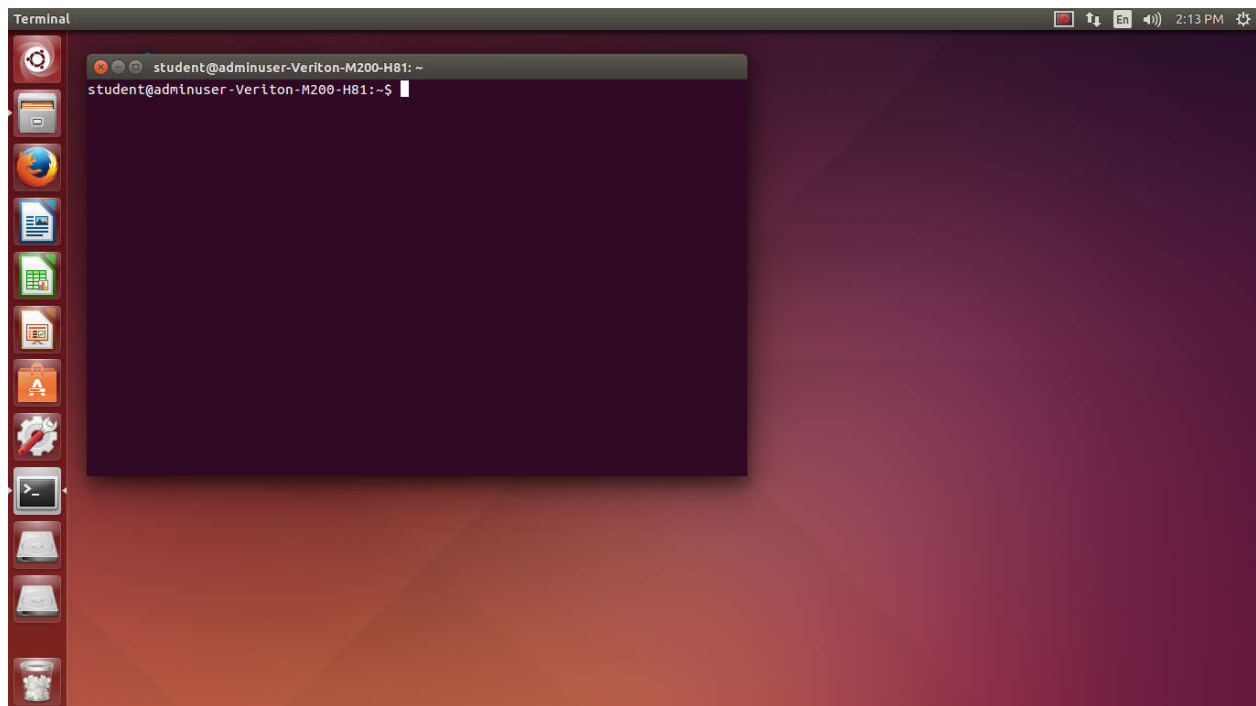


STEPS TO IMPLEMENT THE DESIGN

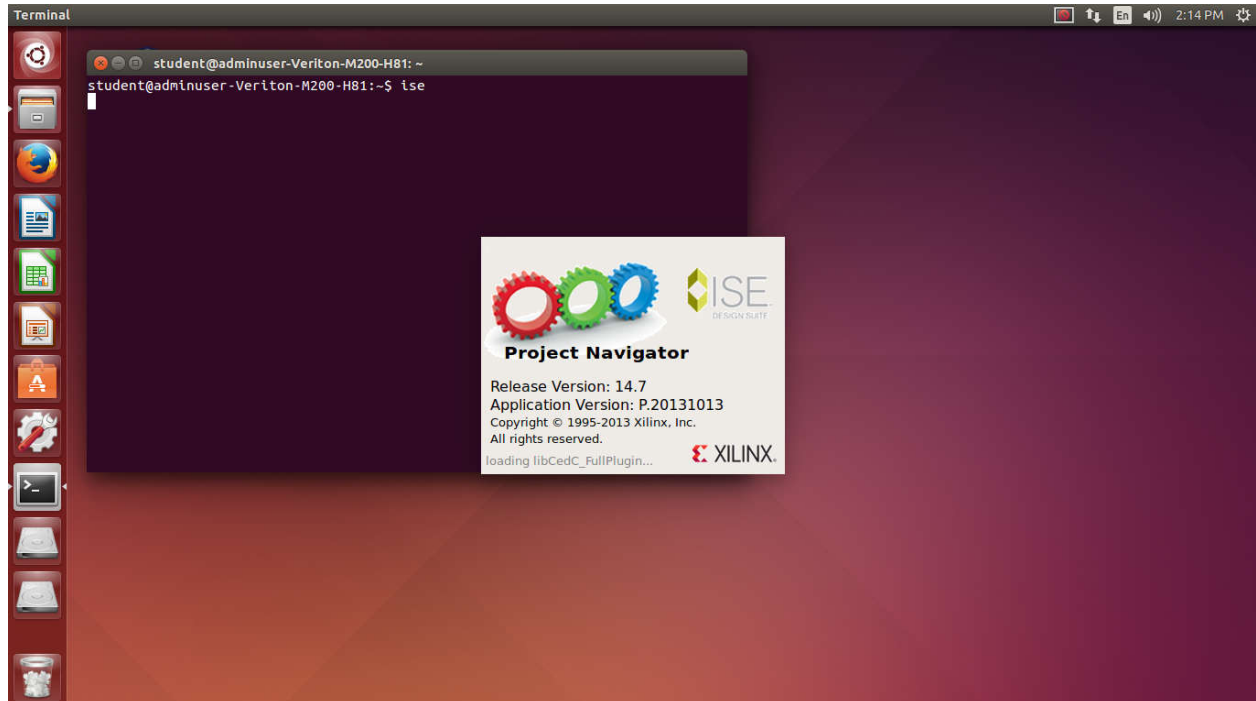
Step 1: Search for “**terminal**” in the search bar. Once terminal is shown in the results click on it.



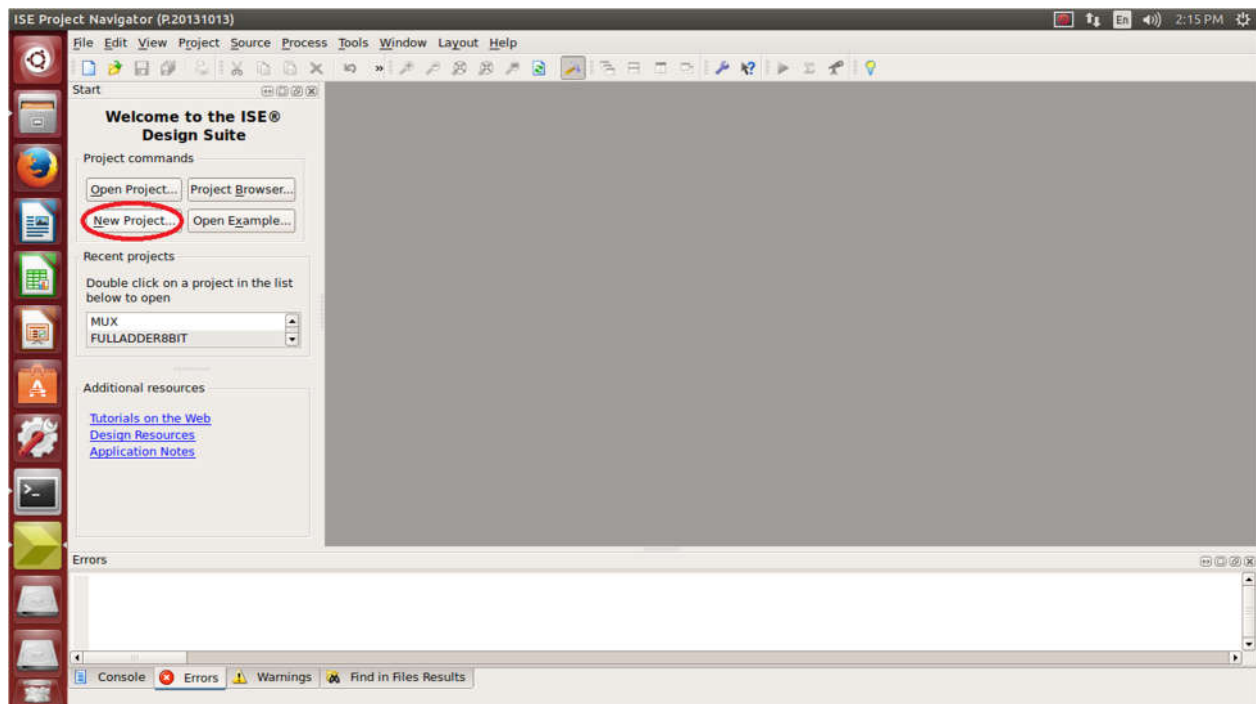
The terminal window opens.



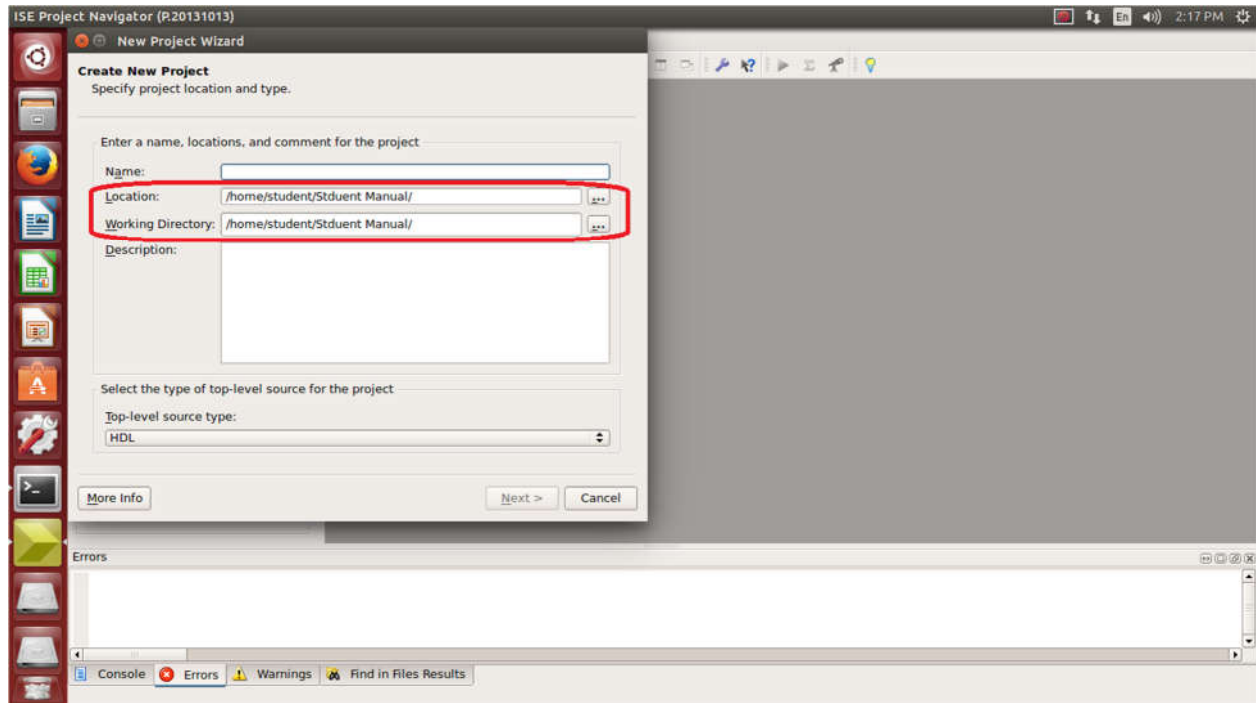
Step 2: Type “ise” in the terminal box and press enter. This will open the **Xilinx** window.



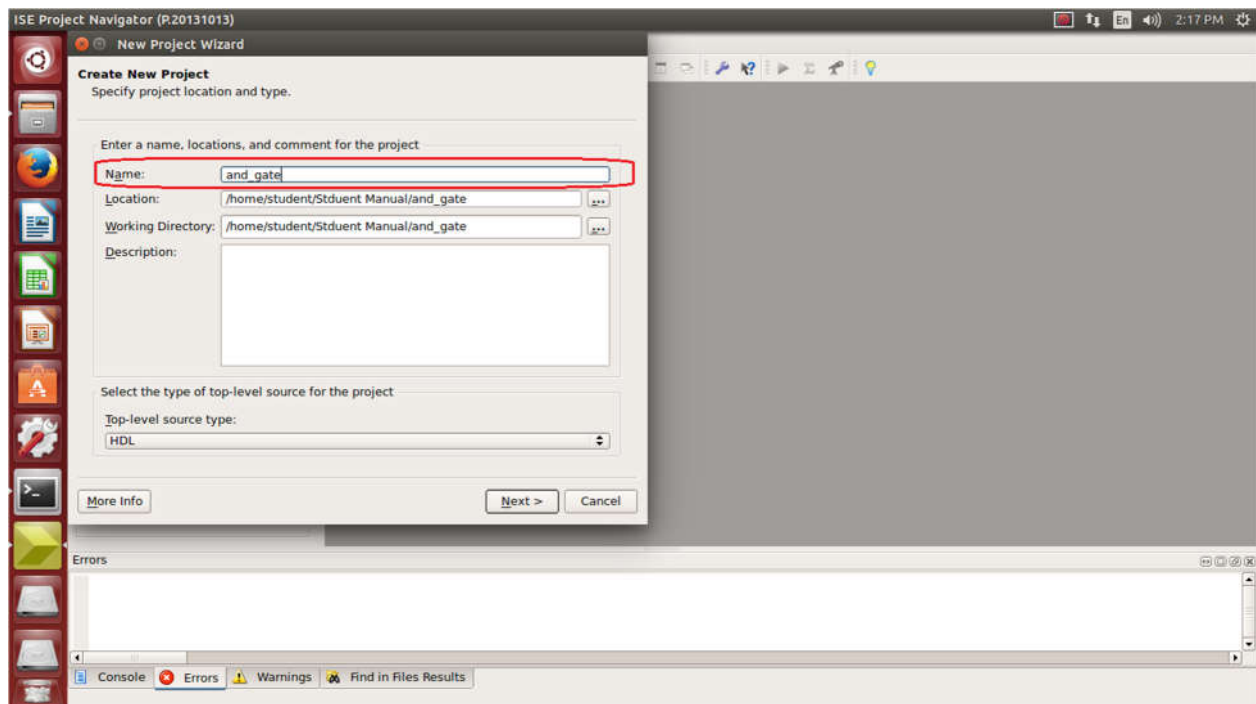
Step 3: Once the Xilinx window opens click on **New Project**.



