

The background features a grey, torn-paper-like texture. Overlaid on this are numerous circular splatters of varying sizes. On the left, the splatters are primarily teal and green. On the right, they transition to shades of purple and magenta. The text 'Project 2' is centered in a white, sans-serif font.

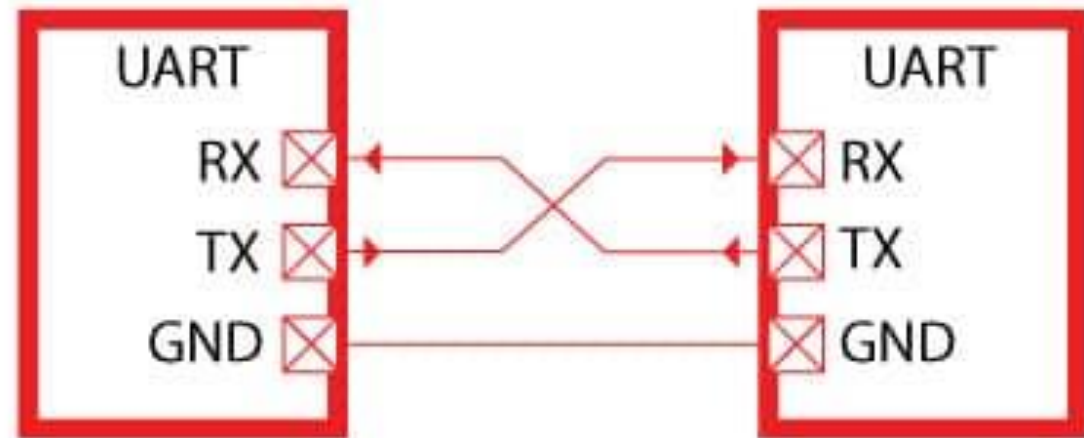
