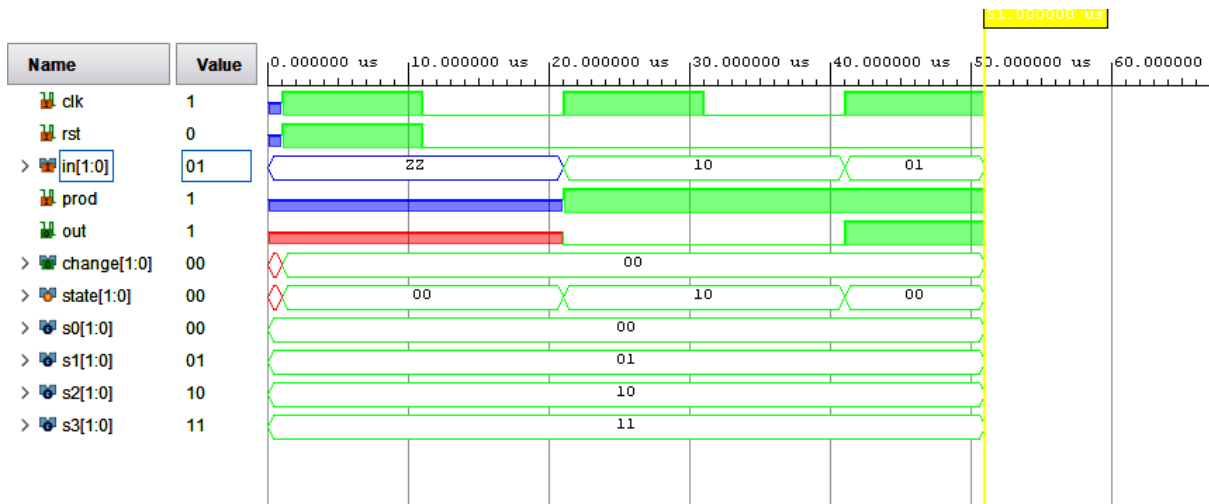
```

SCHEMATIC :



Simulation Results :

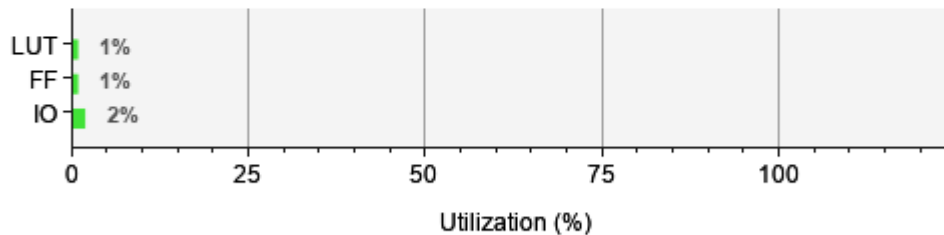




Utilization Summary :

Summary

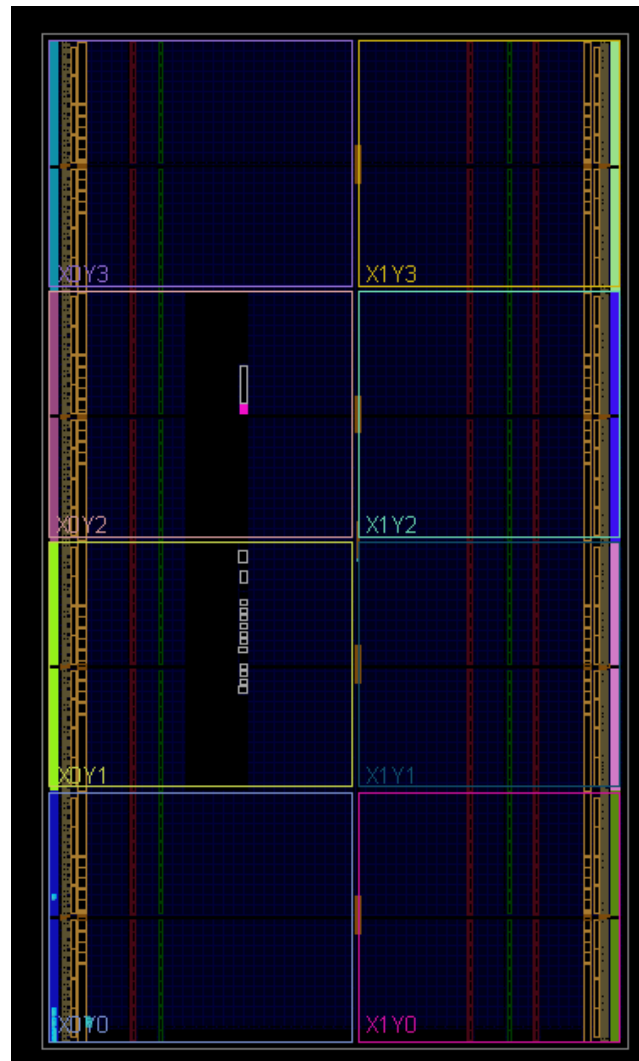
Resource	Utilization	Available	Utilization %
LUT	6	64000	0.01
FF	5	128000	0.00
IO	8	400	2.00



Timing Summary:

Timing												
Unconstrained Paths - NONE - NONE - Setup												
Name	Slack	Levels	Routes	High Fanout	From	To	Total Delay	Logic Delay	Net Delay	Requirement	Source Clock	Destination
Path 1	∞	2	2	1	change_reg(0)C	change[0]	3.565	2.919	0.646	∞		
Path 2	∞	2	2	1	change_reg(1)C	change[1]	3.565	2.919	0.646	∞		
Path 3	∞	2	2	1	out_regC	out	3.565	2.919	0.646	∞		
Path 4	∞	2	3	7	in[1]	change_reg(0)CE	2.053	1.031	1.023	∞	input port clock	
Path 5	∞	2	3	7	in[1]	change_reg(1)CE	2.053	1.031	1.023	∞	input port clock	
Path 6	∞	2	3	5	rst	out_regCE	2.042	1.031	1.012	∞	input port clock	
Path 7	∞	2	3	7	in[1]	change_reg(1)D	1.697	1.052	0.646	∞	input port clock	
Path 8	∞	2	3	7	in[1]	change_reg(0)D	1.676	1.031	0.646	∞	input port clock	
Path 9	∞	2	3	7	in[0]	out_regD	1.676	1.031	0.646	∞	input port clock	
Path 10	∞	2	3	5	rst	state_reg(0)D	1.676	1.031	0.646	∞	input port clock	

Device layout After Implementation:



References :

- Verilog HDL by Samir Palnitkar
- A Verilog HDL Primer by J. Bhasker
- www.asic-world.com