

Digital Design Diploma

Assignment 3

Sequential Logic Design

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1) DFF with clock enable and PRE control signal:

```
D_FF_with_Active_high_E_and_active_low_Pre.v > ...
1  module D_FF_high_E_low_Pre (input D,E,PRE,CLK, output reg Q);
2  always @(posedge CLK or negedge PRE) begin
3      if (!PRE) Q<=1'b1;
4      else if (E) Q<=D;
5  end
6  endmodule
```

Figure1: Q1 Code

```
D_FF_with_Active_high_E_and_active_low_Pre_tb.v > ...
1  module D_FF_high_E_low_Pre_tb ();
2  reg D,E,PRE,CLK;
3  wire Q;
4
5  //module D_FF_high_E_low_Pre (input D,E,PRE,CLK, output reg Q);
6  D_FF_high_E_low_Pre DUT(D,E,PRE,CLK,Q);
7
8  initial begin          //clock generation block
9      CLK=0;
10     forever #5 CLK=~CLK;
11 end
12
13 initial begin
14     PRE=0; D=0; E=1;
15     #2;
16     if (Q!=1) begin
17         $display("Error in Preset!!");
18         $stop;
19     end
20     PRE=1;
21     repeat (10) begin
22         @(negedge CLK);
23         if (E==1 && Q!=D) begin
24             $display("Error!!");
25             $stop;
26         end
27         D=$random; E=$random;
28     end
29     $stop;
30 end
31 endmodule
```

Figure 2: Q1 Testbench

```

D_FF_E_Pren - Notepad
File Edit Format View Help
vlib work
vlog D_FF_with_Active_high_E_and_active_low_Pre.v D_FF_with_Active_high_E_and_active_low_Pre_tb.v
vsim -voptargs="+acc" D_FF_high_E_low_Pre_tb
add wave *
run -all
#quit -sim