Project 2

UART TX Design Using Verilog

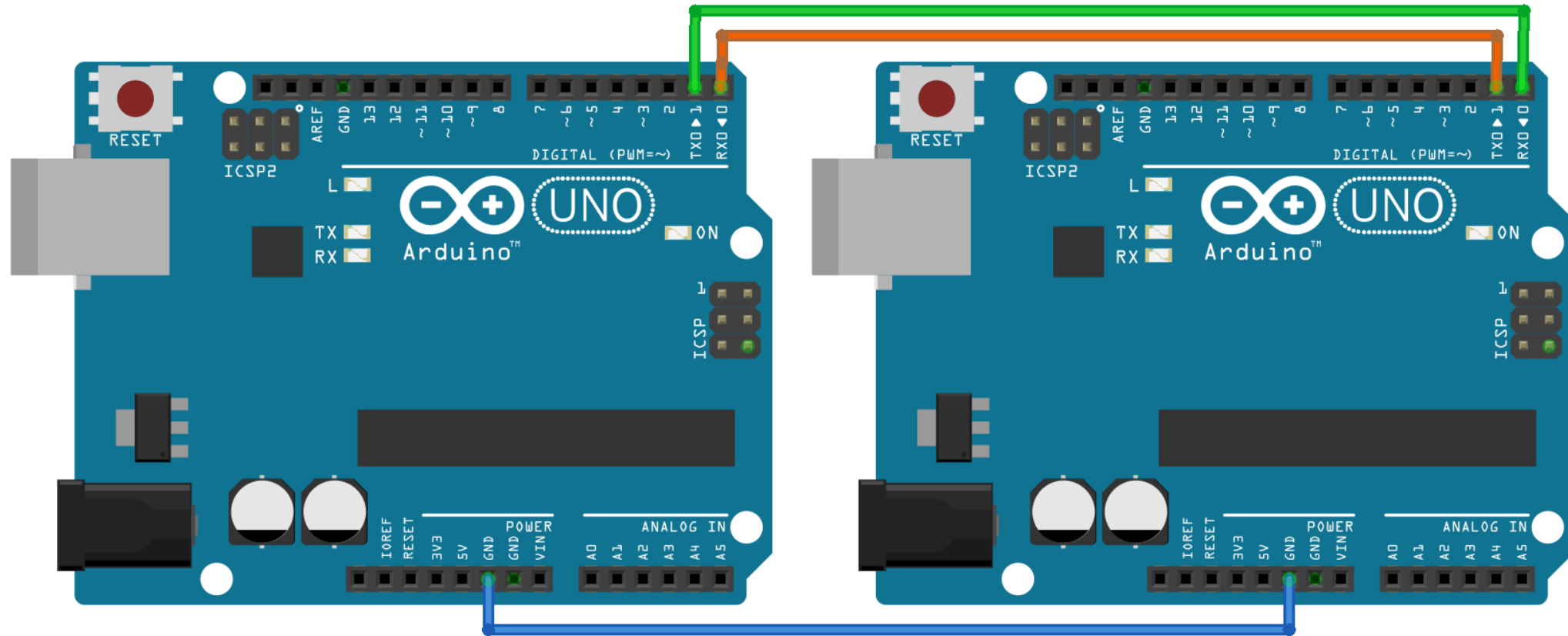
Made By : Youssef Gamal

What is UART

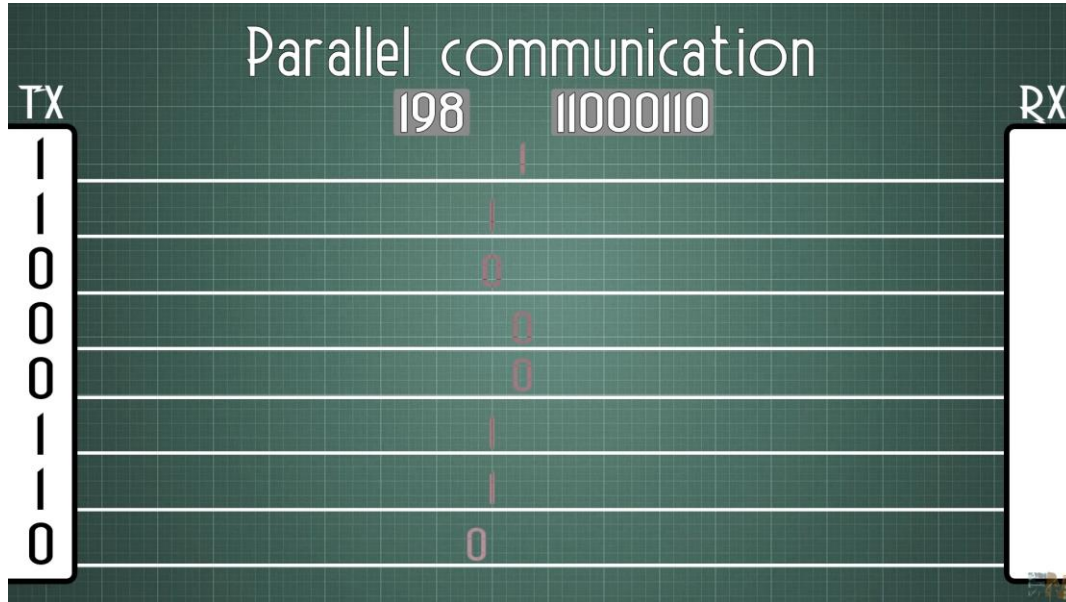
- Universal Asynchronous Receiver & Transmitter
- A Protocol for exchanging **serial** data between two devices
- Can be simplex , half-duplex , or full-duplex



