

## VHDL files

### LogicalStep\_Lab3\_top.vhd

```
library ieee;

use ieee.std_logic_1164.all;

use ieee.numeric_std.all;


entity LogicalStep_Lab3_top is port (

    clk_in_50          : in    std_logic;

pb                    : in    std_logic_vector(3 downto 0);

sw                    : in  std_logic_vector(7 downto 0); -- The switch inputs

    leds              : out std_logic_vector(7 downto 0);    -- for displaying the switch content

    seg7_data         : out std_logic_vector(6 downto 0); -- 7-bit outputs to a 7-segment

        seg7_char1 : out    std_logic;                    -- seg7 digi selectors

        seg7_char2 : out    std_logic                    -- seg7 digi selectors

);

end LogicalStep_Lab3_top;


architecture Energy_Monitor of LogicalStep_Lab3_top is

component Comp4 port(

a                    : in    std_logic_vector(3 downto 0);

b                    : in    std_logic_vector(3 downto 0);

gt                    : out std_logic;

eq                    : out std_logic;

lt                    : out std_logic
```

```

);
end component;

--
component segment7_mux port (
    clk :in std_logic :='0';
    DIN2 : in std_logic_vector(6 downto 0);
    DIN1 : in std_logic_vector(6 downto 0);
    DOUT : out std_logic_vector(6 downto 0);
    DIG2 :out std_logic;
    DIG1 :out std_logic
);
end component;

component SevenSegment port (
    hex          : in  std_logic_vector(3 downto 0); -- The 4 bit data to be displayed
    sevenseg     : out std_logic_vector(6 downto 0)  -- 7-bit outputs to a 7-segment
);

end component;

component mode_control port (
sw: in std_logic_vector (3 downto 0);
WindowOpen: in std_logic;
DoorOpen: in std_logic;
CGTD: in std_logic;

```

```
CLED: in std_logic;
CEQD: in std_logic;
VacationMode: in std_logic;
AC_ON: out std_logic;
BLOWER_ON: out std_logic;
FURNACE_ON: out std_logic;
SYSTEM_AT_TEMP: out std_logic;
Desired_temp: out std_logic_vector (3 downto 0)
    );
    end component;
-- Components Used
```

```
-----

-----

signal Current_Temp: std_logic_vector (3 downto 0);
signal Desired_Temp: std_logic_vector (3 downto 0);
signal VacationMode: std_logic;
signal MC_TESTMODE: std_logic;
signal WindowOpen: std_logic;
signal DoorOpen: std_logic;
signal FURNACE_ON: std_logic;
signal SYSTEM_AT_TEMP: std_logic;
signal AC_ON : std_logic;
signal BLOWER_ON: std_logic;
```

```
signal TEST_PASS: std_logic;
```

```
signal VACATION_MODE: std_logic;
```

```
signal seg7_A : std_logic_vector(6 downto 0);
```

```
signal seg7_B : std_logic_vector(6 downto 0);
```

```
signal CEQD, CGTD, CLED : std_logic;
```

```
begin
```

```
Current_Temp <= sw (3 downto 0);
```

```
VacationMode <= not pb(3);
```

```
MC_TESTMODE <= not pb(2);
```

```
WindowOpen <= pb(1);
```

```
DoorOpen <= pb(0);
```

```
leds(0)<= FURNACE_ON ;
```

```
leds(1)<=SYSTEM_AT_TEMP;
```

```
leds(2)<= AC_ON ;
```

```
leds(3)<=BLOWER_ON;
```

```
leds(4)<= DoorOpen;
```

```
leds(5)<= WindowOpen;
```

```
leds(7)<= VacationMode;
```

```
INST1: SevenSegment port map(Current_Temp, seg7_A);
```

```
INST2: SevenSegment port map(Desired_temp, seg7_B);
```

```
INST3: segment7_mux port map(clkin_50, seg7_A, seg7_B,seg7_data, seg7_char2, seg7_char1);
```

```
INST4: Compx4 port map (Current_Temp, Desired_Temp, CGTD, CEQD, CLED);
```

```
INST5: mode_control port map (sw(7 downto 4),WindowOpen, DoorOpen, CGTD, CLED, CEQD, VacationMode, AC_ON, BLOWER_ON, FURNACE_ON, SYSTEM_AT_TEMP,
Desired_temp);
```

```
PROCESS (sw, CEQD, CGTD, CLED, pb(2)) is
```

```
variable EQ_PASS, GE_PASS, LE_PASS :std_logic := '0';
```

```
begin
```

```
    IF ((sw(3 downto 0) =sw (7 downto 4)) AND (CEQD='1')) THEN
```

```
        EQ_PASS :='1';
```

```
        GE_PASS :='0';
```

```
        LE_PASS :='0';
```

```
    ELSIF ((sw(3 downto 0) >=sw (7 downto 4)) AND (CGTD='1')) THEN
```

```
        EQ_PASS :='0';
```

```
        GE_PASS :='1';
```

```
        LE_PASS :='0';
```

```
    ELSIF ((sw(3 downto 0) <=sw (7 downto 4)) AND (CLED='1')) THEN
```

```
        EQ_PASS :='0';
```

```
        GE_PASS :='0';
```

```
        LE_PASS :='1';
```

```
    ELSE
```

```
        EQ_PASS :='0';
```

```
        GE_PASS :='0';
```

```
        LE_PASS :='0';
```

```
    END IF;
```

```
    TEST_PASS<= MC_TESTMODE AND ( EQ_PASS OR GE_PASS or LE_PASS);
```

```
    leds(6) <= TEST_PASS;
```

```
end process;
```

```
end Energy_Monitor;
```

