



UNIVERSIDAD AUTÓNOMA DE QUERÉTARO  
**FACULTAD DE INGENIERÍA**

# ENTORNO GRÁFICO DE ACTIVE HDL

## 1° PRACTICA

Integrants:

Nombre	Expediente
Zuñiga Fragoso Diego Joel	317684

Subject:            Sistemas digitales de lógica  
                          reconfigurable I

Teacher:            Marcos Romo Aviles



## I. Objective:

In this practice session, we will learn about the basics and functionality of an FPGA. We will also learn how to use the IDE and perform real-time simulations using the Aldec Active-HDL software.

## Methodology:

1. Go to the official website to download the executable installer.
2. Provide the requested information and complete the installation process.
3. Run the installed program and, following the professor's instructions, code the instructions that the FPGA will follow.
4. Learn to identify the inputs and outputs, and become familiar with the boolean operations of the language.
5. Create a benchmark file to test the output of all possible combinations of inputs.
6. Run the simulation of the file and observe the behavior of the output based on the different inputs.

## II. Development:

### a. Code

Next, I will provide the code with explanations for each part that composes it:

```
library IEEE;
use IEEE.std_logic_1164.all;

-- We initialize the variables as inputs or outputs
entity P1 is
  port
  (
    A: in std_logic;
    B: in std_logic;
    C: in std_logic;
    D: in std_logic;
    S1: out std_logic;
    S2: out std_logic;
    S3: out std_logic;
    S4: out std_logic;
    S5: out std_logic
  );
end P1;

-- Based on the variables, we generate an architecture to relate the value of the outputs
to the inputs
```



Architecture Pr1 of P1 is

begin

```
S1<= A or (B and C);
S2<= (C and D) or (A and B);
S3<= (B and A and C and D);
S4<= C and ( A or B) and D;
S5<= A or B or C or D;
```

end Pr1;

library IEEE;

use IEEE.std\_logic\_1164.all;

entity P1\_TB is

end P1\_TB;

-- We generate a new architecture with the same variables

architecture TB of P1\_TB is

component P1

port

(

```
A: in std_logic;
B: in std_logic;
C: in std_logic;
D: in std_logic;
S1: out std_logic;
S2: out std_logic;
S3: out std_logic;
S4: out std_logic;
S5: out std_logic
```

);

end component;

-- We simulate de input and output values

signal A,B,C,D:std\_logic; -- Inputs

signal S1,S2,S3,S4,S5:std\_logic; -- Outputs

begin

inicio:

P1

port

map

(A=>A,B=>B,C=>C,D=>D,S1=>S1,S2=>S2,S3=>S3,S4=>S4,S5=>S5);

Parasimu: process

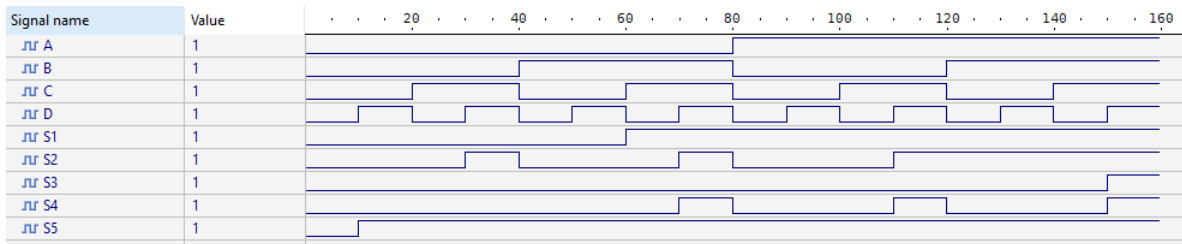
begin

```
A<='0'; B<='0'; C<='0'; D<='0'; wait for 10ns;
A<='0'; B<='0'; C<='0'; D<='1'; wait for 10ns;
A<='0'; B<='0'; C<='1'; D<='0'; wait for 10ns;
A<='0'; B<='0'; C<='1'; D<='1'; wait for 10ns;
```



```
A<='0'; B<='1'; C<='0'; D<='0'; wait for 10ns;  
A<='0'; B<='1'; C<='0'; D<='1'; wait for 10ns;  
A<='0'; B<='1'; C<='1'; D<='0'; wait for 10ns;  
A<='0'; B<='1'; C<='1'; D<='1'; wait for 10ns;  
A<='1'; B<='0'; C<='0'; D<='0'; wait for 10ns;  
A<='1'; B<='0'; C<='0'; D<='1'; wait for 10ns;  
A<='1'; B<='0'; C<='1'; D<='0'; wait for 10ns;  
A<='1'; B<='0'; C<='1'; D<='1'; wait for 10ns;  
A<='1'; B<='1'; C<='0'; D<='0'; wait for 10ns;  
A<='1'; B<='1'; C<='0'; D<='1'; wait for 10ns;  
A<='1'; B<='1'; C<='1'; D<='0'; wait for 10ns;  
A<='1'; B<='1'; C<='1'; D<='1'; wait for 10ns;  
wait;  
end process Parasimu;  
end TB;
```

### b. Simulation



### III. Conclusion

I have successfully learned to use the development environment effectively and am beginning to familiarize myself with FPGA programming. This process has allowed me to better understand the fundamental concepts and advanced techniques necessary to work with these devices. Additionally, I have successfully completed the simulation of the Boolean operations assigned in class, which has provided me with valuable practical experience and reinforced my theoretical understanding of logical operations.