```

Figure 3: Q1 DO File

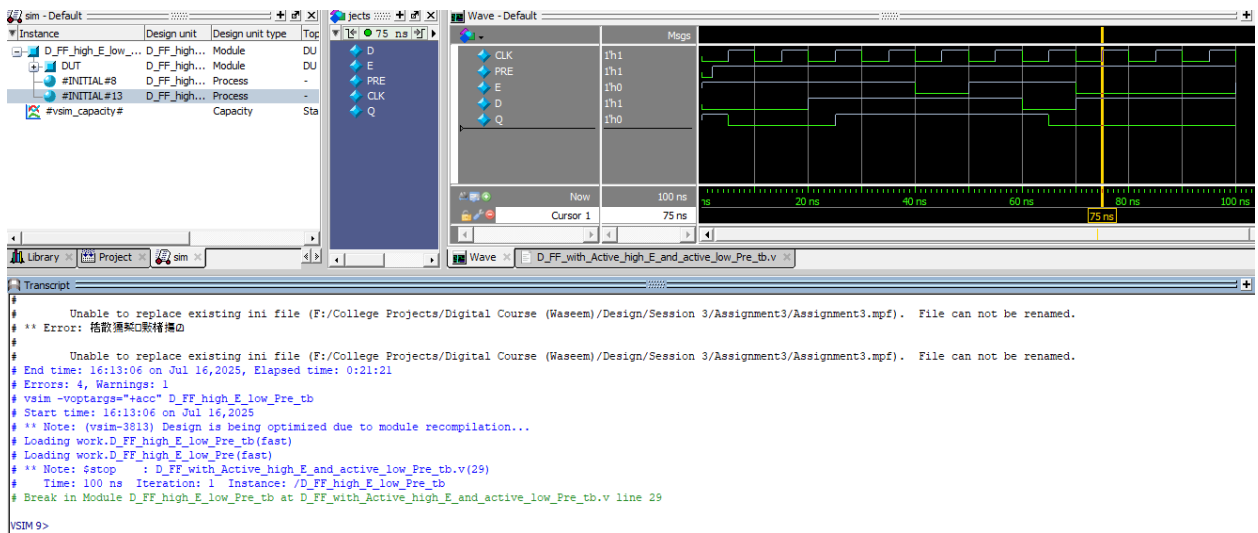


Figure 4: Q1 Wave

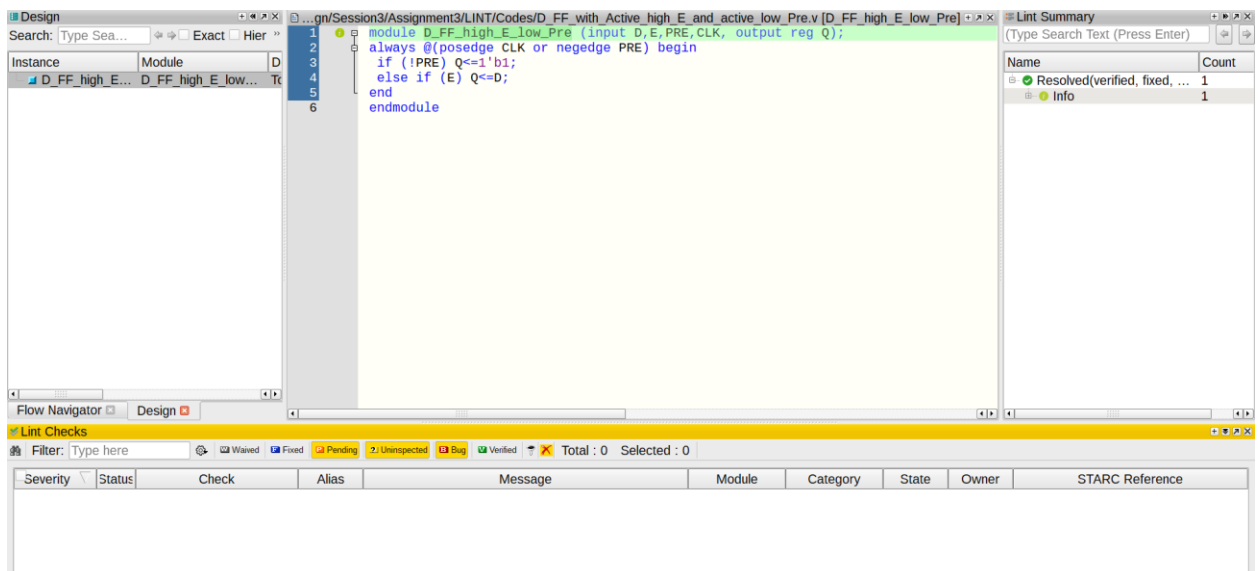


Figure 5: Q1 Linting

2) Parameterized Asynchronous FF with Active low rst (D FF & T FF):

```

V D_FF_T_FF.v > D_FF_T_FF
1  module D_FF_T_FF (input d,rstn,clk, output reg q,qbar);
2  parameter FF_TYPE = "DFF";
3  always @(posedge clk or negedge rstn) begin
4      if (!rstn) begin
5          q <= 1'b0;
6          qbar <= 1'b1;
7      end
8      else begin
9          case (FF_TYPE)
10             "DFF": begin
11                 q <= d;
12                 qbar <= ~d;
13             end
14             "TFF": begin
15                 if (d) begin
16                     q <= ~q;
17                     qbar <= ~qbar;
18                 end
19             end
20             default: begin
21                 q <= 1'b0;
22                 qbar <= 1'b1;
23             end
24         endcase
25     end
26 end
27 endmodule

```

Figure 6: Q2 Code

```

run_D_FF_T_FF_1.do
1  vlib work
2  vlog D_FF_T_FF.v D_FF_T_FF_tb_1.v
3  vsim -voptargs=+acc D_FF_T_FF_tb_1
4  add wave *
5  run -all
6  #quit -sim

```

Figure 7: Q2 DO File (DFF)

```

run_D_FF_T_FF_2.do
1  vlib work
2  vlog D_FF_T_FF.v D_FF_T_FF_tb_2.v
3  vsim -voptargs=+acc D_FF_T_FF_tb_2
4  add wave *
5  run -all
6  #quit -sim

```

Figure 8: Q2 DO File (TFF)