### Comp1.vhd

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity Comp1 is port
(
    a                : in    std_logic;
    b                : in    std_logic;
    gt               : out std_logic; --a greater than b
    eq               : out std_logic; -- a equals b
    lt               : out std_logic  -- a less than b
);
end Comp1;

architecture dataflow of Comp1 is
begin
    gt<=a and (not b);
    eq<=a xnor b;
    lt<=b and (not a);
end dataflow;
```

### Comp4.vhd

```
library ieee;
```

```
use ieee.std_logic_1164.all;
```

```
use ieee.numeric_std.all;
```

```
entity Comp4 is port
```

```
(
```

```
  a          : in    std_logic_vector(3 downto 0);
```

```
  b          : in    std_logic_vector(3 downto 0);
```

```
  gt         : out std_logic;
```

```
  eq         : out std_logic;
```

```
  lt         : out std_logic
```

```
);
```

```
end Comp4;
```

```
architecture Structural of Comp4 is
```

```
  component Comp1 port(
```

```
    a          : in    std_logic;
```

```
    b          : in    std_logic;
```

```
    gt         : out std_logic; --a greater than b
```

```
    eq         : out std_logic; -- a equals b
```

```
    lt         : out std_logic  -- a less than b
```

```
  );
```

```
end component;
```

```
signal greater: std_logic_vector (3 downto 0);
```

```
signal equal: std_logic_vector (3 downto 0);
```

```
signal less: std_logic_vector (3 downto 0);
```

```
begin
```

```
Comp0:Compx1 port map (a(0),b(0), greater(0),equal(0),less(0));
```

```
Comp1:Compx1 port map (a(1),b(1), greater(1),equal(1),less(1));
```

```
Comp2:Compx1 port map (a(2),b(2), greater(2),equal(2),less(2));
```

```
Comp3:Compx1 port map (a(3),b(3), greater(3),equal(3),less(3));
```

```
gt<= greater(3) or (equal(3) and greater(2)) or(equal(3) and equal(2) and greater(1))or(equal(3) and equal(2) and equal(1) and greater(0));
```

```
lt<=less(3) or (equal(3) and less(2)) or(equal(3) and equal(2) and less(1))or(equal(3) and equal(2) and equal(1) and less(0));
```

```
eq<=equal(0) and equal(1) and equal(2) and equal(3);
```

```
end Structural;
```



### mode\_control.vhd

```
library ieee;

use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity mode_control is port
(
    sw: in std_logic_vector (3 downto 0);
    WindowOpen: in std_logic;
    DoorOpen: in std_logic;
    CGTD: in std_logic;
    CLED: in std_logic;
    CEQD: in std_logic;
    VacationMode: in std_logic;
    AC_ON: out std_logic;
    BLOWER_ON: out std_logic;
    FURNACE_ON: out std_logic;
    SYSTEM_AT_TEMP: out std_logic;
    Desired_temp: out std_logic_vector (3 downto 0)
);

end mode_control;

architecture dataflow of mode_control is

    signal a,b:std_logic;

begin

    a <= CGTD and (not WindowOpen) and (not DoorOpen);

