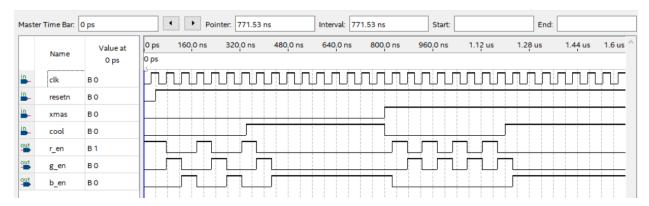
Jiacheng Zhang Lab 5 Report ECE 2031 L07 18 Feb 2022



**Figure 1.** A simulation waveform for all possible input and output combinations of the decorative light system.

```
--StateMachineVHDL.VHD (VHDL)
--This code produces a three-state moore state machine
--Jiacheng Zhang
--ECE2031 L07
 --02/13/2022
library ieee;
use ieee.std_logic_1164.all;
 entity StateMachineVHDL is
       port(
           xmas, cool, resetn, clk : in std_logic;
r_en, g_en, b_en : out std_logic
end entity;
architecture rtl of StateMachineVHDL is
       -- Build an enumerated type for the state machine
       type state_type is (Red, Green, blue);
      -- Register to hold the current state
signal state : state_type;
begin
      -- Logic to advance to the next state

process (clk, resetn)

begin

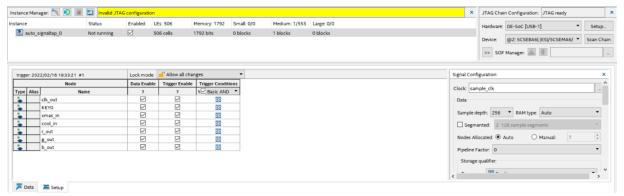
if resetn = '0' then

state <= Red;

elsif (rising_edge(clk)) then

case state is
                       when Red=>
if (xmas = '0') and (cool = '0') then
                              state <= Green;
elsif (xmas = '0') and (cool = '1') then
state <= Green;
elsif (xmas = '1') and (cool = '0') then
state <= Green;
                               else
                              state <= Green;
end if:</pre>
                        end if;
when Green=>
  if (xmas = '0') and (cool = '0') then
    state <= Blue;
elsif (xmas = '0') and (cool = '1') then
    state <= Blue;
elsif (xmas = '1') and (cool = '0') then
    state <= Red;
else</pre>
                               else
                               state <= Blue;
end if;</pre>
                       end if;
when Blue=>
  if (xmas = '0') and (cool = '0') then
    state <= Red;
elsif (xmas = '0') and (cool = '1') then
    state <= Blue;
elsif (xmas = '1') and (cool = '0') then
    state <= Red;</pre>
                               else
                               state <= Blue;
end if;</pre>
            end case;
end if:
       end process;
       -- Output depends solely on the current state
      process (state)
begin
            case state is
                 when Red =>
r_en <= '1';
g_en <= '0';
b_en <= '0';
                 b_en <= 0;
when Green =>
r_en <= '0';
g_en <= '1';
b_en <= 0';
when Blue =>
r_en <= '0';
g_en <= '0';
b_en <= '1';
d_case:
             end case;
      end process;
 end rtl;
```

**Figure 2.** VHDL code used to implement a decorative light system.



**Figure 3.** All the necessary signals and acquisition settings of the Signal Tap Logic Analyzer on Quartus.



**Figure 4.** Signal Tap Acquisition to record all possible input and output combinations of the decorative light system with the sample period 0.05 s.