TX & RX in Arduino

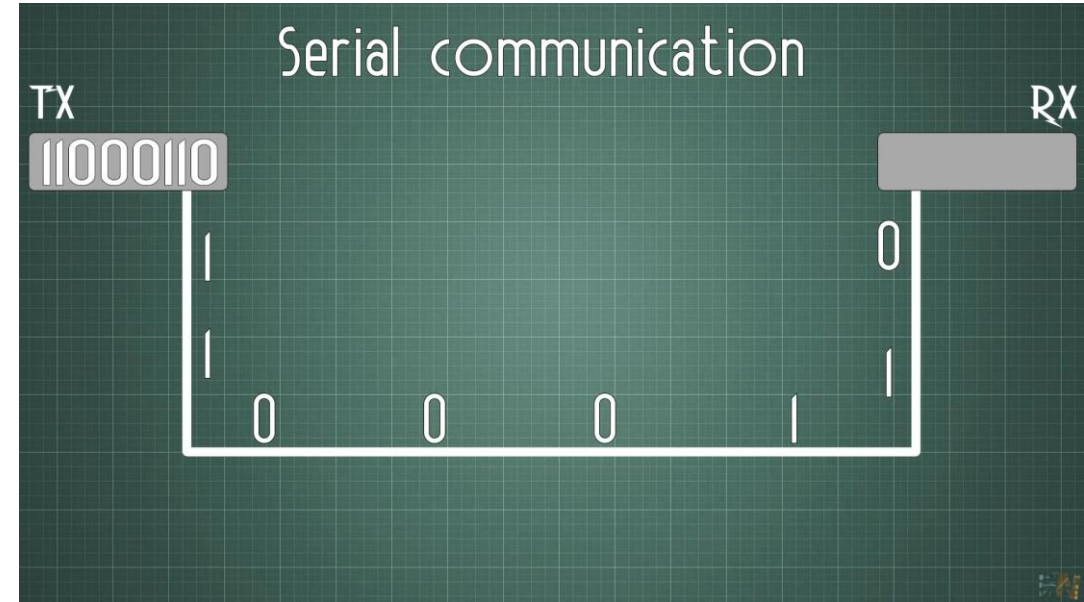


Parallel Vs Serial Transmission



Merits : High speed

**Demerits : Many Wires needed
(High Cost)**



**Merits : Simple (only 2 wires
are used)**

Demerits : Low Speed

Timing and Synchronization

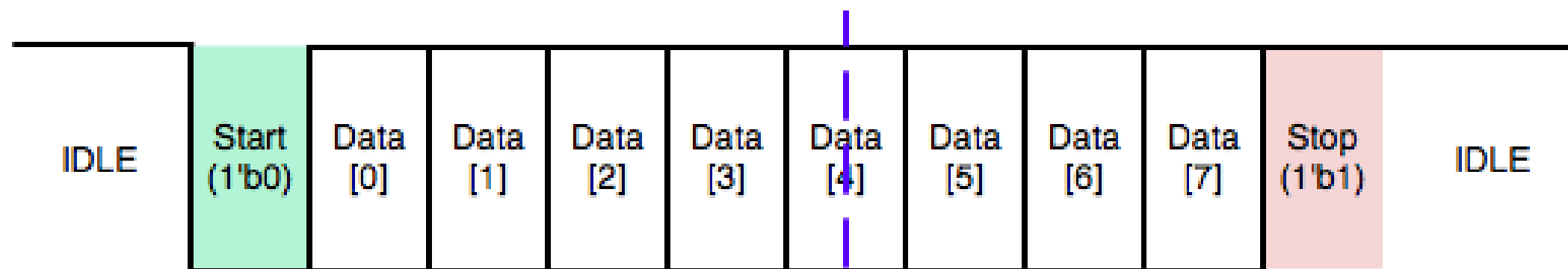
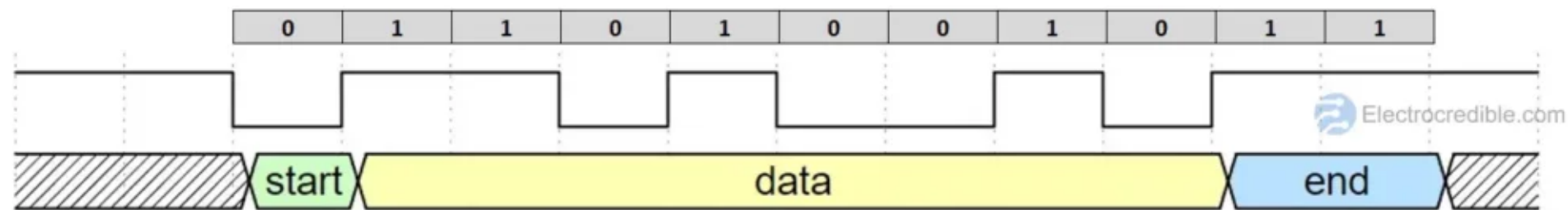
- Since UART is Asynchronous (the transmitter and receiver don't share a common clock)
- Will need some configurations btw TX and RX
 - Transmit at the same known speed (Baud Rate)
 - Use the same Frame Structure

