数电实验报告

1. 题目要求

完成 XADC 对板上电位器产生的电压的采集。完成 1) 或 2),选择完成 3)。

- 2) 将输出显示到数码管上, 当电压为 1V 时, 显示 0FFF, 当电压为 0V 时, 显示 0000.
- 3)将二进制输出转换为相应电压值显示到数码管上(选作)。

2. 源代码

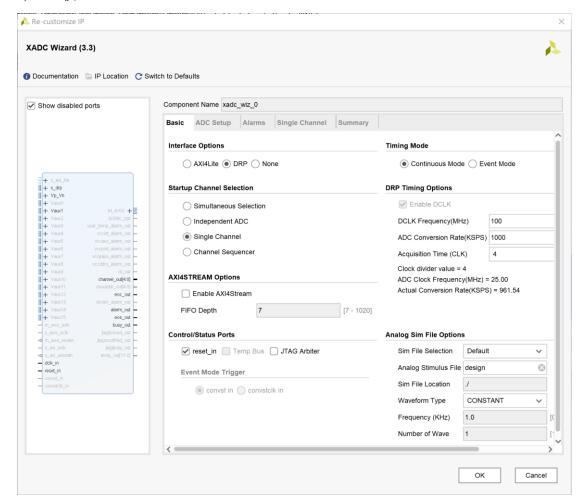
1) Xadc.v

```
module xadc top(
    input clk,
    input rst n,
    input vauxp1, vauxn1,
    output [11:0]led,
    output [6:0]a to g,
    output [3:0]an
    );
    wire [15:0]do out;
    wire drdy out;
    xadc channel1 U0(
    .dclk_in(clk),
    .reset in(rst n),
    .vauxp1(vauxp1),
    .vauxn1(vauxn1),
    .do_out(do_out),
    .drdy out(drdy out)
    );
    xadc result U3(
   .clk(clk),
   .rst n(rst n),
   .do_out(do_out),
   .drdy out(drdy out),
   .led(led)
    );
    wire [3:0]Y2;
    wire [3:0]Y1;
```

```
wire [3:0]Y0;
    xadc BCD U4(
    .led(led),
    .clk(clk),
    .rst_n(rst_n),
    .Y2(Y2),
    .Y1(Y1),
    .Y0(Y0)
    );
    my_x7seg_4bit U5(
    .clk(clk),
    .rst_n(rst_n),
    .x3(0),
    .x2(led[11:8]),
    .x1(led[7:4]),
    .x0(led[3:0]),
    .a_to_g0(a_to_g),
    .an(an)
    );
Endmodule
2) xadc_channel1.v
module xadc_channel1(
   input dclk in,
    input reset_in,
    input vauxp1, vauxn1,
    output [15:0]do_out,
    output drdy_out
    );
    wire eoc out;
xadc_wiz_0 U00 (
                              // input wire [15 : 0] di_in
  .di_in(16'b0),
  .daddr_in(7'h11),
                          // input wire [6 : 0] daddr in
  .den_in(eoc_out),
                               // input wire den_in
                           // input wire dwe_in
  .dwe_in(1'b0),
  .drdy_out(drdy_out),
                             // output wire drdy_out
                             // output wire [15 : 0] do_out
  .do_out(do_out),
  .dclk_in(dclk_in),
                             // input wire dclk_in
```

```
// input wire reset in
  .reset in(reset in),
                         // input wire vp in
  .vp in(),
  .vn in(),
                        // input wire vn in
                              // input wire vauxp1
  .vauxp1 (vauxp1),
                              // input wire vauxn1
  .vauxn1 (vauxn1),
  .channel_out(), // output wire [4 : 0] channel out
  .eoc out(eoc out),
                              // output wire eoc out
  .alarm out(),
                    // output wire alarm out
                      // output wire eos out
  .eos out(),
  .busy_out()
                     // output wire busy_out
);
endmodule
```