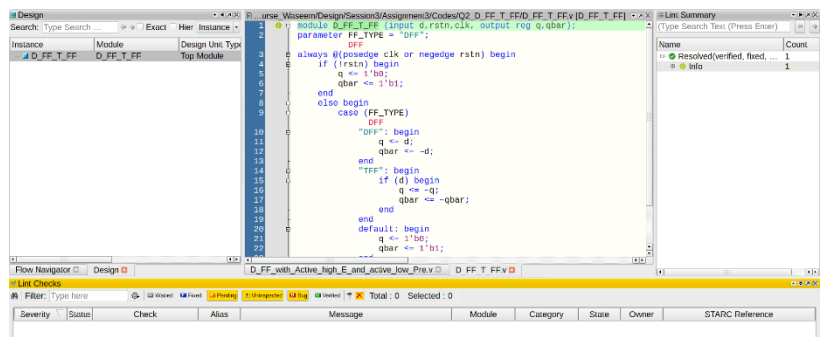


Figure 9: Q2 Linting

```

V D_FF_T_FF_tb_1.v > D_FF_T_FF_tb_1 > GOLDEN
1 module D_FF_T_FF_tb_1 ();
2 reg d,rstn,clk;
3 wire q_DUT,q_GOLDEN,qbar_DUT,qbar_GOLDEN;
4 parameter FF_TYPE = "DFF"; // D Flip-Flop
5
6 //module D_FF_T_FF (input d,rstn,clk, output reg q,qbar);
7 D_FF_T_FF #(FF_TYPE) DUT(d,rstn,clk,q_DUT,qbar_DUT);
8 //module D_FF_low_arst (input d,rstn,clk, output reg q,qbar);
9 D_FF_low_arst GOLDEN(d,rstn,clk,q_GOLDEN,qbar_GOLDEN);
10
11 initial begin
12     clk=0;
13     forever #10 clk = ~clk;
14 end
15
16 initial begin
17     rstn = 0; d = 1;
18     #5;
19     rstn = 1;
20     repeat (10) begin
21         d = $random;
22         @(negedge clk);
23         if((qbar_DUT != qbar_GOLDEN) || (q_DUT != q_GOLDEN) ) begin
24             $display("Error!!");
25             $stop;
26         end
27     end
28     $stop;
29 end
30 endmodule

```

Figure 10: Q2 Testbench (DFF)

```

V D_FF_T_FF_tb_2.v > D_FF_T_FF_tb_2
1 module D_FF_T_FF_tb_2 ();
2 reg d,rstn,clk;
3 wire q_DUT,q_GOLDEN,qbar_DUT,qbar_GOLDEN;
4 parameter FF_TYPE = "TFF"; // T Flip-Flop
5
6 //module D_FF_T_FF (input d,rstn,clk, output reg q,qbar);
7 D_FF_T_FF #(FF_TYPE) DUT(d,rstn,clk,q_DUT,qbar_DUT);
8 //module T_FF_low_arst (input t,rstn,clk, output reg q,qbar);
9 T_FF_low_arst GOLDEN(d,rstn,clk,q_GOLDEN,qbar_GOLDEN);
10
11 initial begin
12     clk=0;
13     forever #10 clk = ~clk;
14 end
15
16 initial begin
17     rstn = 0; d = 1;
18     #5;
19     rstn = 1;
20     repeat (10) begin
21         d = $random;
22         @(negedge clk);
23         if((qbar_DUT != qbar_GOLDEN) || (q_DUT != q_GOLDEN) ) begin
24             $display("Error!!");
25             $stop;
26         end
27     end
28     $stop;
29 end
30 endmodule

```

Figure 11: Q2 Testbench (TFF)

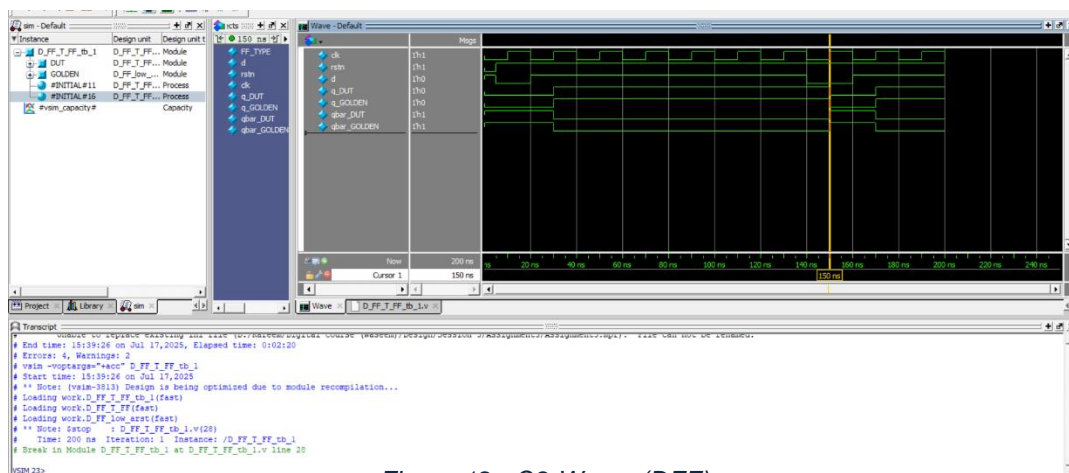


Figure 12: Q2 Wave (DFF)