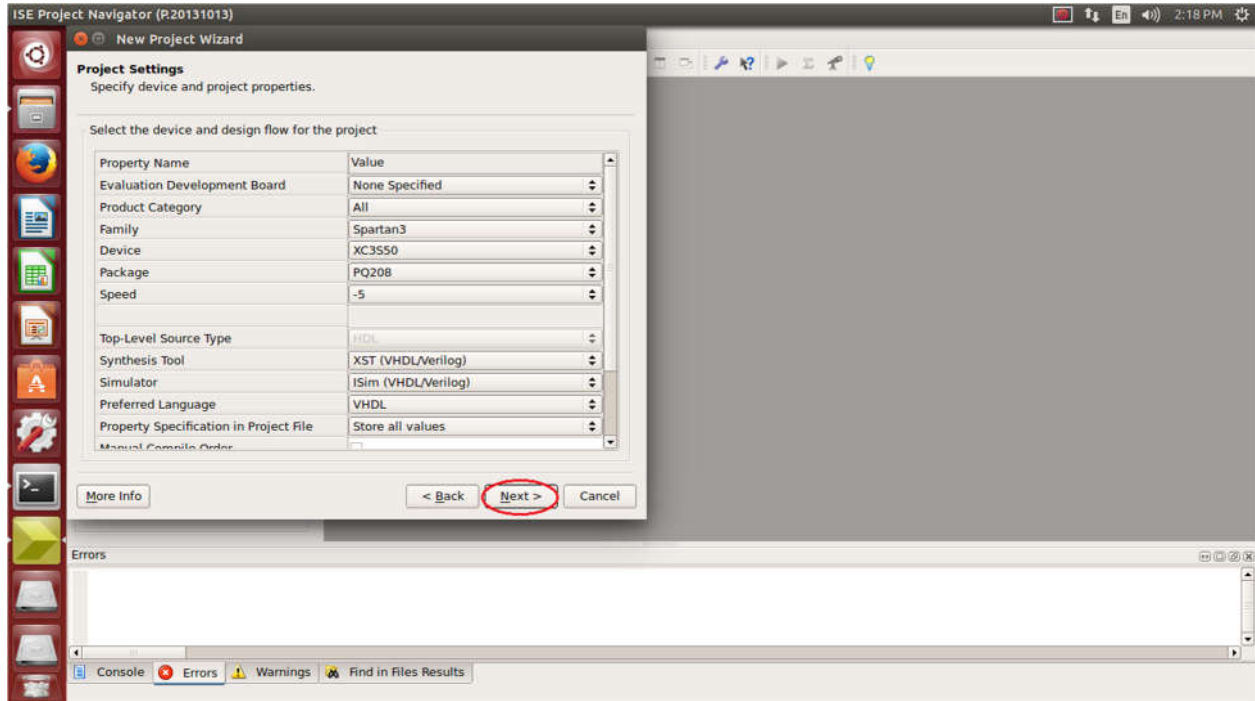
Step 4: The Create New Project window will appear. Select the *location* where the project should be saved.



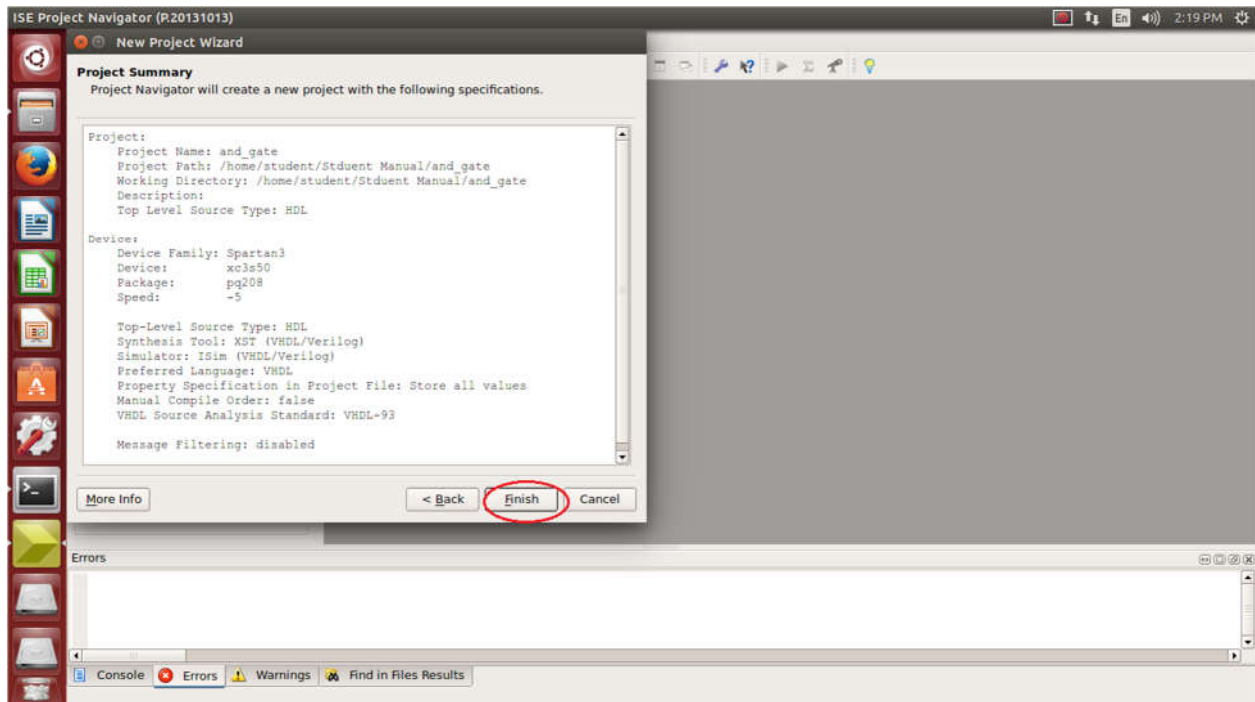
Step 5: Enter a name for the project and click on Next.



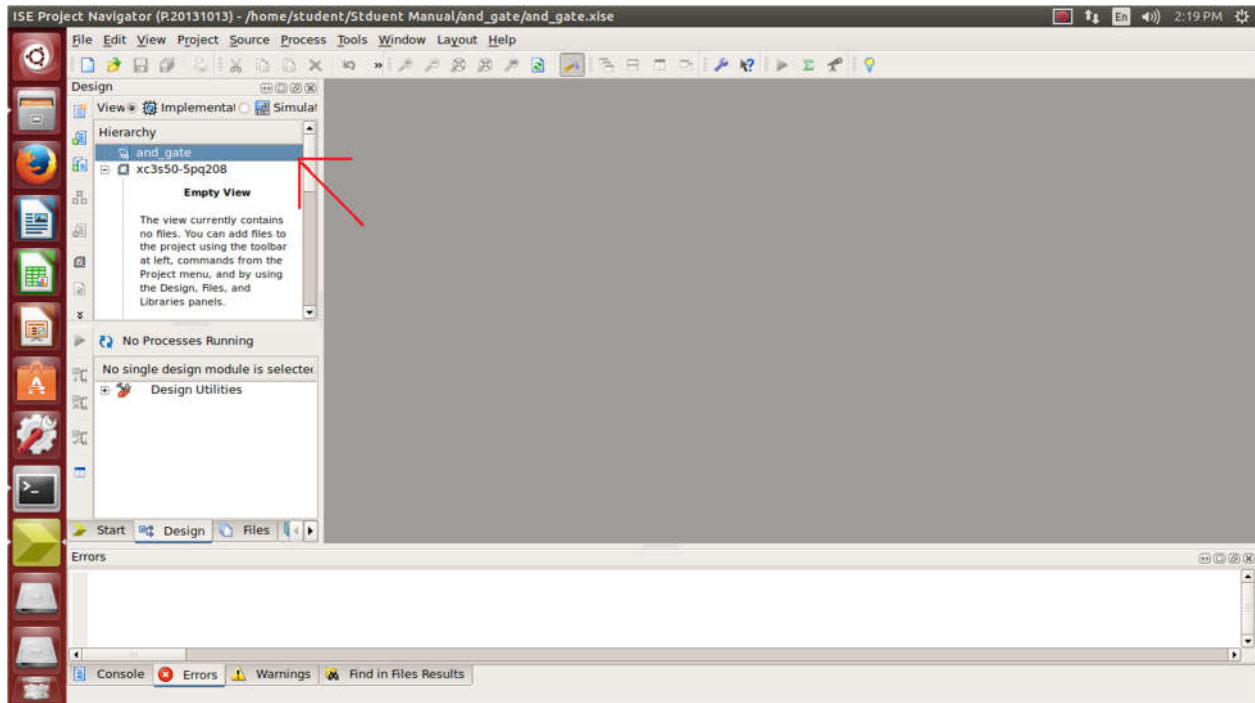
Step 6: The **Project Settings** window is shown. Make the necessary changes and click on **Next**.



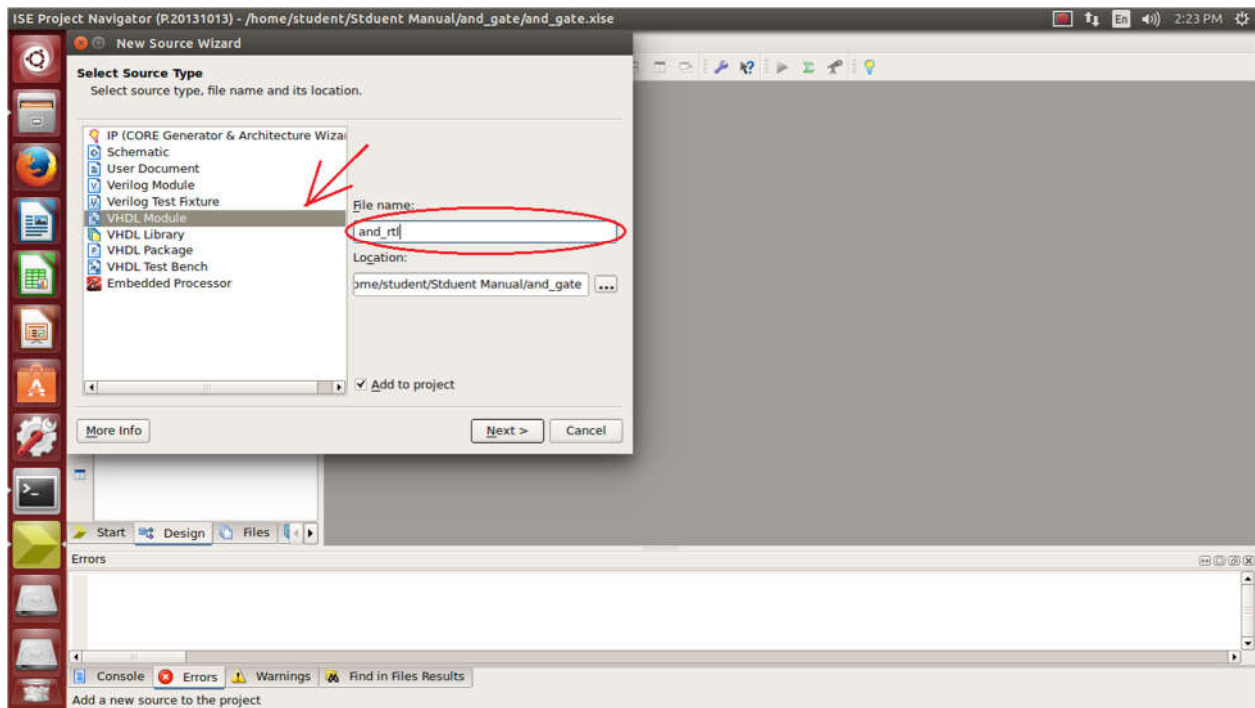
Step 7: The **Project Summary** window is shown. Click on **Finish**.