3) IP 核



4) xadc result.v

```
module xadc_result(
    input clk,
    input rst_n,

input [15:0]do_out,
    input drdy_out,
```

```
output reg [11:0]led
    );
    always@(posedge clk or negedge rst_n)
    begin
        if(rst n==0)
        begin
            led<=12'b0;
        end
        else
        begin
            led<= do_out[15:4];</pre>
        end
    end
endmodule
5) xadc_BCD.v
module xadc BCD(
    input [11:0]led,
    input clk,
    input rst_n,
    output reg [3:0]Y2,
    output reg [3:0]Y1,
    output reg [3:0]Y0
    );
    integer cnt=0;
    always@*
    begin
        if(rst_n==0)
        begin
            Y2=0;
            Y1=0;
            Y0 = 0;
        end
        else
        begin
            cnt=led;
            Y0=cnt%10;
            cnt=cnt/10;
            Y1=cnt%10;
            cnt=cnt/10;
            Y2=cnt%10;
```

endmodule

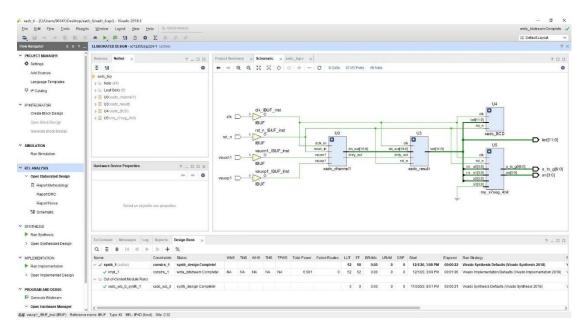
```
6) my_x7seg_4bit.v
module my_x7seg_4bit(
    input clk,
    input rst_n,
    input [3:0]x3,
    input [3:0]x2,
    input [3:0]x1,
    input [3:0]x0,
    output reg [6:0]a_to_g0,
    output reg [3:0]an
    );
    integer clkdiv;
    always@(posedge clk or negedge rst_n)
    begin
        if(!rst_n)
            clkdiv<=0;
        else if(clkdiv==500000)
            clkdiv<=0;
        else
            clkdiv<=clkdiv+1;</pre>
    end
    reg [1:0]bitcnt;
    always@(posedge clk or negedge rst_n)
    begin
        if(!rst n)
            bitcnt<=0;
        else if(clkdiv==500000)
            bitcnt<=bitcnt+1;</pre>
    end
    always@*
    begin
        if(!rst_n)
            an=0;
        else
        begin
```

```
an=4'd0;
        an[bitcnt]=1;
    end
end
reg[3:0]digit0;
always@(posedge clk or negedge rst n)
begin
    if(!rst n)
        digit0<=0;</pre>
    else
        case(bitcnt)
            2'd0:digit0<=x0[3:0];
            2'd1:digit0<=x1[3:0];
            2'd2:digit0<=x2[3:0];
            2'd3:digit0<=x3[3:0];
        endcase
end
always@*
begin
if(!rst_n)
begin
    a_to_g0<=7'b1111111;
end
else
    case(digit0)
    0:a to g0 <= 7'b11111110;
    1:a to g0 \le 7'b0110000;
    2:a to g0<=7'b1101101;
    3:a_to_g0<=7'b1111001;
    4:a to g0<=7'b0110011;
    5:a to g0 <= 7'b1011011;
    6:a to g0<=7'b1011111;
    7:a_to_g0<=7'b1110000;
    8:a_to_g0<=7'b1111111;
    9:a to g0<=7'b1111011;
    10:a_to_g0<=7'b1110111;
    11:a to g0<=7'b11111111;
    12:a to g0<=7'b1001110;
    13:a_to_g0<=7'b1111110;
    14:a_to_g0<=7'b1001111;
    15:a_to_g0<=7'b1000111;
    default:a to g0<=7'b1111110;
```

end

endmodule

3. RTL 分析



4. 开发板结果