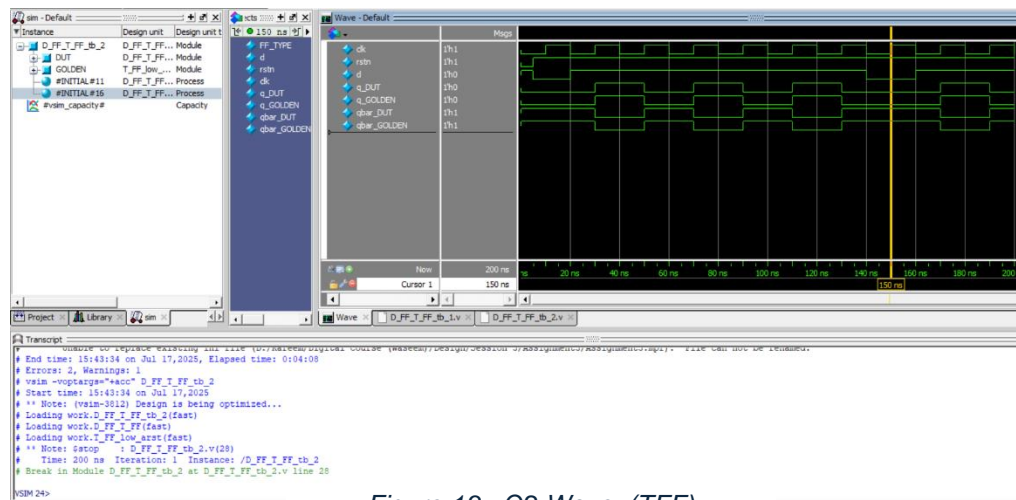


Figure 13: Q2 Wave (TFF)

3) BCD up counter (MOD 10 counter):

```

MOD10_BCD_Up_Counter.v > ...
1  module MOD10_BCD_Up_Counter (input Clk,Rst, output Clk_div10_out); //input clk, output clk/10
2  reg [3:0] count; //the 4 bits of the counter
3  always @(posedge Clk or posedge Rst) begin
4      if(Rst || count == 9) count <= 0;
5      else count <= count + 1;
6  end
7
8  assign Clk_div10_out = count[3];
9  endmodule

```

Figure 14: Q3 Code

```

MOD10_BCD_Up_Counter_tb.v > ...
1  module MOD10_BCD_Up_Counter_tb ();
2  reg Clk,Rst;
3  wire Clk_div10_out;
4
5  //module MOD10_BCD_Up_Counter (input Clk,Rst, output Clk_div10_out);
6  MOD10_BCD_Up_Counter DUT(Clk,Rst,Clk_div10_out);
7
8  initial begin //clock generation block
9      Clk=0;
10     forever #5 Clk=~Clk;
11 end
12
13 initial begin
14     Rst=1;
15     @(negedge Clk);
16     Rst=0;
17     repeat (100) @(negedge Clk);
18     $stop;
19 end
20 endmodule