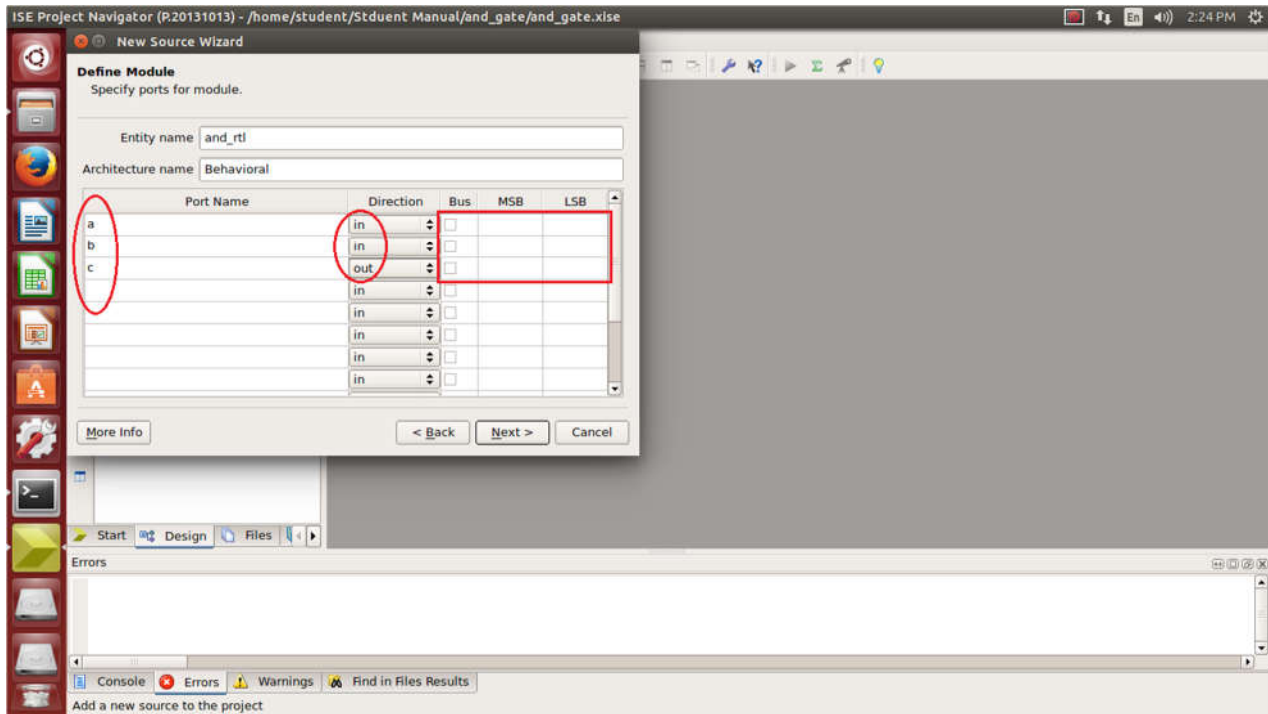
Step 8: A new project is created. It is seen that a **Design** panel is placed at the left-most side of the screen. *Right click* on the project name written at the top of the **Design** panel and select **New Source**.



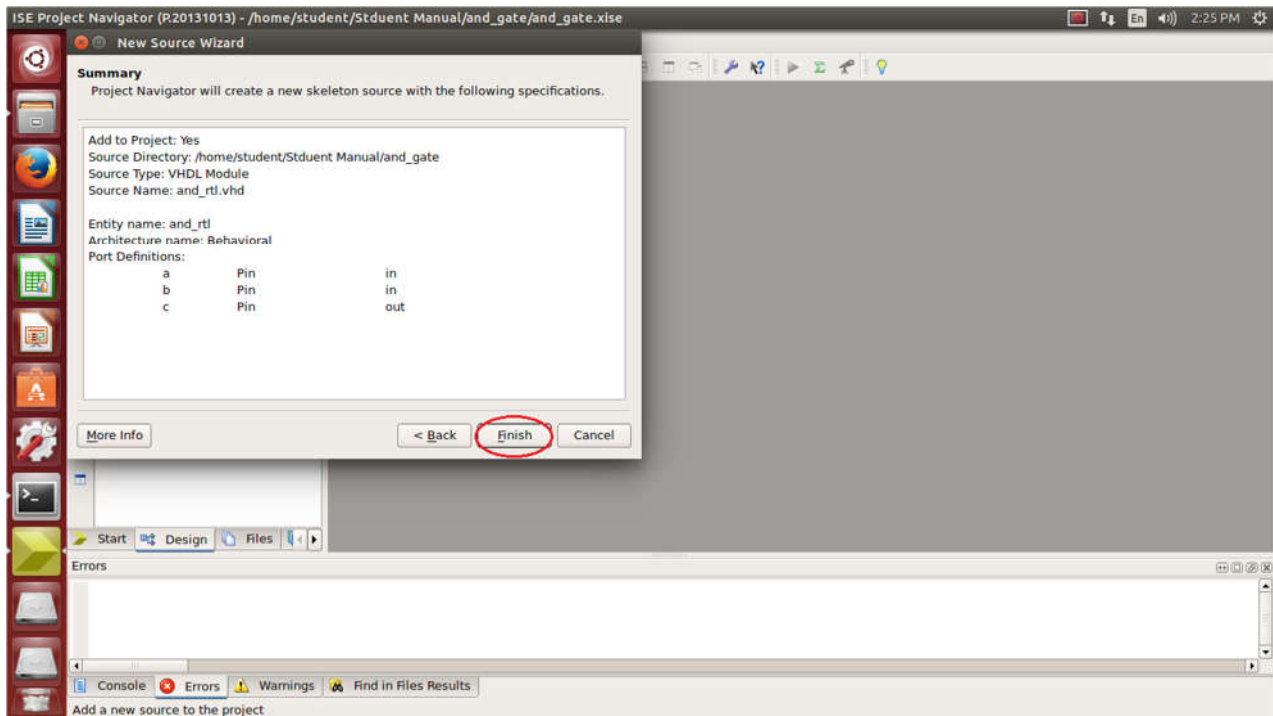
Step 9: The **New Source Wizard** opens. Click on **VHDL Module** and enter the **File name**. After this is done, click on **Next**.



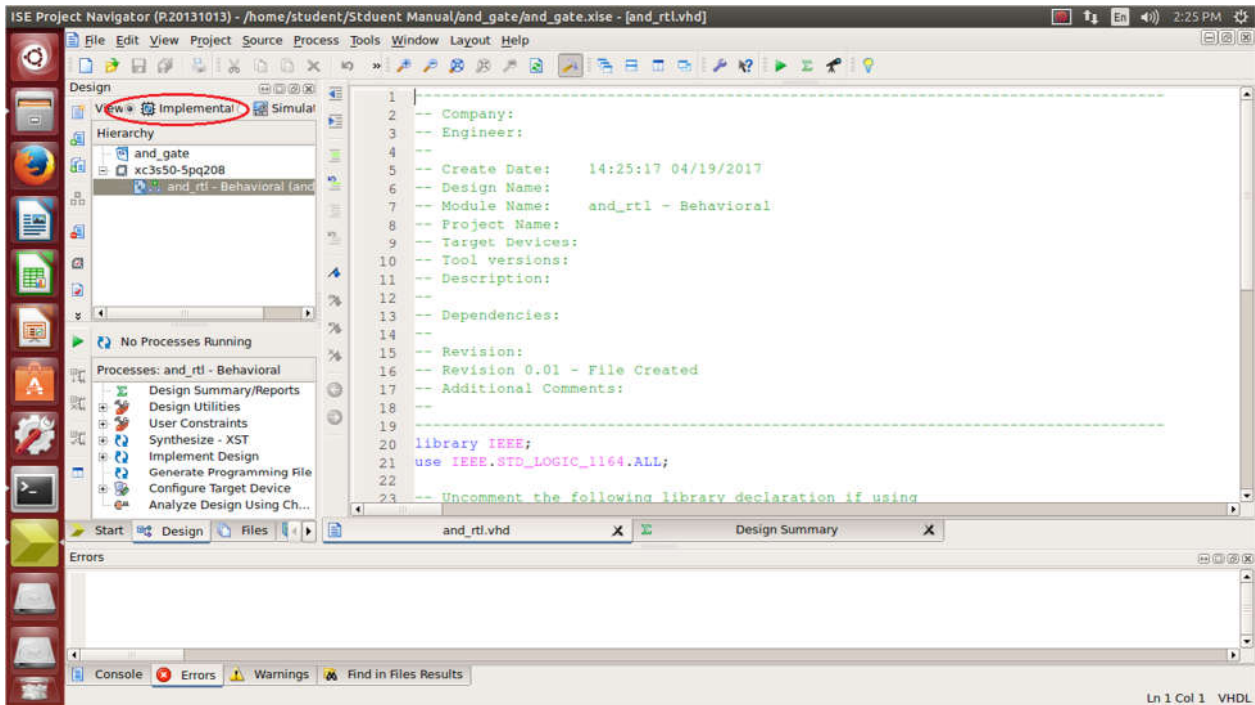
Step 10: The **Define Module** window opens to enable us to define the required *ports* and their *characteristics*. Enter the names of the port in the **Port Name** column, select their corresponding *input/output characteristic* in **Direction** column and *bus length* (first select the check box in the **Bus** column if you want it to be a bus then specify the **MSB** and **LSB**) where ever required.



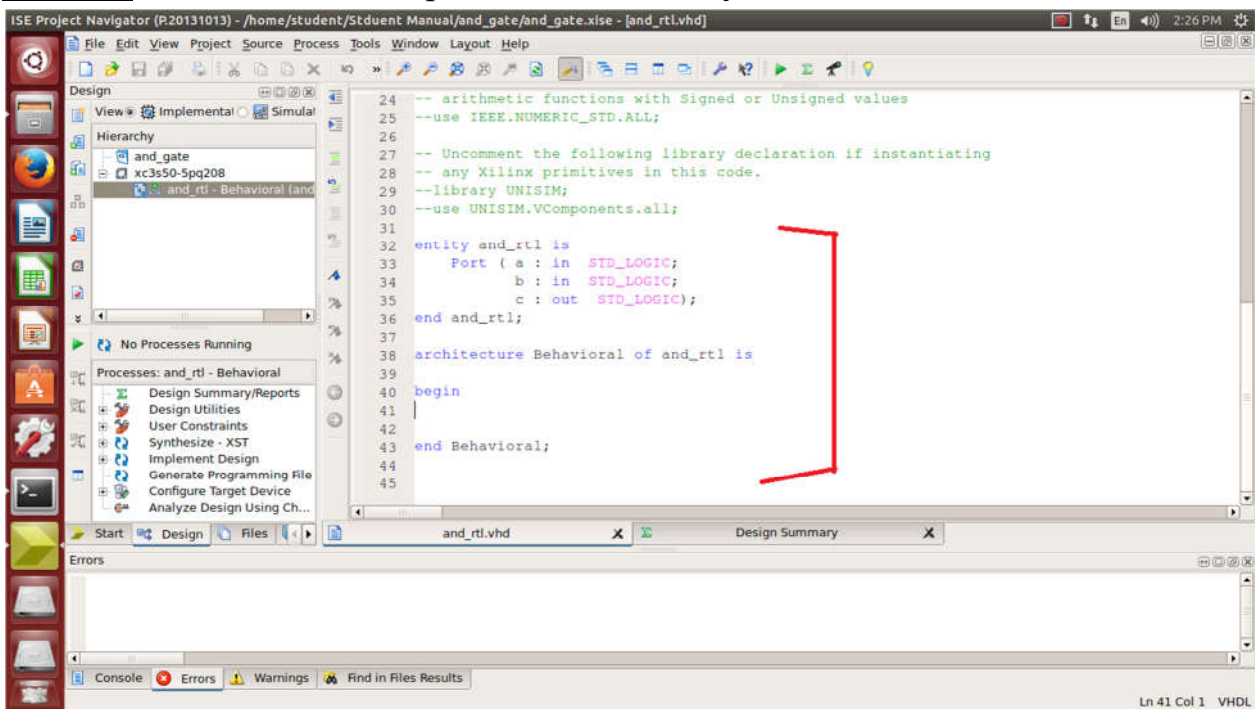
Step 11: The **Summary** window appears which displays the details of the defined module. Click on **Finish**.



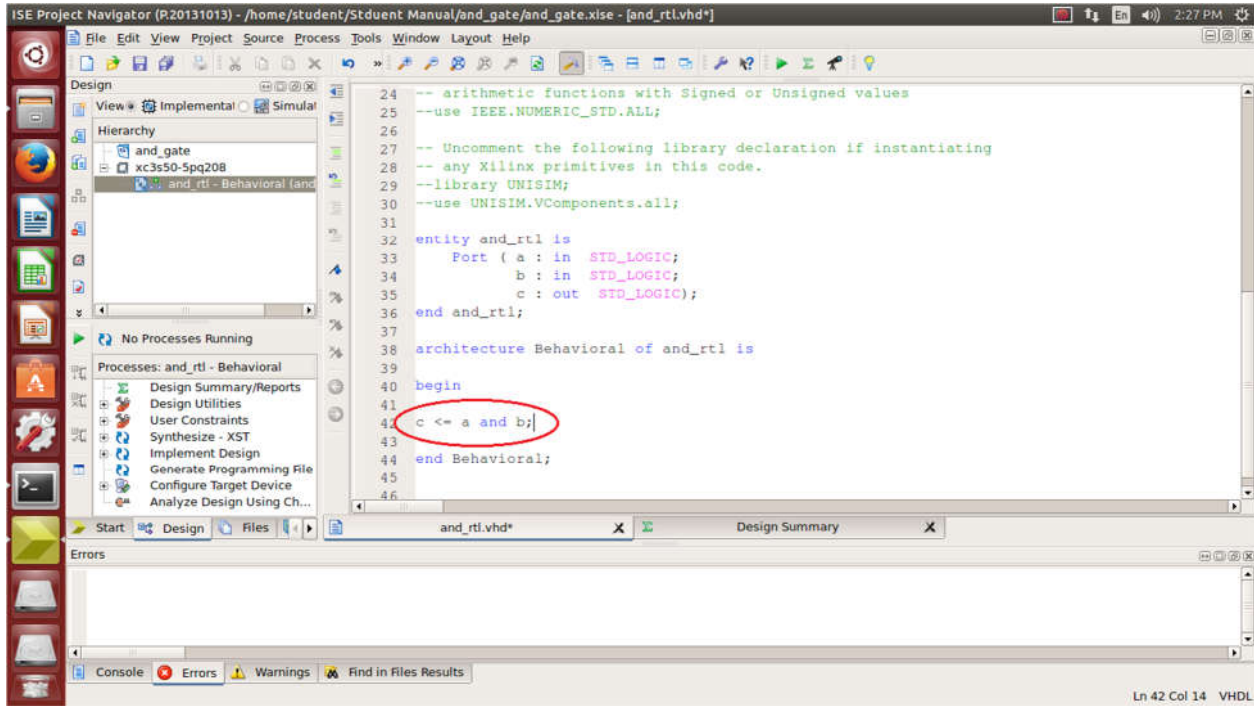
Step 12: The **RTL Behavioral** opens. By default the **Implementation** viewing option is selected in the **Design** panel.



