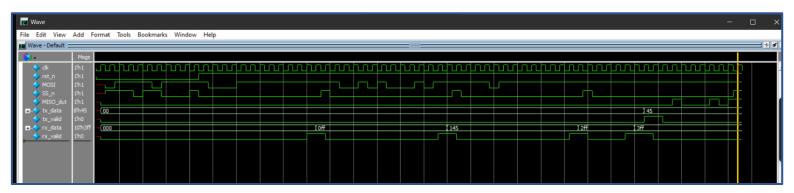
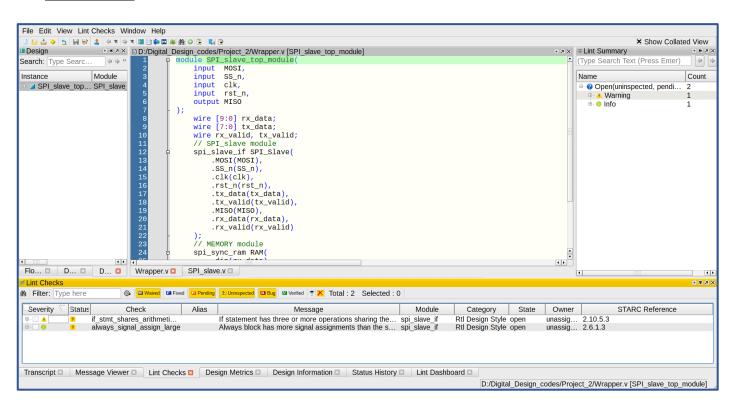
Project_2 SPI Slave with Single Port RAM

QuestaSim Waveform:



• QuestaLint:

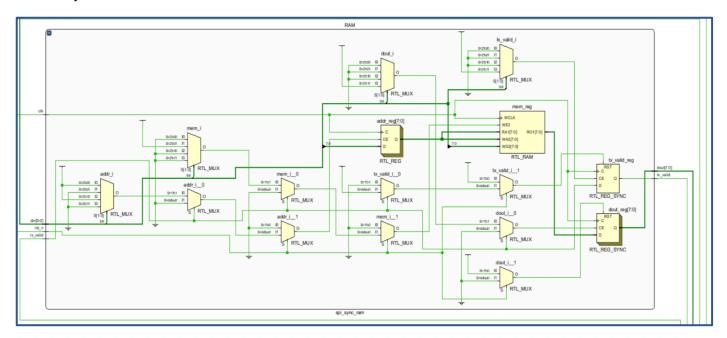


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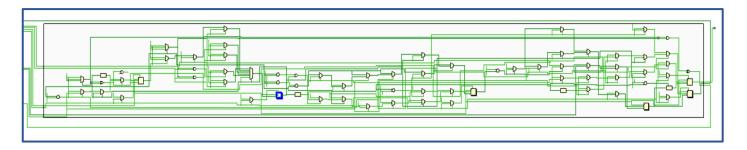
• Gray Code:

Elaboration:

