### **COL215P: ASSIGNMENT 6**

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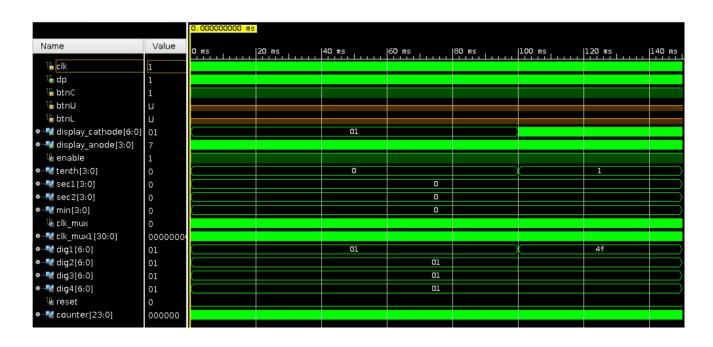
## **Objective:**

- Using pre-designed circuit of Assignment 3 as a building block and creation of time reference.
- Design a stopwatch and implement it on BASYS 3 board, using its 7-segment display and push buttons.

# Implementation Overview:

- We use the four-digit seven-segment display from Assignmen 3.
- Tenth, sec1, sec2, and min are the four variables. For one tenth of a second, tenth stores the digit. Sec1 holds the value of the second's unit digit. The value of the tenth digit of a second is stored in Sec2, and the value of minutes is stored in min.
- We use a 24 bit counter to measure time. When the counter becomes equal to 10^7 and then set the counter back to 0. Since the clock is 10^8 Hz, thus every 0.1 sec counter gets back to zero.
- The 0.1 second digit grows by one every 0.1 second. When the 0.1 second digit goes from 9 to 10, the unit digit of second increases. When the unit digit of second shifts from 9 to 0, the tens digit of second count increases. When the second count's tens digit changes from 5 to 6, the minute counting digit changes.

#### Simulation:



## Resource utilisation:

| Hi | erarchy                    |                       |                            |                     |                     |                  |
|----|----------------------------|-----------------------|----------------------------|---------------------|---------------------|------------------|
| Q  | Name 1                     | Slice LUTs<br>(20800) | Slice Registers<br>(41600) | F7 Muxes<br>(16300) | Bonded IOB<br>(106) | BUFGCTRL<br>(32) |
|    |                            | 91                    | 60                         | 7                   | 16                  | 2                |
|    | └     create_mux_clock (ti | 35                    | 17                         | 7                   | 0                   | C                |

| Resource        | Utilisation No. | Utilisation % |  |  |  |  |
|-----------------|-----------------|---------------|--|--|--|--|
| Slice LUTS      | 91              | 1             |  |  |  |  |
| Slice Registers | 60              | < 1           |  |  |  |  |
| F7 Muxes        | 7               | < 1           |  |  |  |  |
| BUFGCTRL        | 16              |               |  |  |  |  |
| Bonded IOBs     | 2               |               |  |  |  |  |
| DSP             | 0               |               |  |  |  |  |

-Slice Logic Slice LUTs (1%) -LUT as Memory (0%) LUT as Logic (1%) -Register as Latch (<1%) —Register as Flip Flop (<1%)

——Register as Flip Flop (<1%)

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——Register as Flip Flop (<1%) -F8 Muxes (0%) F7 Muxes (<1%) -Memory ♦—Block RAM Tile (0%) -RAMB18 (0%) -RAMB36/FIFO (0%) -DSP □DSPs (0%) -IO and GT Specific -Bonded IPADs (0%) Bonded IOB (15%) -Bonded OPADs (0%) -IBUFDS\_GTE2 (0%) -OUT FIFO (0%) -GTPE2\_CHANNEL (0%) -IBUFDS (0%) -PHY\_CONTROL (0%) -OLOGIC (0%) -ILOGIC (0%) -IDELAYE2/IDELAYE2 FINEDELAY (0% -PHASER\_IN/PHASER\_IN\_PHY (0%) -PHASER REF (0%) -IN FIFO (0%)

# **FPGA Observation:**

