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BATCH : B 10

DIV : BE (III)

ROLL NO : 052

```
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 BENTCH

```
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;

```

END;