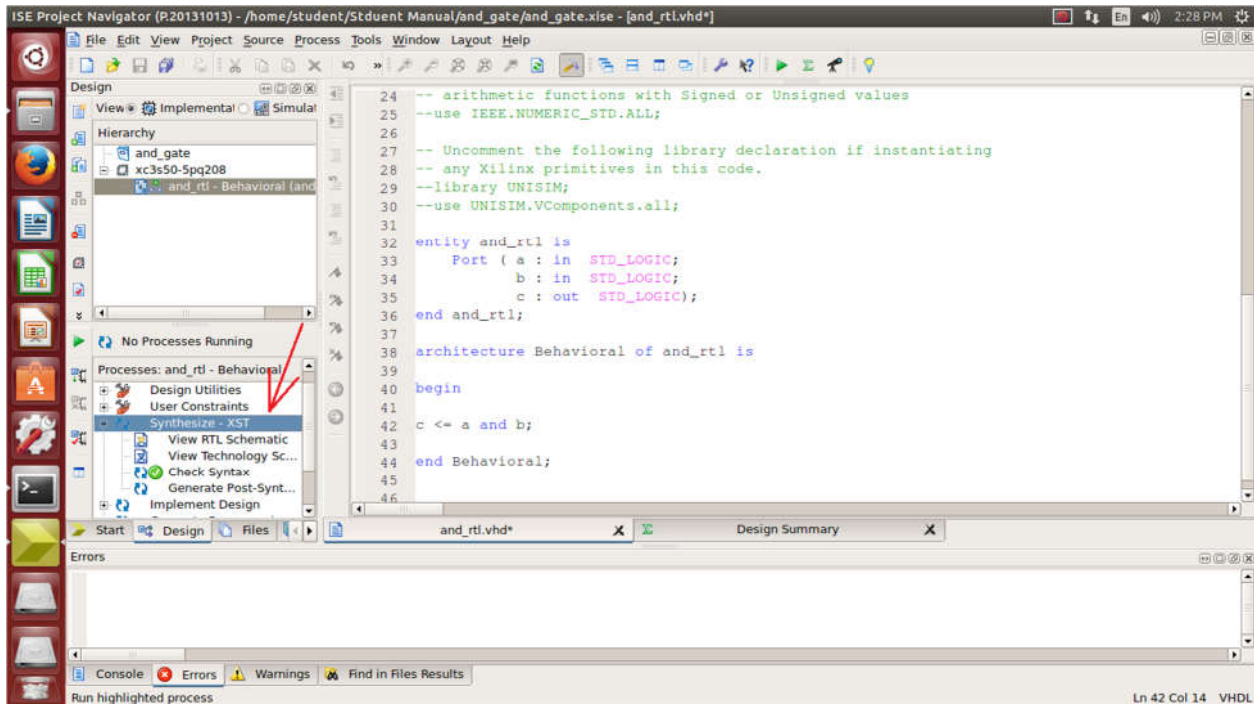
Step 13: Scroll down to the part where the **entity** block is defined.



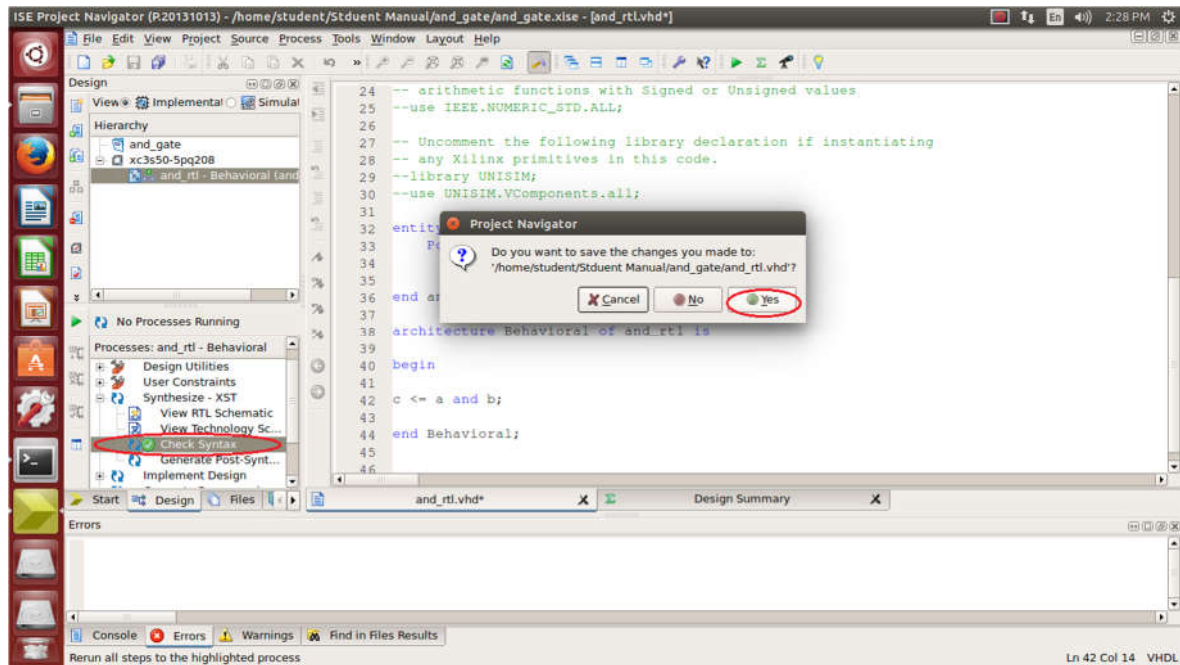
Step 14: Write down the code after the entity block. In the given example, the required code has to be written in the **Behavioral** block. If any additional variables are needed then they are declared *before the beginning of the Behavioral block.*



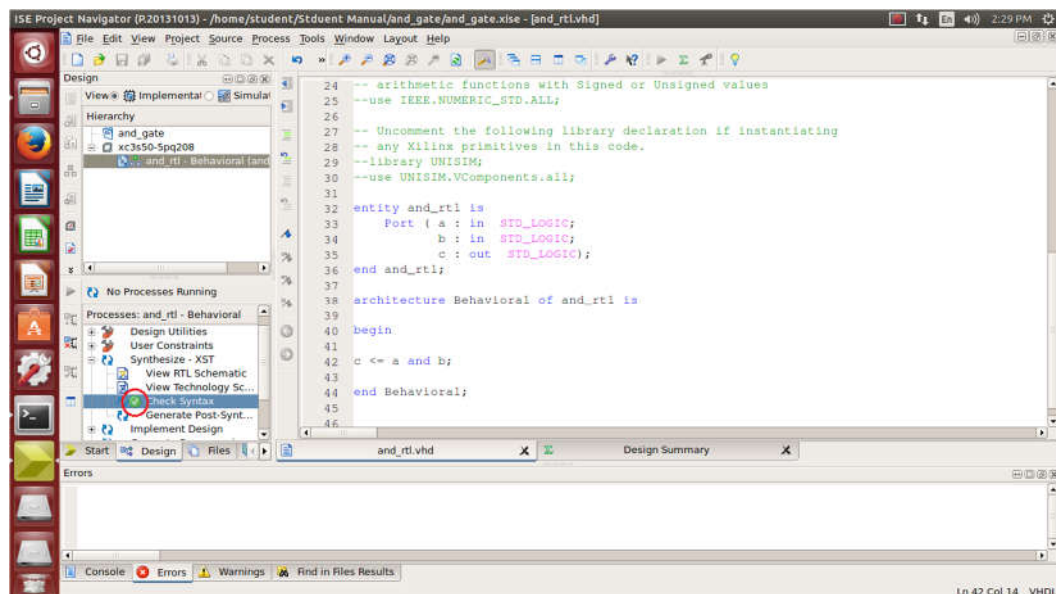
Step 15: After writing the code click and expand the **Synthesize-XST** option present in the **Processes** panel in the *left side* of the screen.



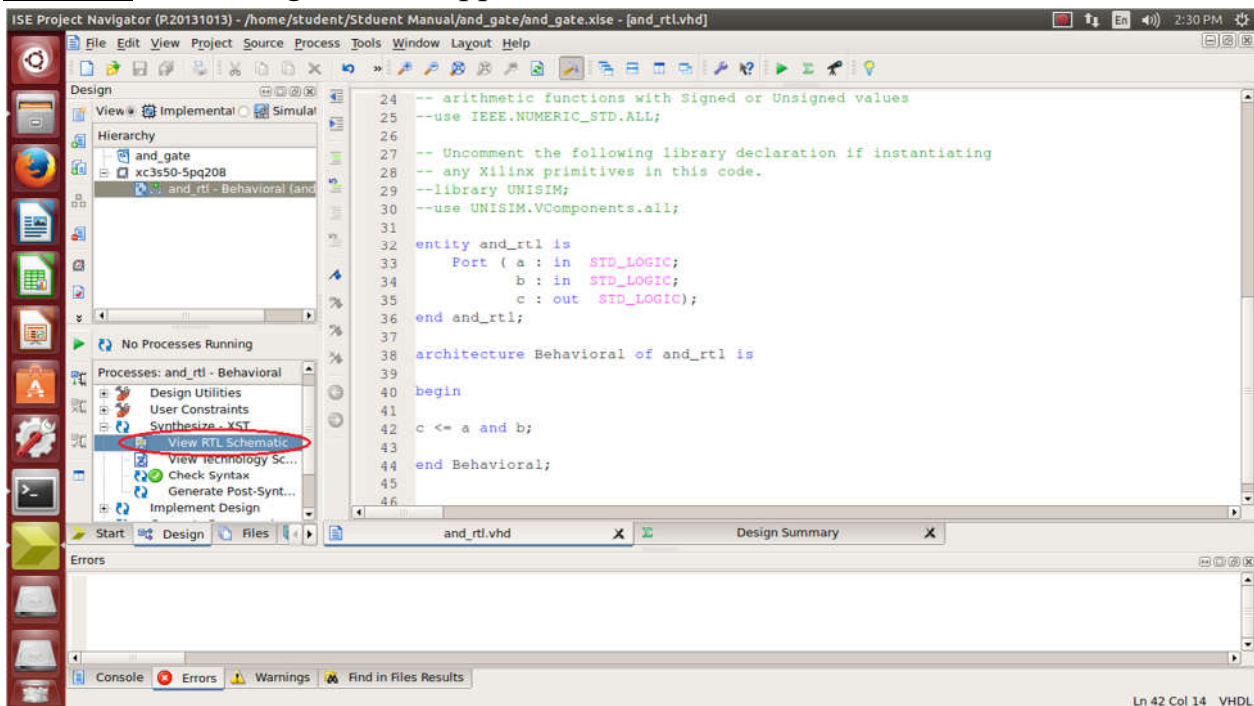
Step 16: Click on the **Check Syntax** option which appears *under Synthesize-XST*. On doing that a dialogue box appears asking whether you want to save the changes that have been made. Click **Yes**.



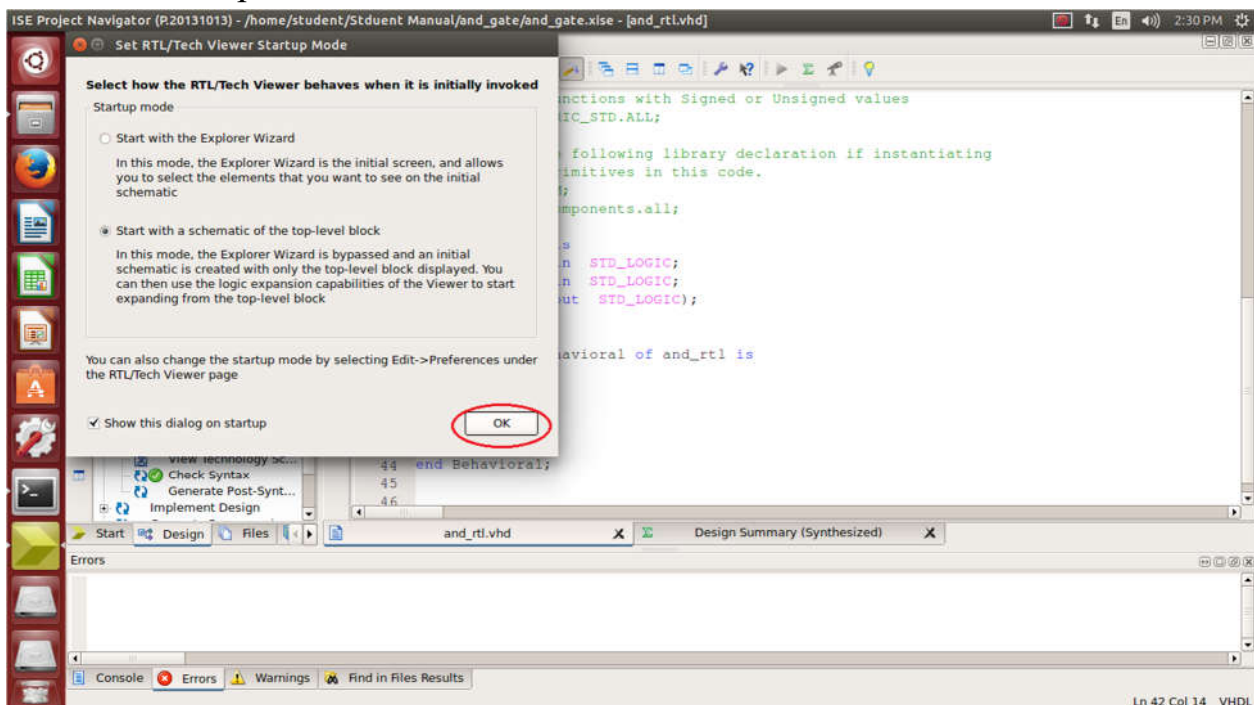
Step 17: The **Check Syntax** checks for *syntactical errors* in the code. If there is *no error* present then a **green tick** appears beside the **Check Syntax** option, or else a **red cross** appears indicating that the code has some *error*. If there are any errors, then make the necessary changes and right click **Check Syntax** and select **Rerun**.