```

Figure 15: Q3 Testbench

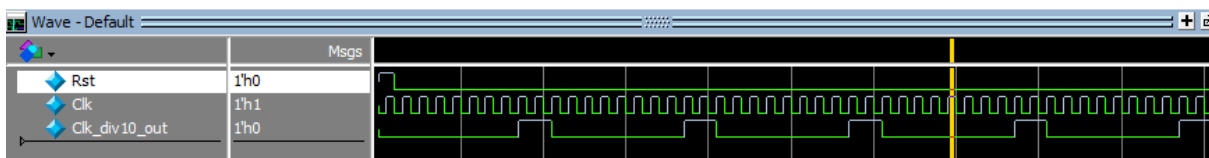


Figure 16: Q3 Wave

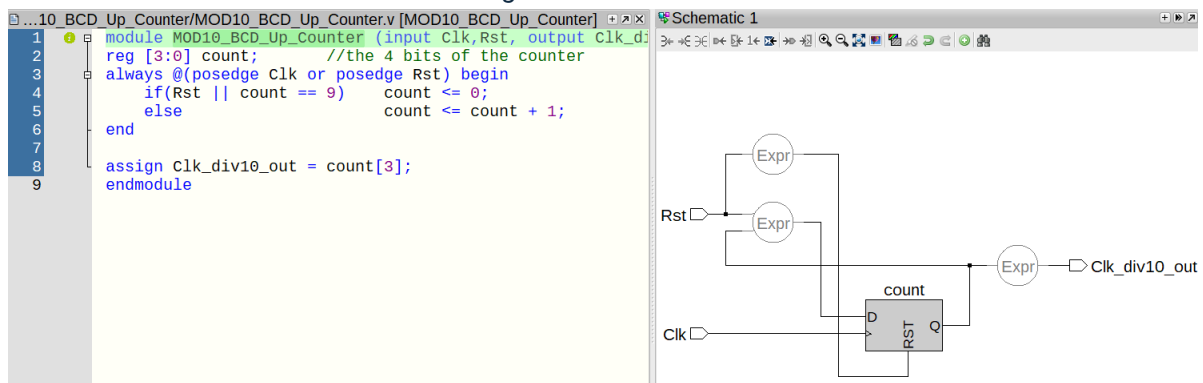


Figure 17: Q3 Linting

4) 4-bit Ripple Counter:

```

V 4bits_Ripple_Counter.v > ...
1  module Ripple_Counter_4bits (input rstn,clk, output [3:0] out);
2  wire q1,q2,q3,q4;
3
4  //module D_FF_low_arst (input d,rstn,clk, output reg q,qbar);
5  D_FF_low_arst ff1(out[0],rstn,clk,q1,out[0]);
6  D_FF_low_arst ff2(out[1],rstn,q1, q2,out[1]);
7  D_FF_low_arst ff3(out[2],rstn,q2, q3,out[2]);
8  D_FF_low_arst ff4(out[3],rstn,q3, q4,out[3]);
9
10 endmodule

```

Figure 18: Q4 Code

```

V 4bits_Ripple_Counter_tb.v > ...
1  module Ripple_Counter_4bits_tb ();
2  reg rstn,clk;
3  wire [3:0] out;
4
5  //module Ripple_Counter_4bits (input rstn,clk, output reg [3:0] out);
6  Ripple_Counter_4bits DUT(rstn,clk,out);
7
8  initial begin
9      clk=0;
10     forever #5 clk=~clk;
11 end
12
13 initial begin
14     rstn=0;
15     #2;
16     rstn=1;
17     repeat (100) @(negedge clk);
18     $stop;
19 end
20 endmodule