    BLOWER_ON <= (a or b);

    b <= CLED and (not WindowOpen) and (not DoorOpen);
```

```

AC_ON <=a;
FURNACE_ON<=b;
SYSTEM_AT_TEMP<= CEQD;
PROCESS(VacationMode) is
begin
case VacationMode is
when'1' =>Desired_temp <= "0100" ; --when vacationmode is on, set temperature to "0100
when'0' =>Desired_Temp <= sw (3 downto 0); --when vacation mode is off, use sw to set desired temperature.
end case;
end process;
end dataflow;

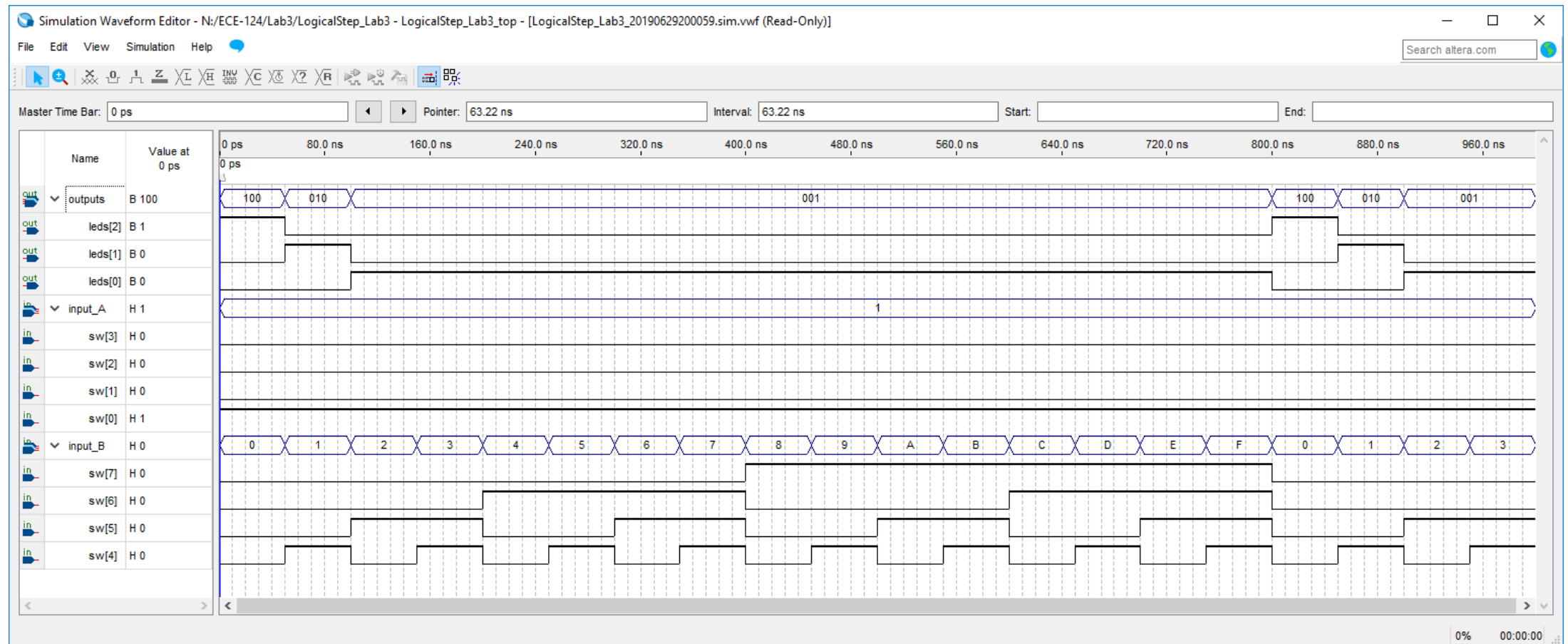
```

**Truth Table for 4-bit Comparator**

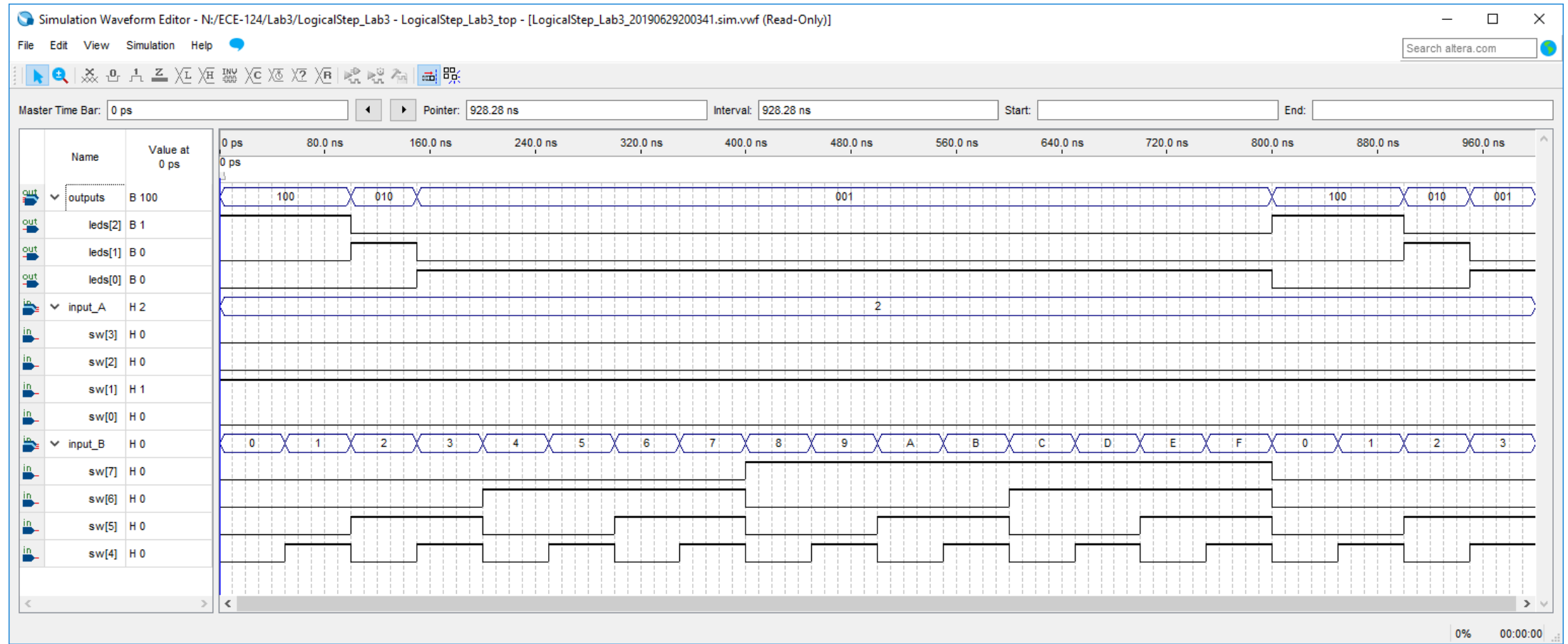
A3>B3	A3=B3	A3<B3	A2>B2	A2=B2	A2<B2	A1>B1	A1=B1	A1<B1	A0>B0	A0=B0	A0<B0	A>B	A=B	A<B
1	X	X	X	X	X	X	X	X	X	X	X	1	0	0
X	1	X	X	1	X	X	1	X	X	1	X	0	1	0
X	X	1	X	X	X	X	X	X	X	X	X	0	0	1
X	1	X	1	X	X	X	X	X	X	X	X	1	0	0
X	1	X	X	1	X	1	X	X	X	X	X	1	0	0
X	1	X	X	1	X	X	1	X	1	X	X	1	0	0
X	1	X	X	X	1	X	X	X	X	X	X	0	0	1
X	1	X	X	1	X	X	X	1	X	X	X	0	0	1
