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3  -- Title       : send_pos_edge_det
4  -- Design      : send_pos_edge_det
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6  -- Company     : Stony Brook
7  --
8  -- Description : A positive edge detector is used to detect the
9  -- positive edge of the send and to generate a narrow pulse that will
10 -- be used by the spi_tx_shifter to determine when it should start to send
11 -- a byte.
12 -- List of Circuit Features To Be Verified:
13 -- Inputs: rst_bar, clk, send
14 -- Outputs: send_en
15
16
17 -----
18
19 library IEEE;
20 use IEEE.std_logic_1164.all;
21
22 entity send_pos_edge_det is
23     port(
24         rst_bar : in std_logic;    -- asynynchronous system reset
25         clk : in std_logic;        -- system clock
26         send : in std_logic;       -- debounced send input
27         send_en : out std_logic    -- send enable output pulse
28     );
29 end send_pos_edge_det;
30
31
32 architecture moore_fsm of send_pos_edge_det is
33     type state is (state_a, state_b, state_c);
34     signal present_state, next_state : state;
35
36     begin
37         state_reg: process (clk, rst_bar)
38         begin
39             if rst_bar = '0' then
40                 -- If rst_bar is enabled, then present state will switch
41                 -- to state a
42                 present_state <= state_a;
43             elsif rising_edge(clk) then
44                 -- If rst_bar is not enabled, the present state will switch
45                 -- to the next state on the rising edge of clock
46                 present_state <= next_state;
47             end if;
48         end process;
49
50         outputs: process (present_state)
51         begin
52             case present_state is
53                 -- Output send_en will only be high when the present state
54                 -- is in state c, otherwise it will output low
55                 when state_c => send_en <= '1';

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56         when others => send_en <= '0';
57     end case;
58 end process;
59
60     nxt_state: process (present_state, send)
61     begin
62         -- Moore FSM, state values are determined by
63         -- state diagram
64         case present_state is
65             when state_a =>
66                 if send = '0' then
67                     next_state <= state_b;
68                 else
69                     next_state <= state_b;
70                 end if;
71
72             when state_b =>
73                 if send = '1' then
74                     next_state <= state_c;
75                 else
76                     next_state <= state_b;
77                 end if;
78
79             when others =>
80                 if send = '0' then
81                     next_state <= state_b;
82                 else
83                     next_state <= state_a;
84                 end if;
85             end case;
86         end process;
87     end moore_fsm;
88
89
90
```