```

Figure 19: Q4 Testbench

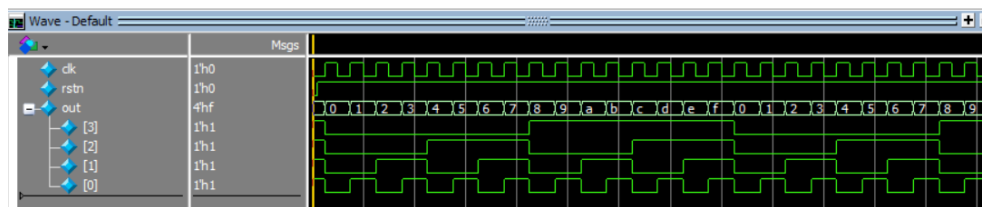


Figure 20: Q4 Wave

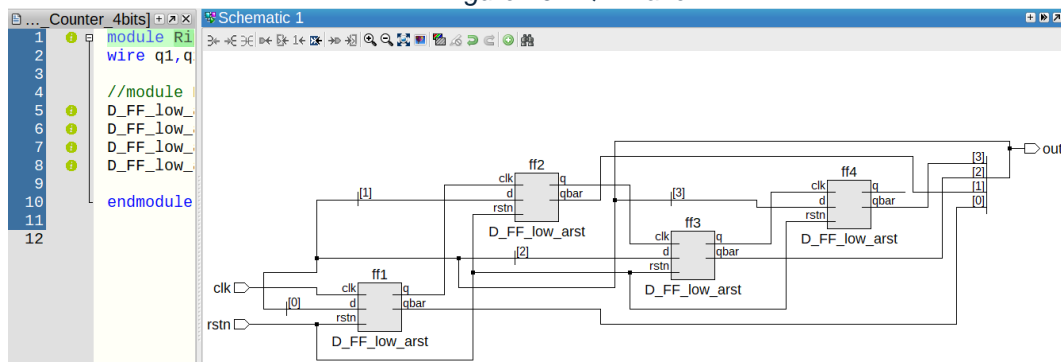


Figure 21: Q4 Linting

5) Parameterized Shift register:

```

V Parameterized_Shift_Register.v > Parameterized_Shift_Register
1  module Parameterized_Shift_Register #(parameter LOAD_AVALUE=1, parameter LOAD_SVALUE=1, parameter SHIFT_WIDTH=8,
2  parameter SHIFT_DIRECTION= "LEFT")
3  (input sclr,sset,shiftin,load,clock,enable,aclr,aset, input [SHIFT_WIDTH-1:0] data,
4  output reg [SHIFT_WIDTH-1:0] q, output reg shiftout);
5
6  always @(posedge clock or posedge aclr or posedge aset) begin
7      if (aclr) {shiftout,q} <= 0;
8      else if (aset) {shiftout,q} <= {1'b0 , LOAD_AVALUE};
9      else if (enable) begin
10         if (sclr) {shiftout,q} <= 0;
11         else if (sset) {shiftout,q} <= {1'b0 , LOAD_SVALUE};
12         else if (load) {shiftout,q} <= {1'b0 , data};
13         else begin
14             if (SHIFT_DIRECTION == "LEFT") {shiftout,q} <= {q, shiftin};
15             else if (SHIFT_DIRECTION == "RIGHT") {shiftout,q} <= {q[0], shiftin, q[SHIFT_WIDTH-1:1]};
16             else {shiftout,q} <= 0;
17         end
18     end
19 end
20 endmodule