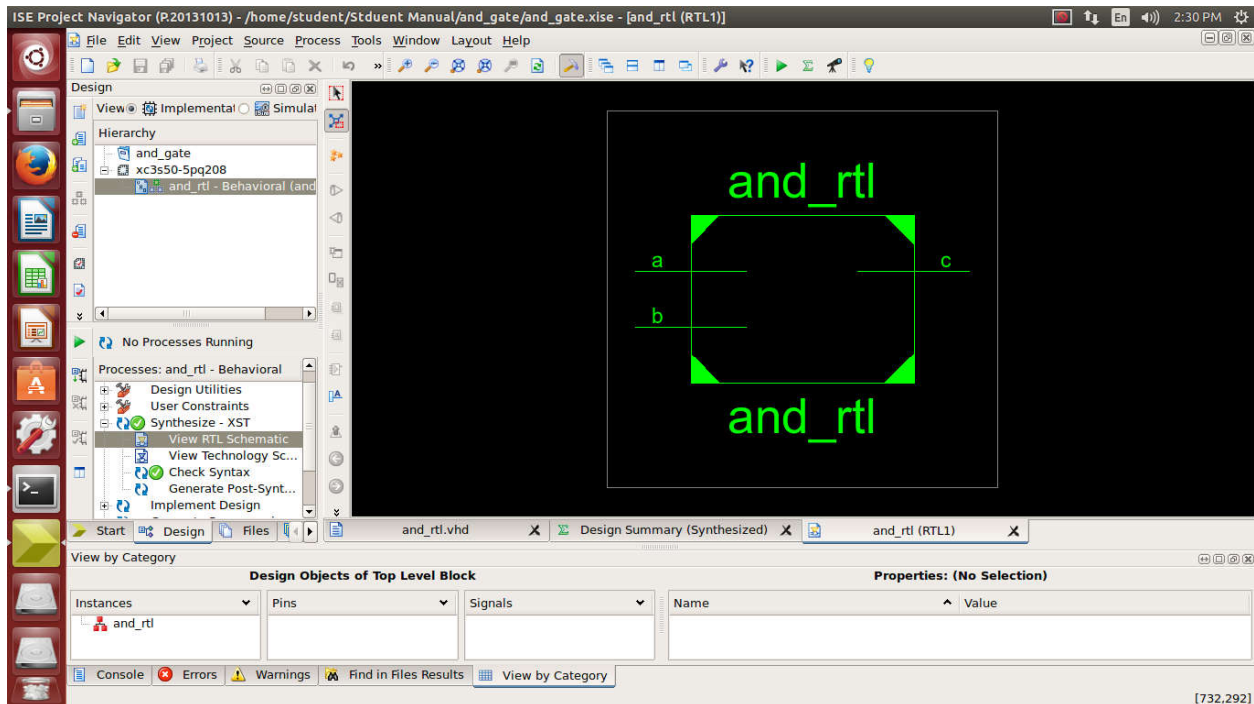
Step 18: Once the green tick appears click on **View RTL Schematic**.



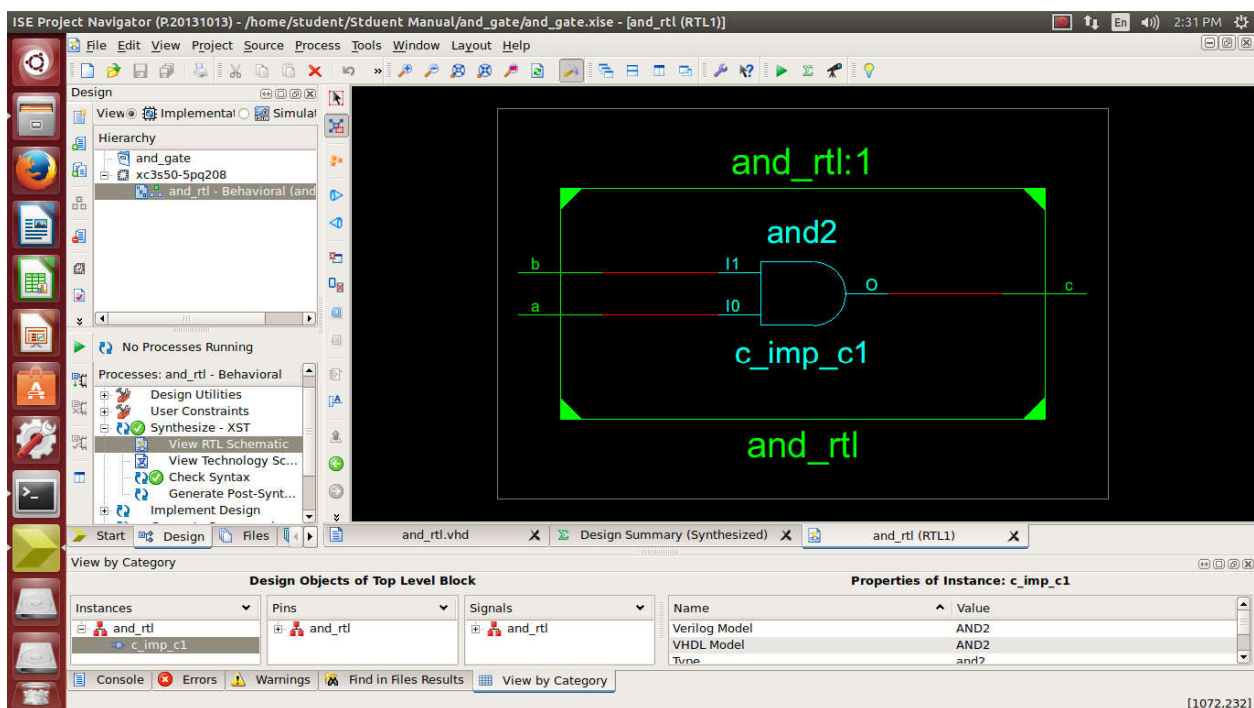
Step 19: Select the necessary viewing arrangement in the Startup Mode window and click on **OK** to proceed.



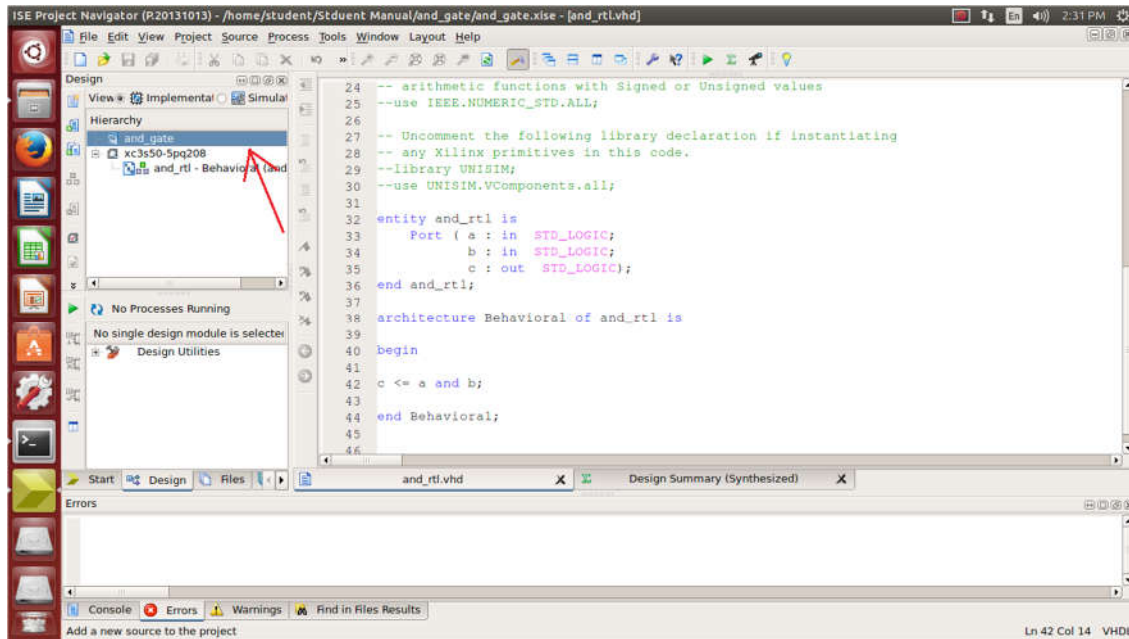
Step 20: The written code is compiled and the **RTL Schematic** is viewed. The window shows a *schematic diagram* of the written code along with the given input and output ports.



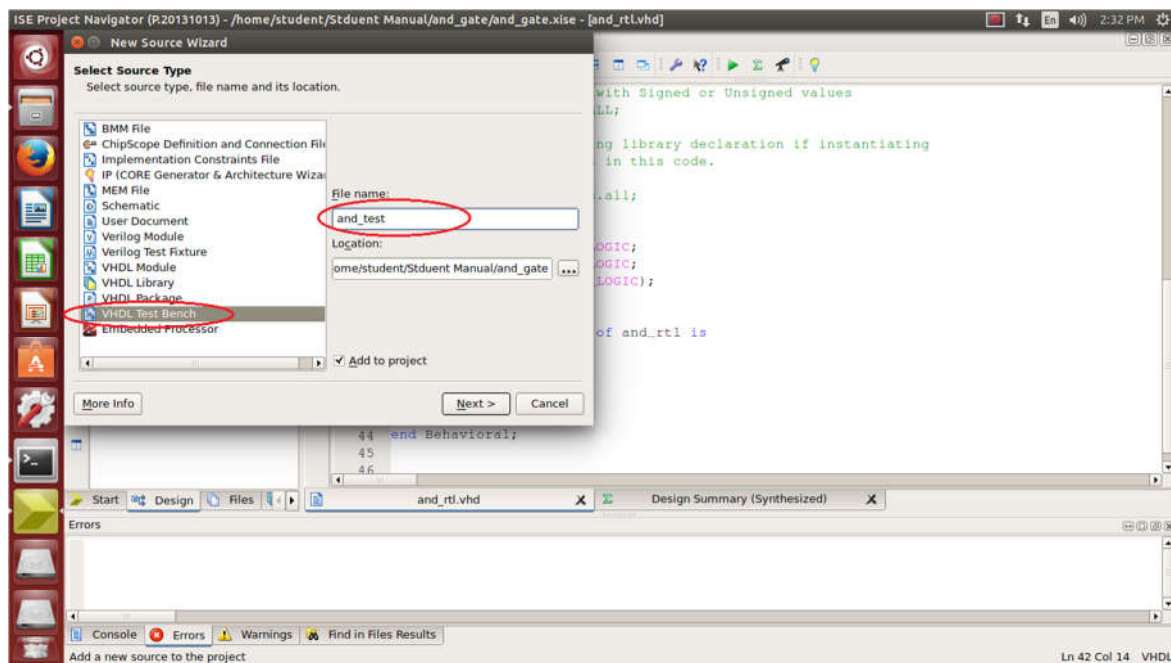
Double click on the schematic for a detailed view.



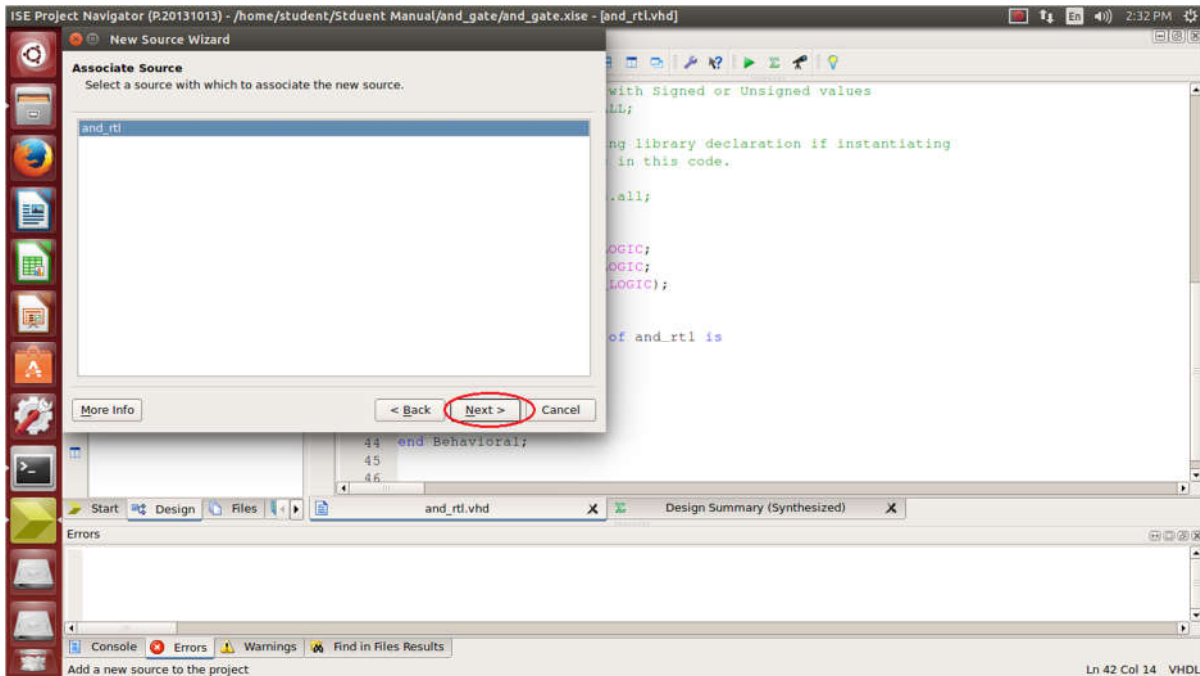
Step 21: After the RTL Schematic has been created, test cases have to be provided to the input ports to get the output waveform and check whether the output is as desired. For this we need to create a **Test Bench**. *Right click* on the project name written at the top of the design panel and select **New Source**.



