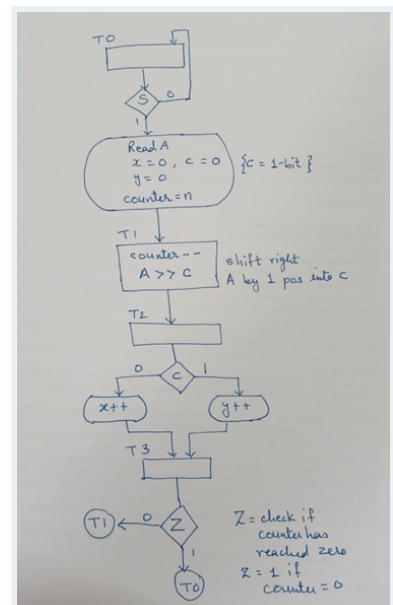


CS224_2021_quiz3_B

...

Points: 24/24

1



For the ASM chart given in the figure write the Verilog code and answer the question from Q-2 onward.

Inputs = clk, reset, S, A

Outputs = x, y

The other variables in the chart can be used as temporary internal variables in your code. □

See q2 for declarations

2

Write the Verilog code statements to change the current state. Use the variable names as mentioned above.

(2/2 Points)

```
// DECLARATIONS :  
module partb(  
    clk,  
    reset,  
    S,  
    A,x, y  
);  
    input clk;  
    input reset;  
    input S;  
    input [3:0] A;  
    output reg [2:0]x;  
    output reg [2:0]y;  
  
    reg c;  
    reg [1:0] curr, next;  
    reg [2:0] counter = 4;  
    reg [3:0] tmpA;  
    parameter T0 = 2'b00;  
    parameter T1 = 2'b01;  
    parameter T2 = 2'b10;  
    parameter T3 = 2'b11;  
  
// Q2 ANS:  
always @(posedge clk or posedge reset)  
begin  
    if(reset) curr = T0;  
    else curr = next;  
end
```

3

Write Verilog code statements for the control path.

(8/8 Points)

```

always @(curr or S)
begin
    case(curr)
        T0: next = (S==1'b1) ? T1 : T0;
        T1: next = T2;
        T2: next = T3;
        T3: next = (counter==2'b00) ? T0 : T1;
    endcase
end

```

4

Write the Verilog statements for the data path
(8/8 Points)

```

always @(*)
begin
    case(curr)
        T0:
            begin
                x = 0;
                c = 0;
                y = 0;
                counter = 4;
                tmpA = A;
            end
        T1:
            begin
                counter = counter - 1;
                c = tmpA[0];
                tmpA[0] = tmpA[1];
                tmpA[1] = tmpA[2];
                tmpA[2] = tmpA[3];
                tmpA[3] = 0;
            end
        T2:
            begin
                if(c == 0) x = x + 1;
                else y = y + 1;
            end
        T3: begin
            end
    endcase
end

```

For the testbench code given below, paste that in your testbench file and generate the output. Paste the output of the monitor after running the testbench in the space below.

```
initial begin
  clk = 0; forever clk = #5 ~clk;
end
```

```
initial begin
$monitor($time, " A=%b, x=%d, y=%d ", A, x, y);
```

```
S = 0; reset = 1; A = 4'b1001;
#10; reset = 0;
#10; S = 1;
#20; S=0;
end
```

(6/6 Points)

```
0 A=1001, x=0, y=0
35 A=1001, x=0, y=1
65 A=1001, x=1, y=1
95 A=1001, x=2, y=1
125 A=1001, x=2, y=2
145 A=1001, x=0, y=0
```

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