Common UART baud rates
4800
9600
19200
57600
115200

UART Frame Format

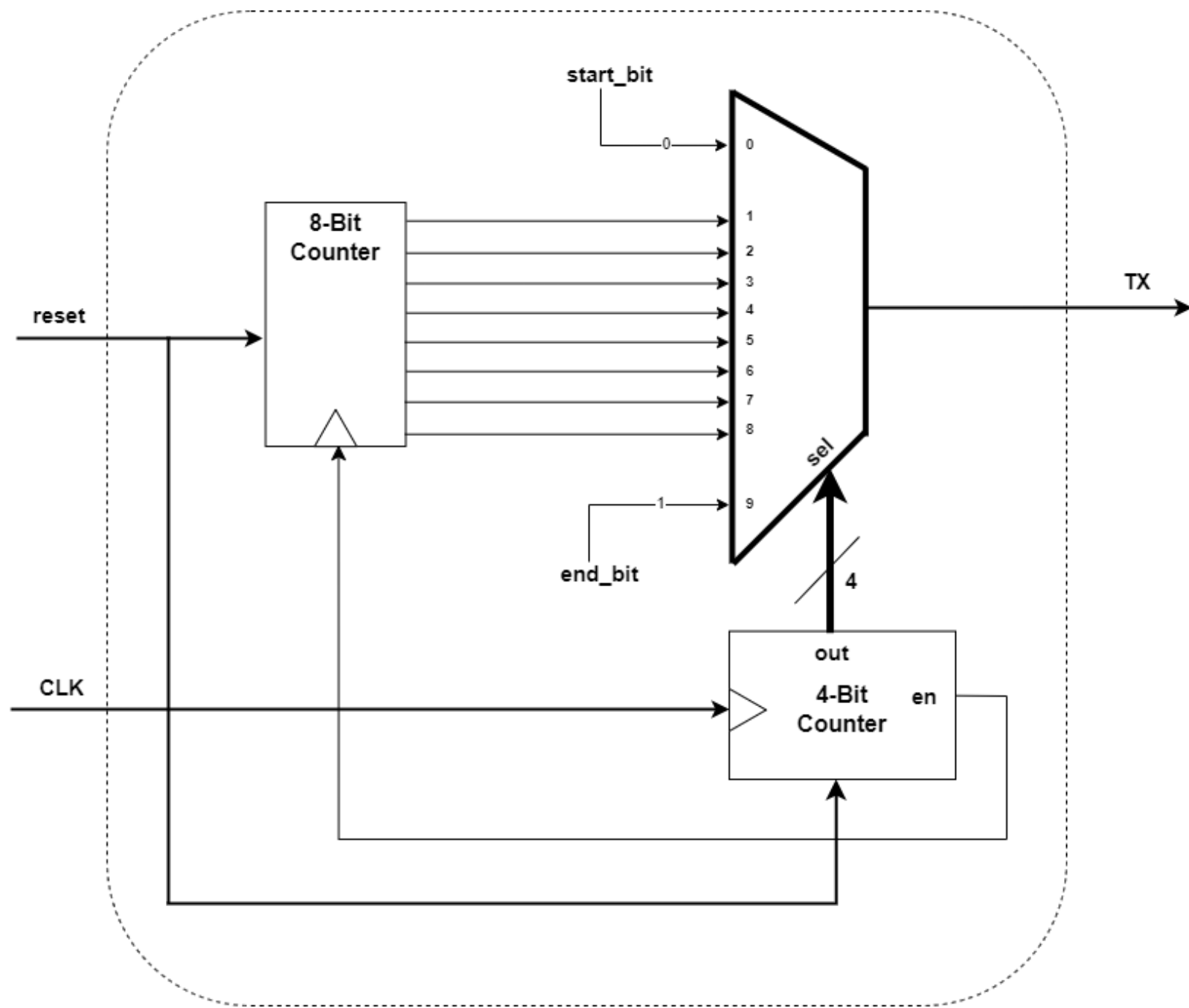
- Start bit indicates the data is coming
- Data Frame are data you send
 - length (from 5 to 9 bits usually 7 to 8) start with the **LSB**
- The Parity bit (Optional) Used for Error Checking
- The stop bit(s) indicates the Frame is complete
- In the idle state the line is held high

Start Bit (1 bit)	Data Frame (5 to 9 Data Bits)	Parity Bits (0 to 1 bit)	Stop Bits (1 to 2 bits)
------------------------	------------------------------------	-------------------------------	------------------------------



UART TX Architecture





Verification Using FPGA