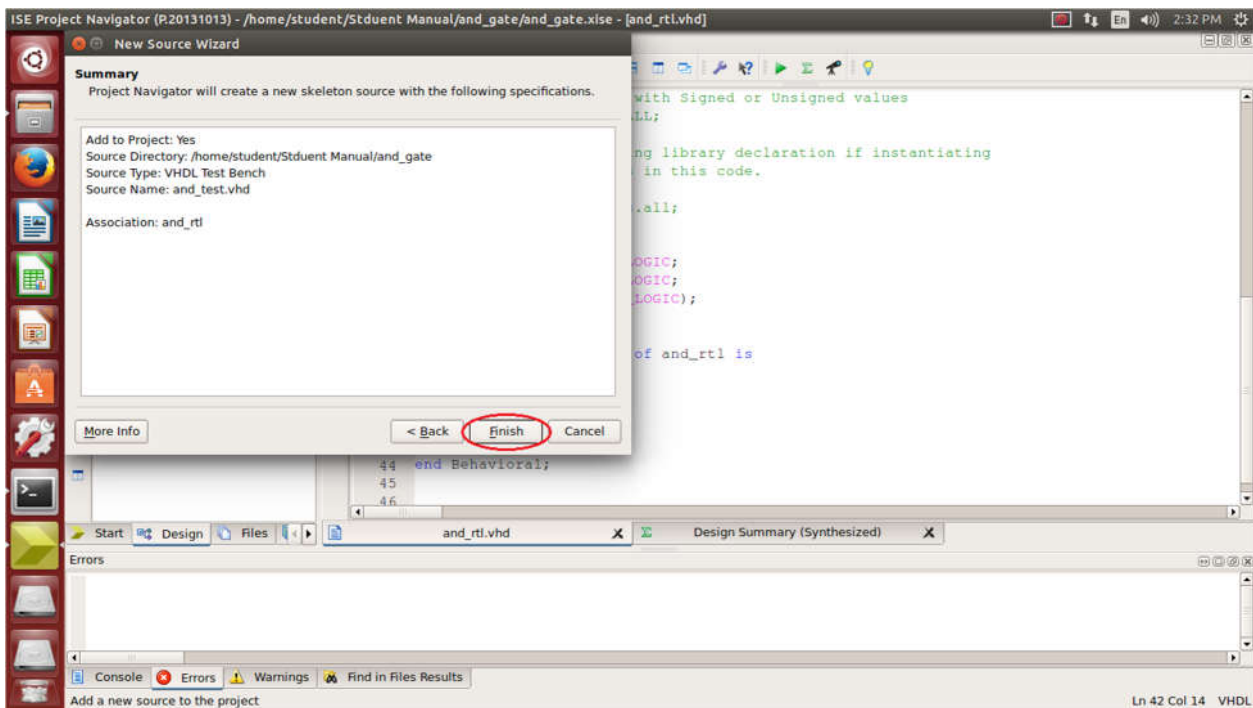
Step 22: The **New Source Wizard** opens. Select the **VHDL Test Bench** option and name the test bench module in the **File Name** box (name should be different than the VHDL Module name created in step 9). After completing this task click **Next** to proceed.



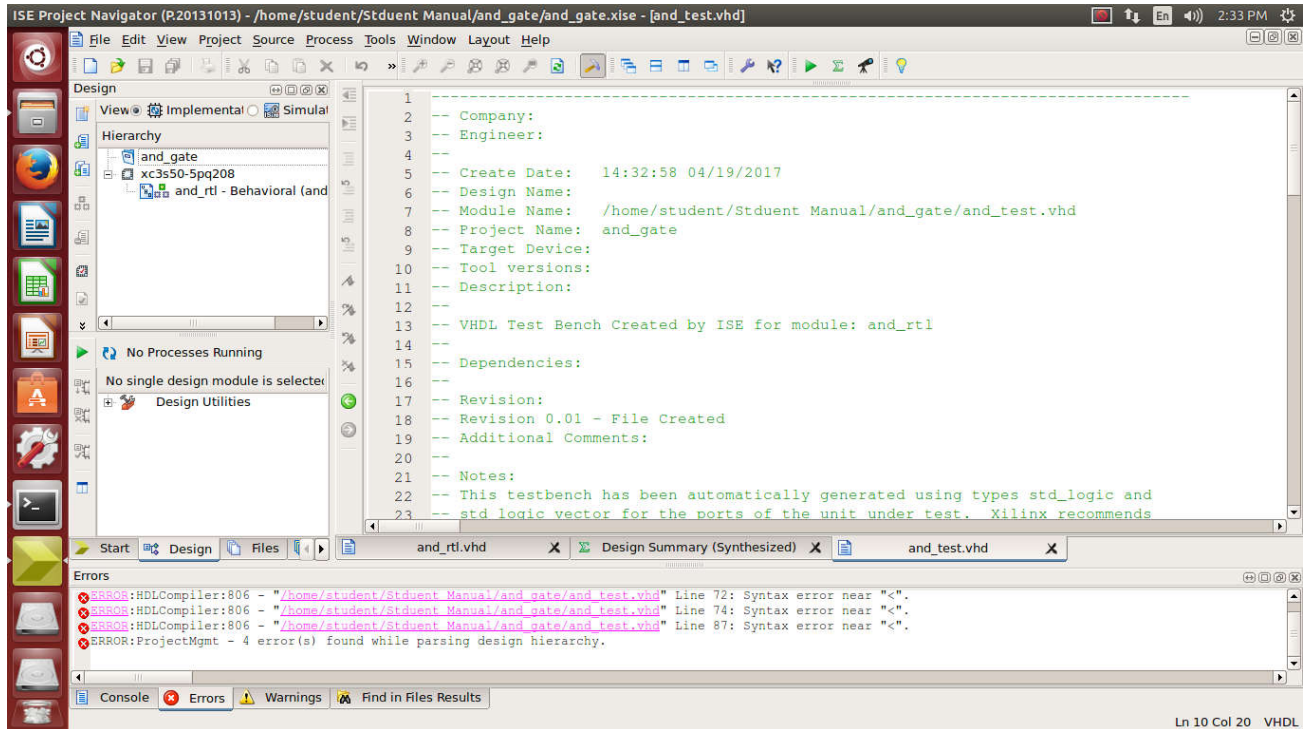
Step 23: Xilinx automatically associates this test bench file with the RTL file that had been created earlier. Click **Next** to proceed.



Step 24: Check the details of the test bench veing created in the **Summary** window and click **Finish** to create the test bench.



Step 25: The window for the test bench code opens.

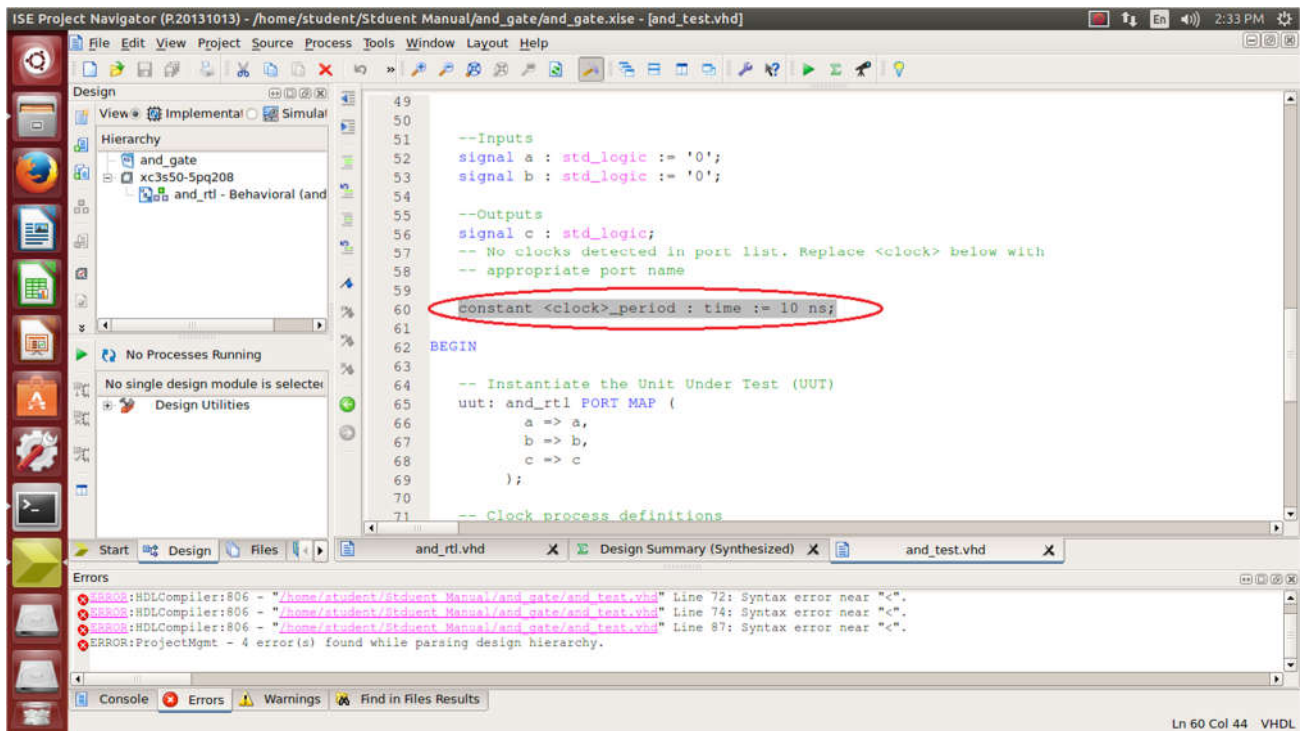


```

1  -- Company:
2  -- Engineer:
3
4  -- Create Date:   14:32:58 04/19/2017
5  -- Design Name:
6  -- Module Name:   /home/student/Stduent Manual/and_gate/and_test.vhd
7  -- Project Name:  and_gate
8  -- Target Device:
9  -- Tool versions:
10 -- Description:
11
12 --
13 -- VHDL Test Bench Created by ISE for module: and_rtl
14 --
15 -- Dependencies:
16 --
17 -- Revision:
18 -- Revision 0.01 - File Created
19 -- Additional Comments:
20 --
21 -- Notes:
22 -- This testbench has been automatically generated using types std_logic and
23 -- std_logic_vector for the ports of the unit under test.  Xilinx recommends

```

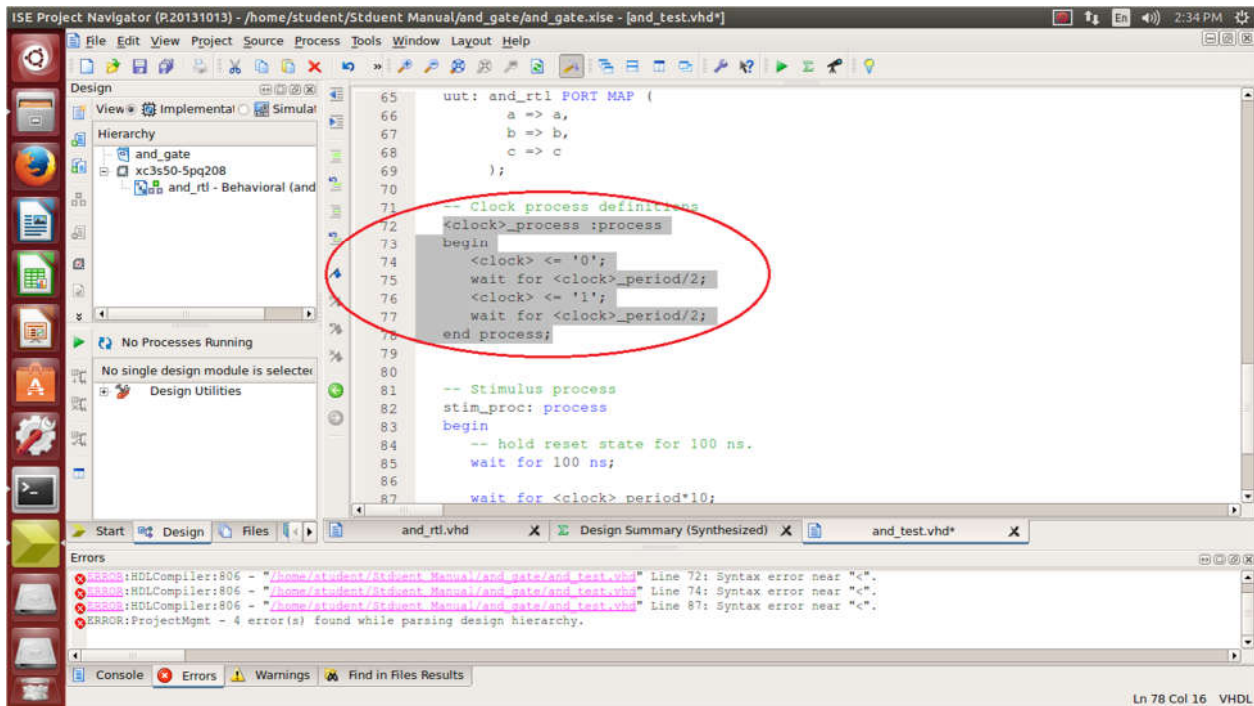
Step 26: Go through the already written part of the code (default blocks of code) and *remove* the unwanted *clock commands*.



```

49
50
51 --Inputs
52 signal a : std_logic := '0';
53 signal b : std_logic := '0';
54
55 --Outputs
56 signal c : std_logic;
57 -- No clocks detected in port list. Replace <clock> below with
58 -- appropriate port name
59
60 constant <clock>_period : time := 10 ns;
61
62 BEGIN
63
64 -- Instantiate the Unit Under Test (UUT)
65 uut: and_rtl PORT MAP (
66     a => a,
67     b => b,
68     c => c
69 );
70
71 -- Clock process definitions

