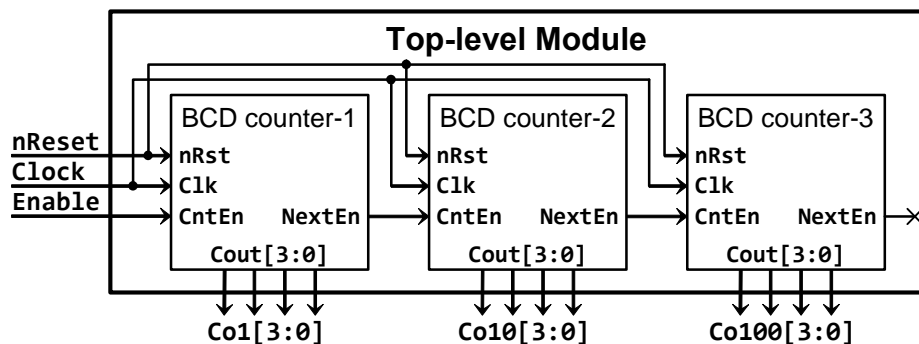


EE342 - Digital System Design

Laboratory Experiment - 2
BCD Counter

Preliminary Work

A Binary Coded Decimal (BCD) counter increments up to **9** and it goes back to **0** after **9**. Synchronous BCD counters can be connected together to form a three digit counter as shown below. All counter modules are synchronously triggered by the same clock. The **NextEn** output of a BCD counter is connected to the **CntEn** input of the next counter. Counter-2 is enabled when Counter-1 output is **9**. Similarly, Counter-3 is enabled when both Counter-1 and Counter-2 outputs are **9**.



1. Write a synchronous BCD counter module that has the following inputs and outputs.

nRst: active-low asynchronous reset input that clears counter output
Clk: clock input triggering at rising edge
CntEn: count enable input; **0**=> stop, **1**=> count
Cout[3:0]: 4-bit counter output
NextEn: output to enable the next digit counter. set to **1** when **Cout[3:0]** are **4'd9**, and set to **0** otherwise.

2. Create a project directory for Experiment 2 and set up a new project in Quartus II using the **File->New Project Wizard...** menu item following the instructions given in EE342_Lab_QuartusIntro.pdf. Compile and debug the BCD counter module you wrote.

Procedure

1. Write a top-level module that instantiates three BCD counter modules and counts up to **999**. In the top-level module connect the **NextEn** outputs of the counter modules to the **CntEn** inputs of the higher order counter modules. The top-level module inputs and outputs are:

nReset: active-low asynchronous reset input that clears all counter outputs
Clock: clock input triggering at rising edge
Enable: counter enable input; **0**=> stop, **1**=> count
Co1[3:0]: 4-bit counter output corresponding to 1's decimal digit.
Co10[3:0]: 4-bit counter output corresponding to 10's decimal digit.
Co100[3:0]: 4-bit counter output corresponding to 100's decimal digit.

2. Add the top-level module file to the project (**Project->Add/Remove Files in Project...**). Assign the new module as the top-level entity of the project. Select the **Assignments->Settings...** menu item, and enter the name of your top-level module in the "**General**" category. Compile and debug the project.

3. Prepare a simulation waveform file as follows.

- Create a new waveform file.
- Set "**End Time**" of the waveform file to **20 μs**.
- Include all input/output pins in the waveform display.
- Generate a **10 MHz** clock as the **Clock** input and set other inputs to enable the counter.
- Select decimal display for the counter outputs. Right-click on the waveform label, select **Properties**, and choose "**Unsigned Decimal**" as the **Radix**.
- Save the waveform file.
- Open Simulation tool, and select the saved waveform file as the simulation input.

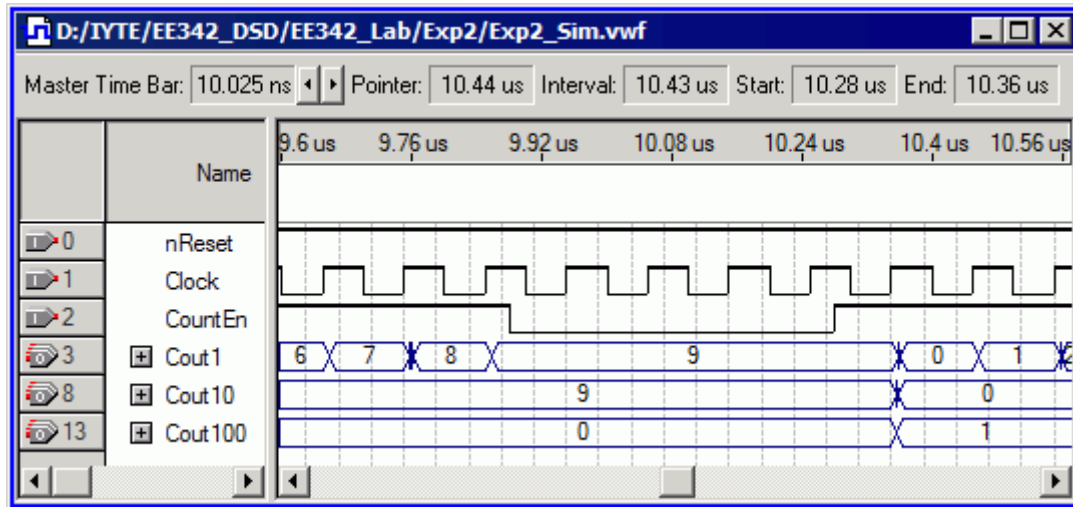
4. Start simulation and check if your code produces the correct outputs.

Check the count sequence after "**009**".

Check the count sequence after "**099**".

Modify either BCD counter module or the top-level module to obtain the correct count sequence, if necessary.

5. Set the **count enable** input to "0" for a few clock cycles right after the counter outputs become "099" as shown below. Check if all counter modules stop as they should while the **count enable** input is "0".



Modify your code to obtain the correct count sequence, if necessary.

6. Check the circuit output at a higher frequency as follows.

- Restore the **count enable** input to "1".
- Set "End Time" of the waveform file to **1 μs**.
- Set frequency of the **Clock** input to **250 MHz** (4 ns clock period).
- Save the waveform file and run simulation again.

Check the counter outputs and provide an explanation for any deviation from expected counter results.

7. As a home exercise (not part of the experiment) upgrade the BCD counter module to an up/down counter with an additional up/down control input. Note that the **NextEn** output should be set to **1** when **Cout[3:0]** are **4'd0** when the counter is decrementing.