```

Figure 22: Q5 Code

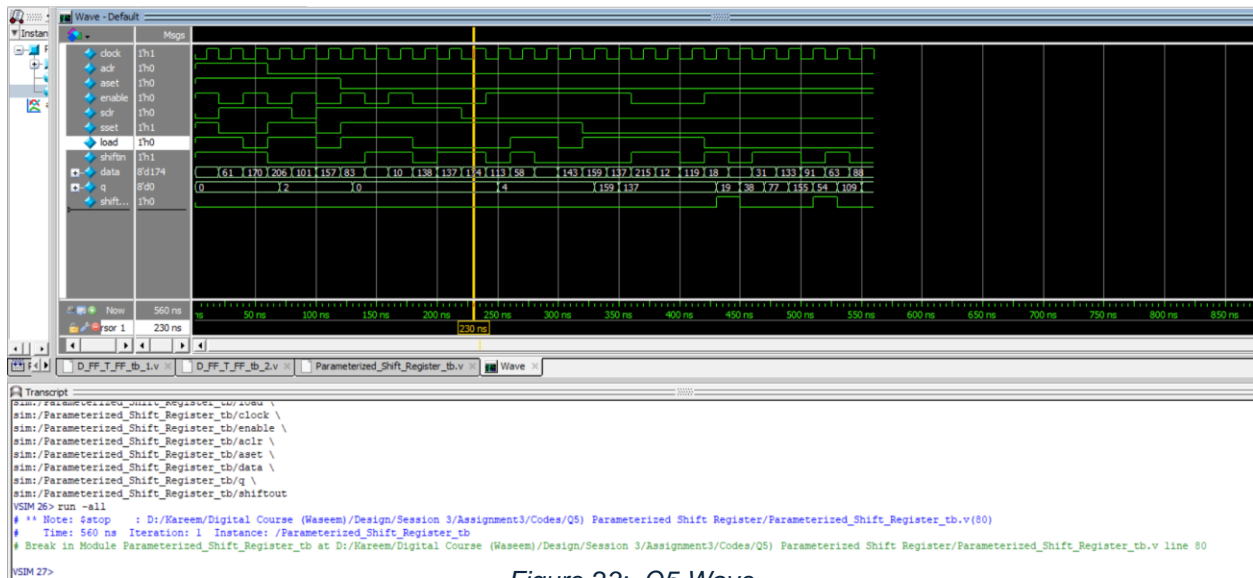


Figure 23: Q5 Wave

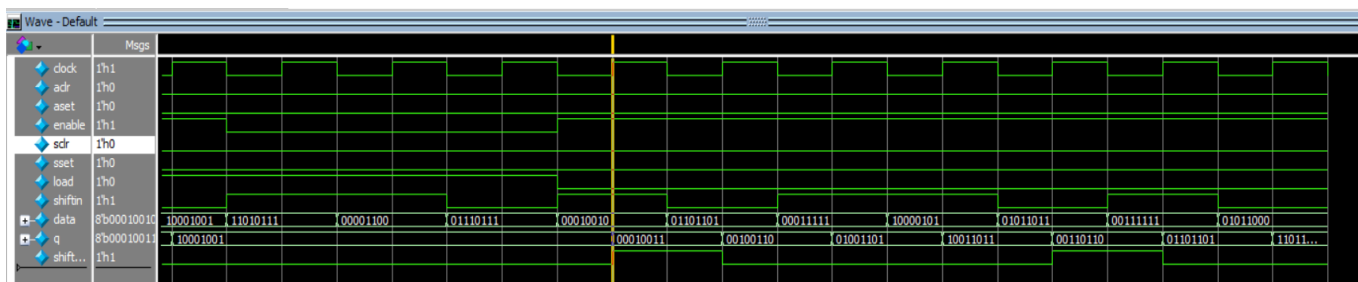


Figure 24: Q5 Wave (Shifting Part)


```

1 module Parameterized_Shift_Register_TB ();
2 parameter LOAD_AVALUE=2;
3 parameter LOAD_SVALUE=4;
4 parameter SHIFT_WIDTH=8;
5 parameter SHIFT_DIRECTION= "LEFT";
6 reg sclr,sset,shiftin,load,clock,enable,acrl,aset;
7 reg [SHIFT_WIDTH-1:0] data;
8 wire [SHIFT_WIDTH-1:0] q;
9 wire shiftout;
10
11 //Module Parameterized_Shift_Register #(parameter LOAD_AVALUE=1, parameter LOAD_SVALUE=1, parameter SHIFT_WIDTH=8,
12 parameter SHIFT_DIRECTION= "LEFT")
13 (input sclr,sset,shiftin,load,clock,enable,acrl,aset, input [SHIFT_WIDTH-1:0] data,
14 output reg [SHIFT_WIDTH-1:0] q, output reg shiftout);
15 Parameterized_Shift_Register #(LOAD_AVALUE, LOAD_SVALUE, SHIFT_WIDTH, SHIFT_DIRECTION)
16 DUT(sclr,sset,shiftin,load,clock,enable,acrl,aset,data,q,shiftout);
17
18 initial begin
19     //clock generation
20     clock = 0;
21     forever #10 clock = ~clock;
22 end
23 integer i;
24 initial begin
25     acrl=1; aset=1;
26     for (i=0; i<5; i=i+1) begin
27         sclr = $random; sset = $random; shiftin = $random; load = $random; enable = $random; data = $random;
28         @(negedge clock);
29         if (q) begin
30             $display("Error!! q is NOT zero after acrl!");
31             $stop;
32         end
33     end
34
35     acrl=0; aset=1;
36     for (i=0; i<5; i=i+1) begin
37         sclr = $random; sset = $random; shiftin = $random; load = $random; enable = $random; data = $random;
38         @(negedge clock);
39         if (q!=LOAD_AVALUE) begin
40             $display("Error in aset!!!");
41             $stop;
42         end
43     end
44
45     acrl=0; aset=0; sclr=1; sset=1;
46     for (i=0; i<5; i=i+1) begin
47         shiftin = $random; load = $random; enable = $random; data = $random;
48         @(negedge clock);
49         if (q && enable) begin
50             $display("Error!! q is NOT zero after sclr!");
51             $stop;
52         end
53     end
54
55     acrl=0; aset=0; sclr=0; sset=1;
56     for (i=0; i<5; i=i+1) begin
57         shiftin = $random; load = $random; enable = $random; data = $random;
58         @(negedge clock);
59         if (q!=LOAD_SVALUE && enable) begin
60             $display("Error in sset!!!");
61             $stop;
62         end
63     end
64
65     acrl=0; aset=0; sclr=0; sset=0; load=1;
66     for (i=0; i<5; i=i+1) begin
67         shiftin = $random; enable = $random; data = $random;
68         @(negedge clock);
69         if (q!=data && enable) begin
70             $display("Error in loading parallel data!!!");
71             $stop;
72         end
73     end
74
75     acrl=0; aset=0; sclr=0; sset=0; load=0; enable =1; //Test shift operation
76     for (i=0; i<7; i=i+1) begin
77         shiftin = $random; data = $random;
78         @(negedge clock);
79     end
80     $stop;
81 end
82 endmodule

```

Figure 25: Q5 Testbench

The screenshot displays the Q5 Linting tool interface. The main window shows the Verilog code for the `Parameterized_Shift_Register` module. The linting results are shown in the right-hand pane, indicating that the code is resolved and verified.

| Name | Count |
|-------------------------------|-------|
| Resolved(verified, fixed, ... | 4 |
| Info | 4 |

The bottom of the interface shows the 'Lint Checks' section with a table for severity, status, check, alias, message, module, category, state, owner, and STARC reference. The table is currently empty, showing 'Total: 0 Selected: 0'.