```



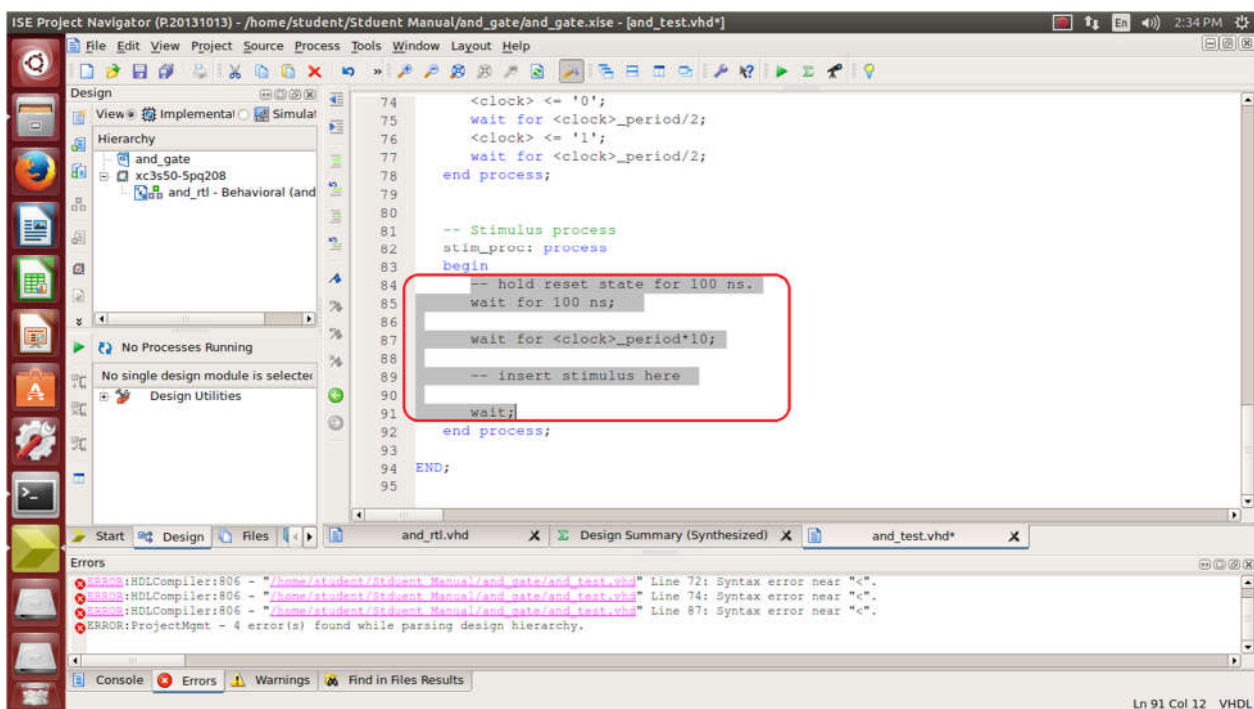
```

65 uut: and_rtl PORT MAP (
66     a => a,
67     b => b,
68     c => c
69 );
70
71 -- Clock process definition
72 <clock>_process :process
73 begin
74     <clock> <= '0';
75     wait for <clock>_period/2;
76     <clock> <= '1';
77     wait for <clock>_period/2;
78 end process;
79
80 -- Stimulus process
81 stim_proc: process
82 begin
83     -- hold reset state for 100 ns.
84     wait for 100 ns;
85     wait for <clock>_period*10;
86
87

```

Errors:

- ISE2008:HDLCompiler:806 - "/home/student/Student Manual/and_gate/and_test.vhd" Line 72: Syntax error near "<".
- ISE2008:HDLCompiler:806 - "/home/student/Student Manual/and_gate/and_test.vhd" Line 74: Syntax error near "<".
- ISE2008:HDLCompiler:806 - "/home/student/Student Manual/and_gate/and_test.vhd" Line 87: Syntax error near "<".
- ERROR:ProjectMgmt - 4 error(s) found while parsing design hierarchy.



```

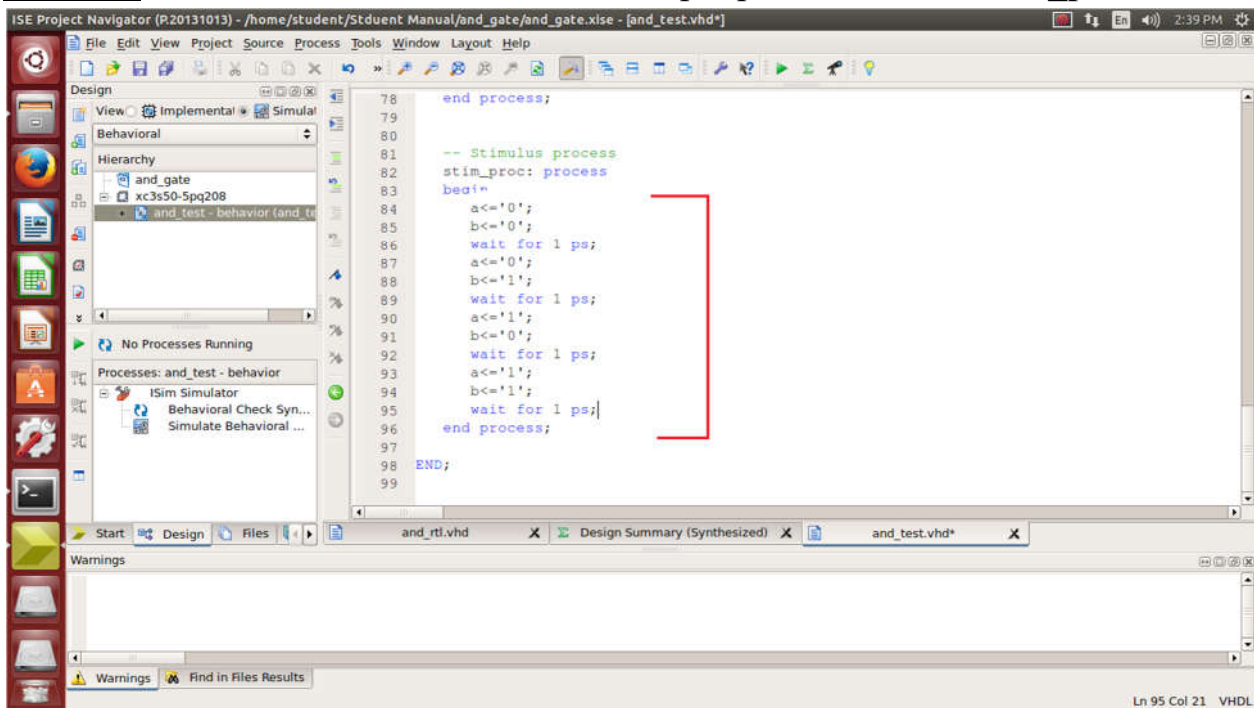
74 <clock> <= '0';
75 wait for <clock>_period/2;
76 <clock> <= '1';
77 wait for <clock>_period/2;
78 end process;
79
80 -- Stimulus process
81 stim_proc: process
82 begin
83     -- hold reset state for 100 ns.
84     wait for 100 ns;
85     wait for <clock>_period*10;
86
87     -- insert stimulus here
88     wait;
89 end process;
90
91
92 END;
93
94
95

```

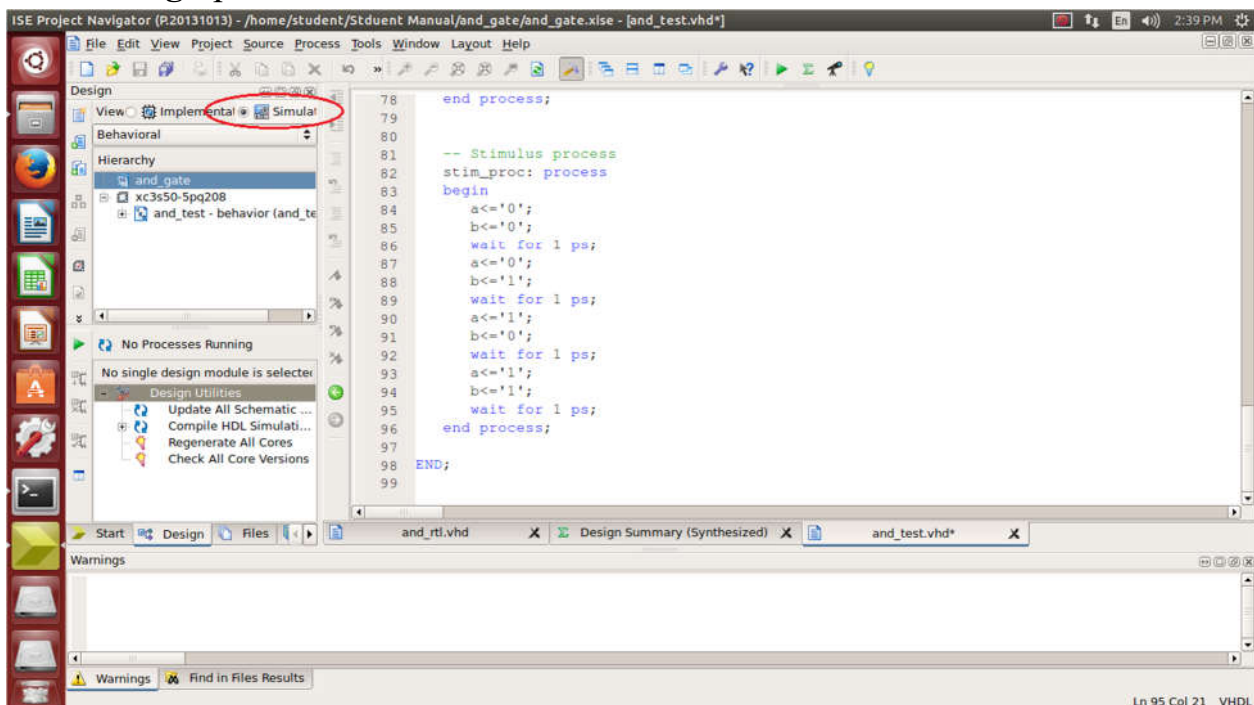
Errors:

- ISE2008:HDLCompiler:806 - "/home/student/Student Manual/and_gate/and_test.vhd" Line 72: Syntax error near "<".
- ISE2008:HDLCompiler:806 - "/home/student/Student Manual/and_gate/and_test.vhd" Line 74: Syntax error near "<".
- ISE2008:HDLCompiler:806 - "/home/student/Student Manual/and_gate/and_test.vhd" Line 87: Syntax error near "<".
- ERROR:ProjectMgmt - 4 error(s) found while parsing design hierarchy.

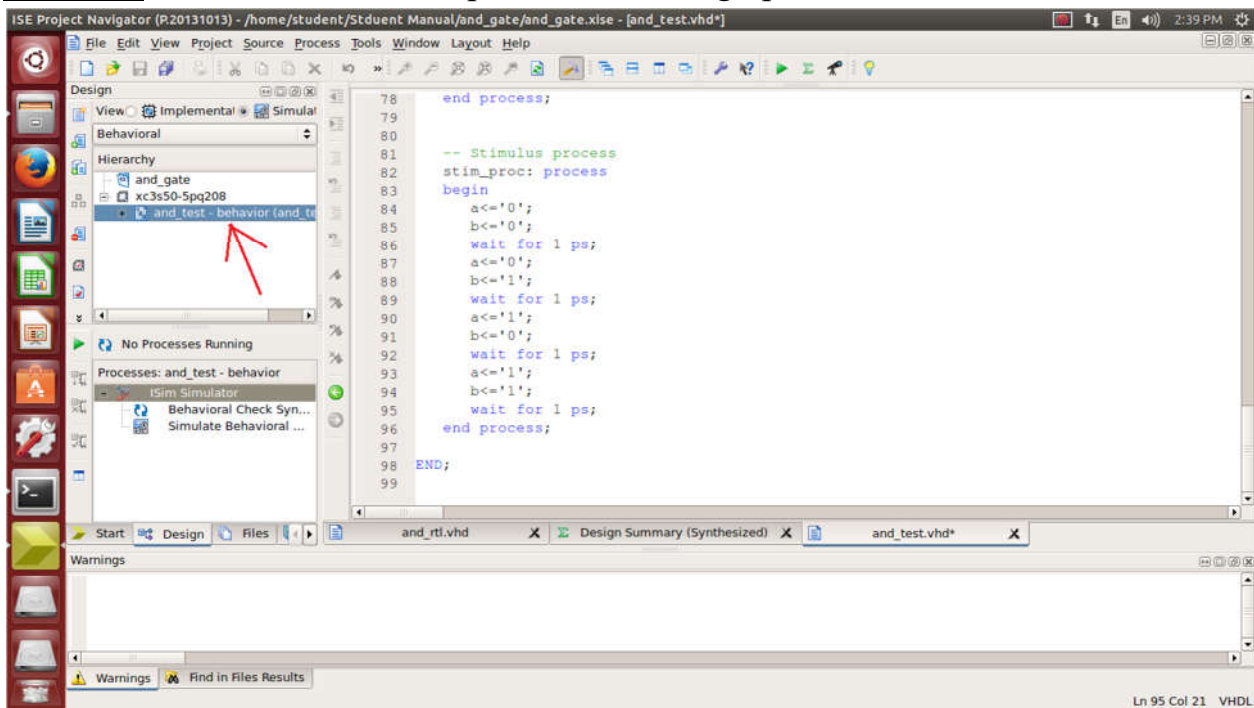
Step 27: Write down the *test cases* for the input portals in in the **stim_proc** block.



