

NAME : CHETAN NARENDRA THORAT

BATCH : B 10

DIV : BE ( III )

ROLL NO : 052

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```
library IEEE;

use IEEE.STD_LOGIC_1164.ALL;

use IEEE.STD_LOGIC_unsigned.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx primitives in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity modncount is
    Port ( clk : in  STD_LOGIC;
          clr : in  STD_LOGIC;
          q : inout STD_LOGIC_VECTOR (2 downto 0));
end modncount;

architecture Behavioral of modncount is
    signal count: std_logic_vector(2 downto 0);

begin
```

```

process(clk)
begin
    if (clr='1') then count <= "000";

    elsif (rising_edge (clk)) then
        if (count="100")
            then count <= "000";

        else
            count<=count+ 1;
        end if;
    end if;
end process;

q<=count;
end Behavioral;

```

TEST BENCH

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```

LIBRARY ieee;

USE ieee.std_logic_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--USE ieee.numeric_std.ALL;

```

ENTITY ppop IS

END ppop;

ARCHITECTURE behavior OF ppop IS

-- Component Declaration for the Unit Under Test (UUT)

COMPONENT modncount

PORT(

clk : IN std\_logic;

clr : IN std\_logic;

q : INOUT std\_logic\_vector(2 downto 0)

);

END COMPONENT;

--Inputs

signal clk : std\_logic := '0';

signal clr : std\_logic := '0';

--BiDirs

signal q : std\_logic\_vector(2 downto 0);

-- Clock period definitions

constant clk\_period : time := 10 ns;

BEGIN

-- Instantiate the Unit Under Test (UUT)

uut: modncount PORT MAP (

```

        clk => clk,

        clr => clr,

        q => q

    );

-- Clock process definitions

clk_process :process

begin

        clk <= '0';

        wait for clk_period/2;

        clk <= '1';

        wait for clk_period/2;

end process;

-- Stimulus process

stim_proc: process

begin

clr<='1' ;

    -- hold reset state for 100 ns.

    wait for 20 ns;

        clr<='0' ;

    -- hold reset state for 100 ns.

    wait for 20 ns;

    wait for clk_period*10;

    -- insert stimulus here

    wait;

end process;

```

The screenshot shows the Xilinx ISE Project Navigator interface. The main window displays the RTL schematic for a module named 'modcount'. The schematic includes an 'and3b2' gate, a 'count\_cmp\_eq0000\_imp\_count\_eq00001' comparator, and a 'COUNTER.1' block. The left pane shows the project hierarchy with 'Counter' and 'ppop - behavior (ppop.vhd)'. The bottom pane shows the 'Design Objects of Top Level Block' table.

| Design Objects of Top Level Block |          | Properties: (No Selection) |       |
|-----------------------------------|----------|----------------------------|-------|
| Instances                         | Pins     | Signals                    | Name  |
| modcount                          | modcount | modcount                   | Value |