Figure 26: Q5 Linting

6) SLE (Sequential Logic Element):

```

V SLE.v > ...
1  module SLE (input D,CLK,EN,ALn,ADn,SLn,SD,LAT, output reg Q);
2
3      //Flip Flop
4      always @(posedge CLK or negedge ALn) begin
5          if(!ALn)                Q <= !ADn;
6          else if (!LAT && EN) begin
7              if (!SLn)            Q <= SD;
8              else                 Q <= D;
9          end
10     end
11
12     //Latch
13     always @(*) begin
14         if(!ALn)                Q <= !ADn;
15         else if (LAT && CLK && EN) begin
16             if (!SLn)            Q <= SD;
17             else                 Q <= D;
18         end
19     end
20 endmodule

```

Figure 27: Q6 Code

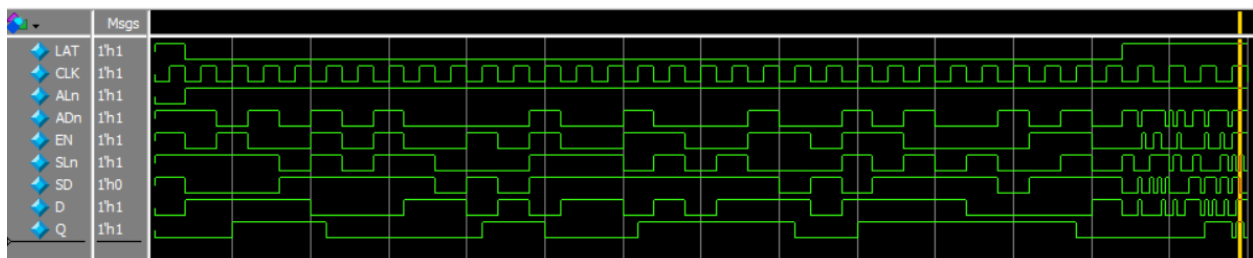


Figure 28: Q6 Wave

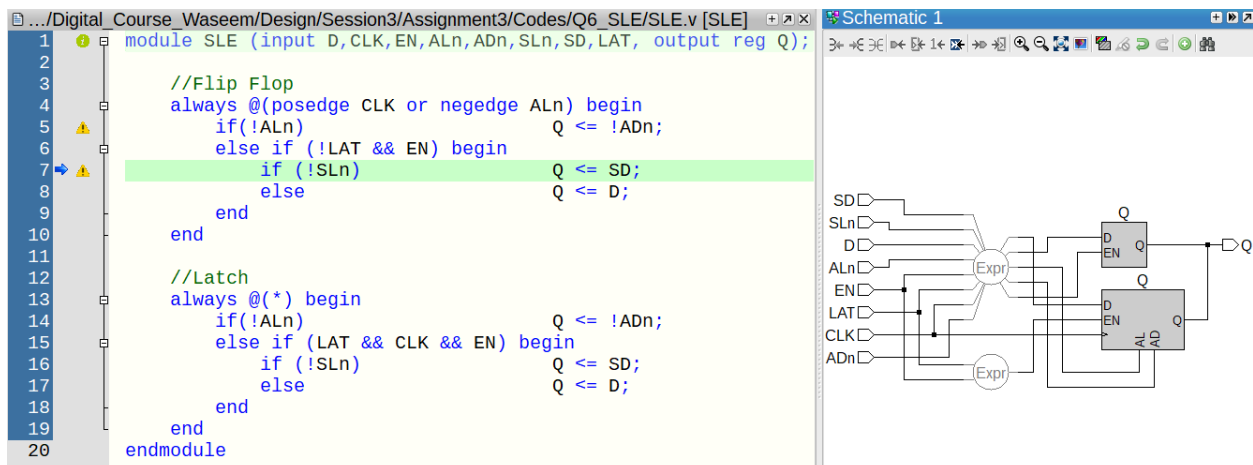


Figure 29: Q6 Linting

```

V SLE_tb.v > ...
1  module SLE_tb ();
2  reg D,CLK,EN,ALn,ADn,SLn,SD,LAT;
3  wire Q;
4
5  //module SLE (input D,CLK,EN,ALn,ADn,SLn,SD,LAT, output reg Q);
6  SLE DUT(D,CLK,EN,ALn,ADn,SLn,SD,LAT, Q);
7
8  initial begin
9      CLK=0;
10     forever #20 CLK=~CLK;
11 end
12
13 initial begin
14     ALn=0; D=$random; EN=$random; ADn=$random; SLn=$random; SD=$random; LAT=$random;
15     @(negedge CLK);
16     ALn=1;
17     LAT=0;    //FF
18     repeat (30) begin
19         D=$random; EN=$random; ADn=$random; SLn=$random; SD=$random;
20         @(negedge CLK);
21     end
22
23     LAT=1;    //Latch
24     repeat (30) begin
25         D=$random; EN=$random; ADn=$random; SLn=$random; SD=$random;
26         #5;
27     end
28     D=1; EN=1; ADn=1; SLn=1; SD=0;
29     #5;
30     D=1; EN=1; ADn=1; SLn=0; SD=0;
31     #5;
32
33     $stop;
34 end
35 endmodule

```

Figure 30: Q6 Testbench