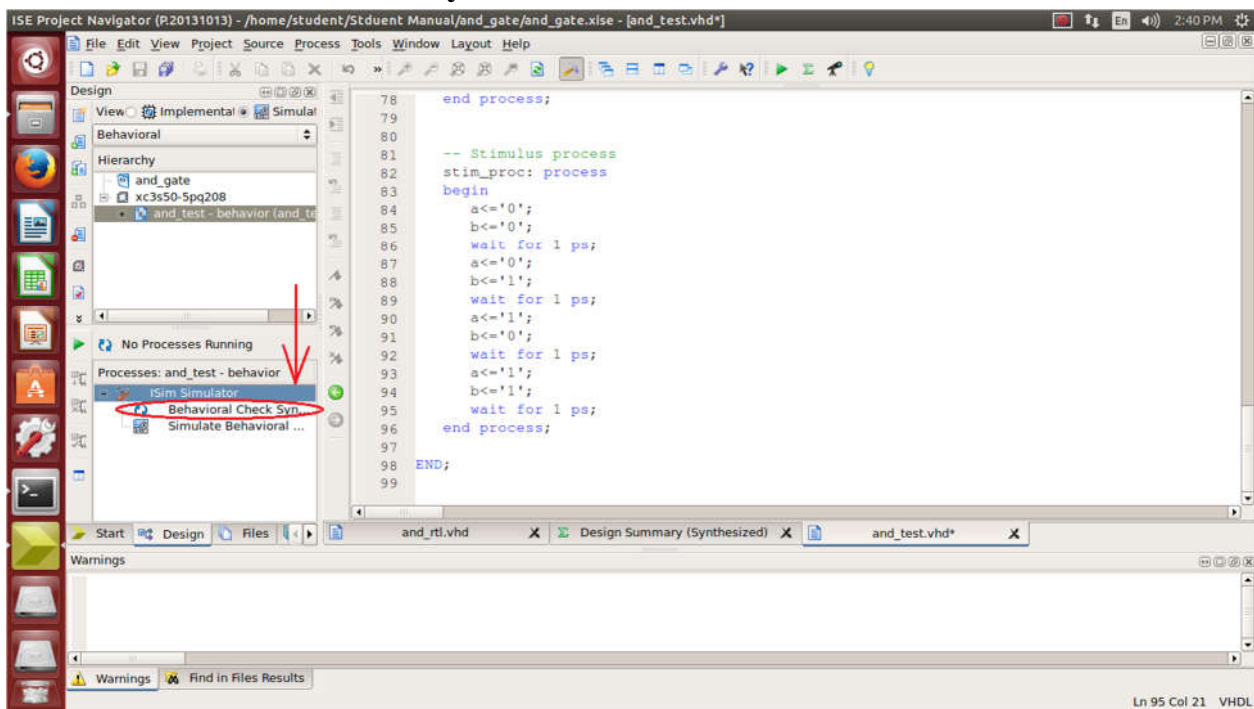
Step 28: After writing the code for test bench, select the **Simulation** viewing option in the **Design** panel, which is on the left side of the screen.



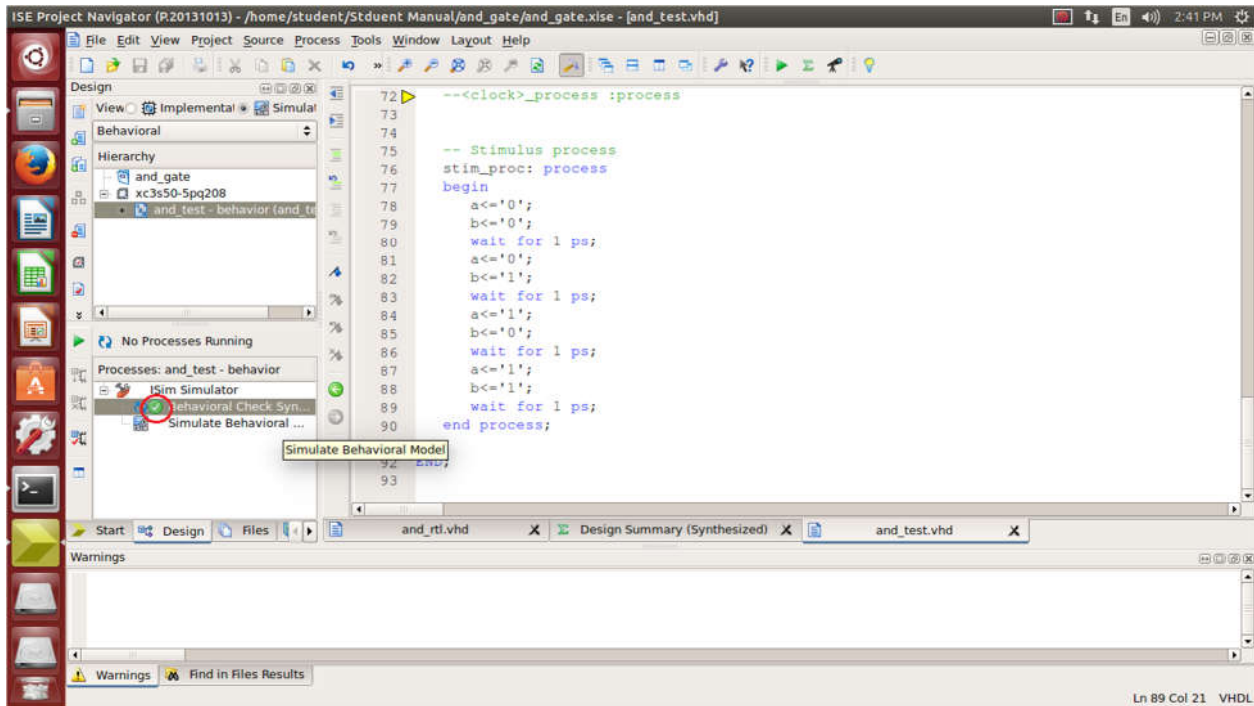
Step 29: Select the behavior option in the Design panel.



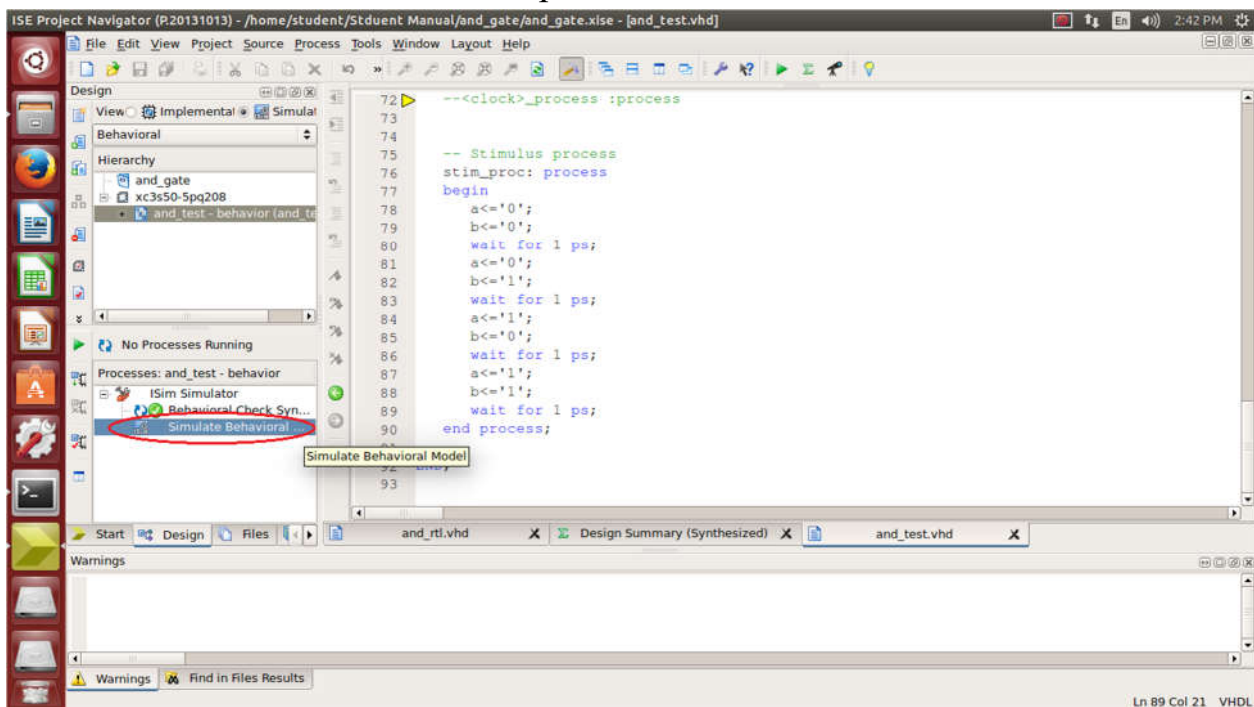
Step 30: Select and expand the **ISim Simulator** option in the **Processes** panel and click on **Behavioral Check Syntax**.



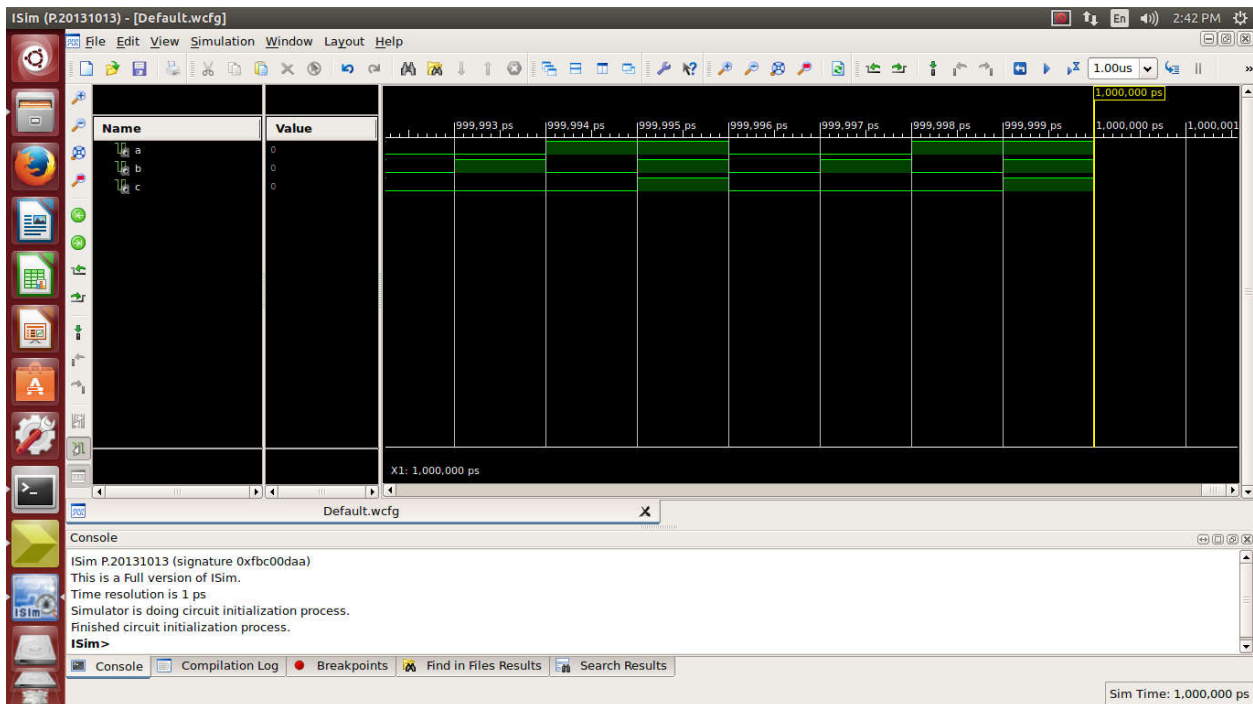
Step 31: If there are no syntactical errors in the code then a *green tick* appears beside the **Behavioral Check Syntax** option, or else a *red cross* appears indicating that the program is not error-free.



Step 32: Once the *green tick* appears and it is clear that the code has no errors then click on the **Simulate Behavioral** option.



Step 33: The *output waveform* for the given test cases is displayed.



Press **ctrl+home** to view the first input test cases and the corresponding output and then use the left and right arrow keys to navigate to the next or previous input.