X	1	X	X	1	X	X	1	X	X	X	1	0	0	1

## Simulation of Comparator

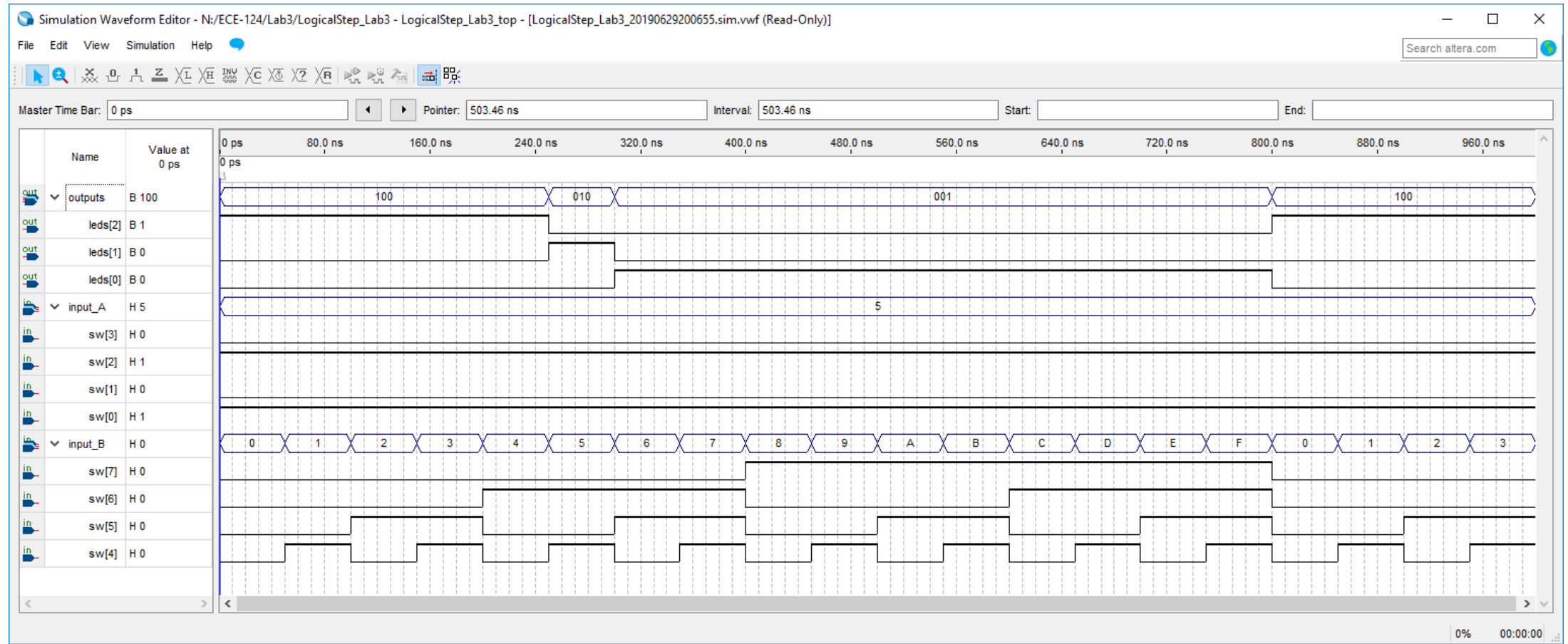
S1



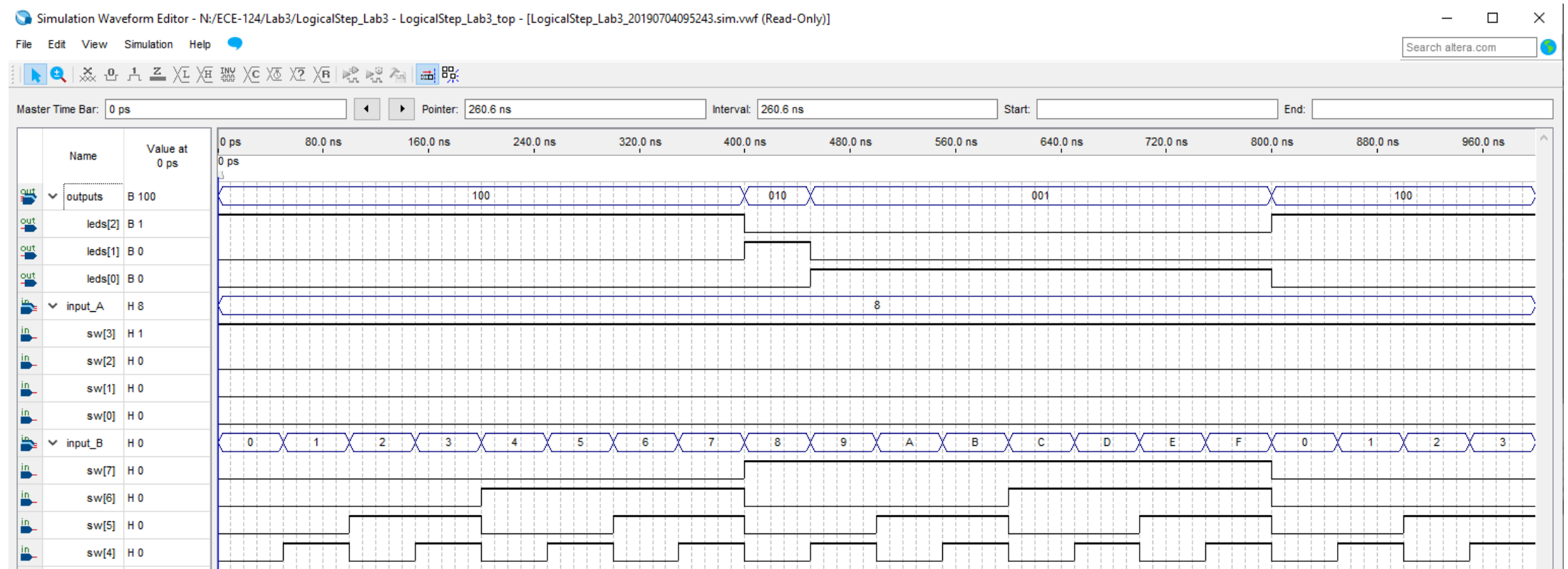
S2



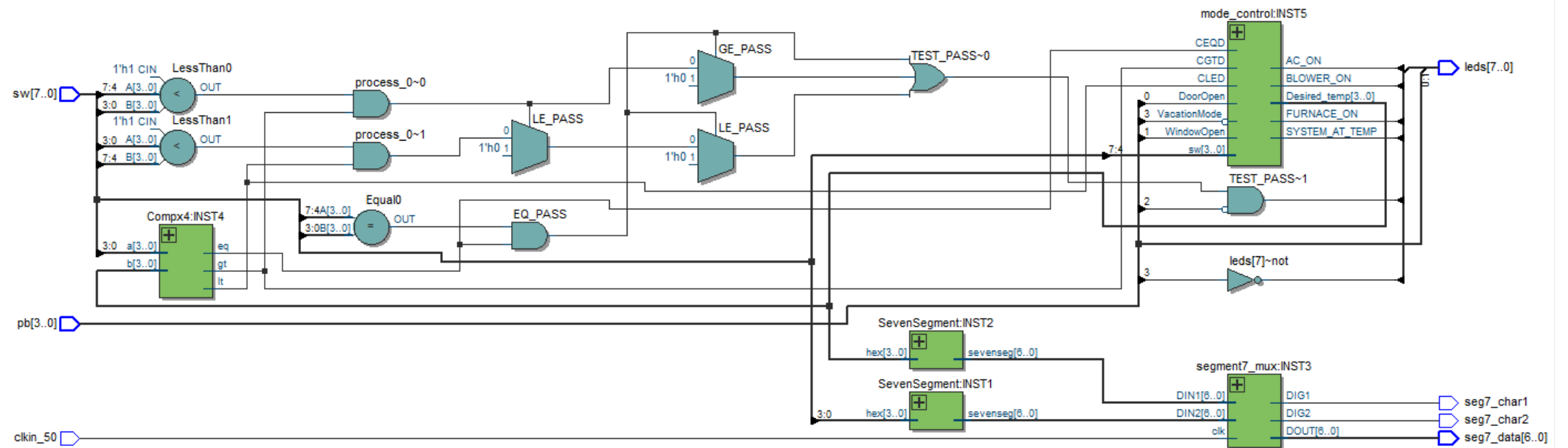
S3



S4



## RTL view



Total Design Logic Elements Used: 60/8064

Flow Summary	
Flow Status	Successful - Thu Jul 04 10:45:25 2019
Quartus Prime Version	15.1.0 Build 185 10/21/2015 SJ Standard Edition
Revision Name	LogicalStep_Lab3_top
Top-level Entity Name	LogicalStep_Lab3_top
Family	MAX 10
Device	10M08SAE144C8G
Timing Models	Final
Total logic elements	60 / 8,064 ( < 1 % )
Total combinational functions	60 / 8,064 ( < 1 % )
Dedicated logic registers	11 / 8,064 ( < 1 % )
Total registers	11
Total pins	30 / 101 ( 30 % )
Total virtual pins	0
Total memory bits	0 / 387,072 ( 0 % )
Embedded Multiplier 9-bit elements	0 / 48 ( 0 % )
Total PLLs	0 / 1 ( 0 % )
UFM blocks	0 / 1 ( 0 % )
ADC blocks	0 / 1 ( 0 % )