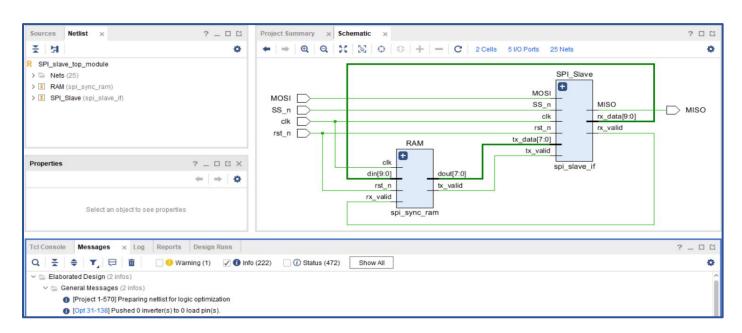
1) Ram



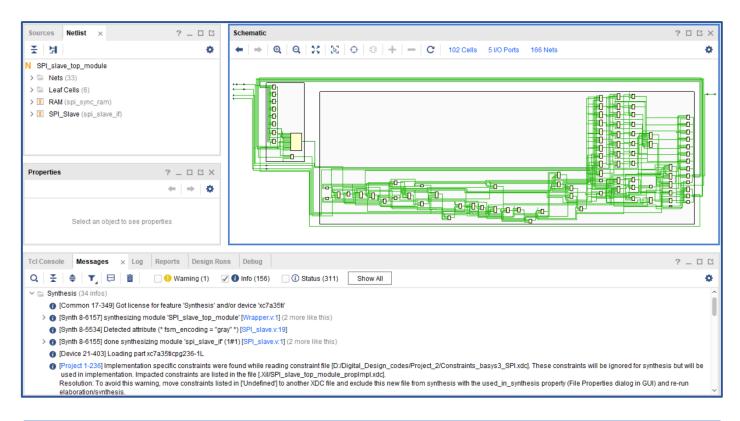
2) SPI_slave

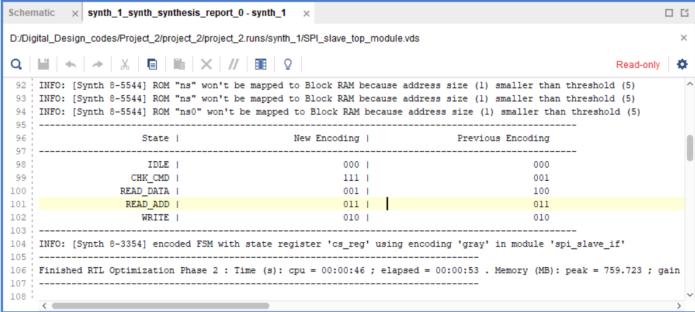


3) Wrapper



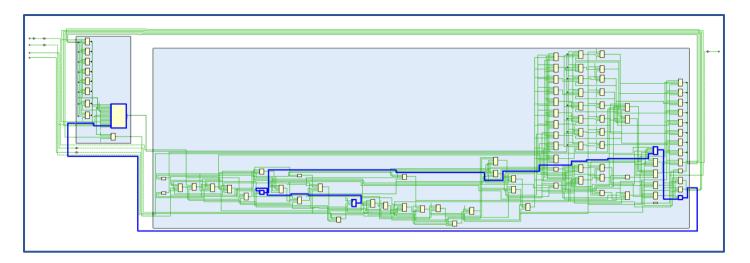
O Synthesis:



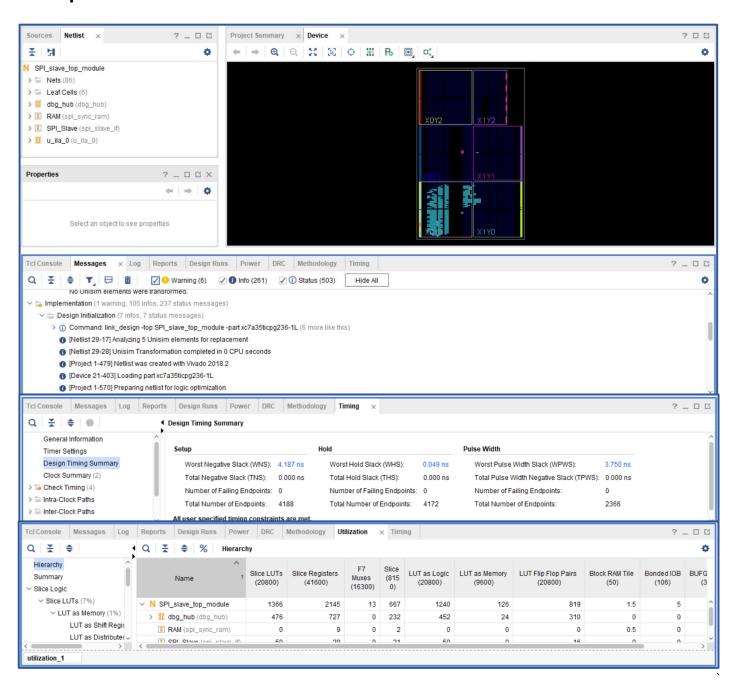




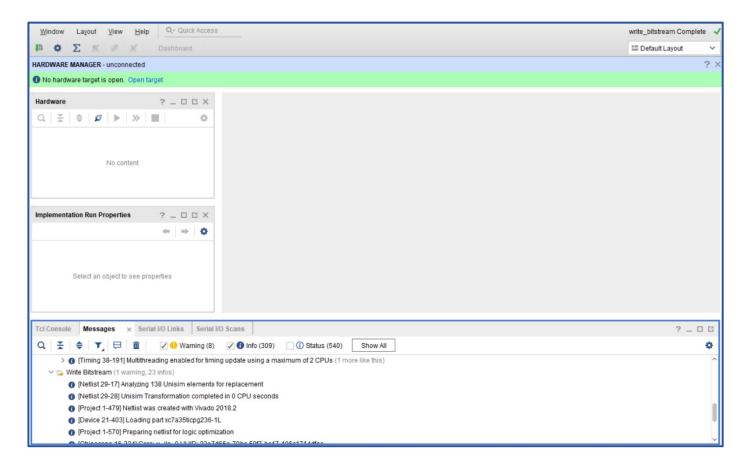
Critical Path:



o Implementation:

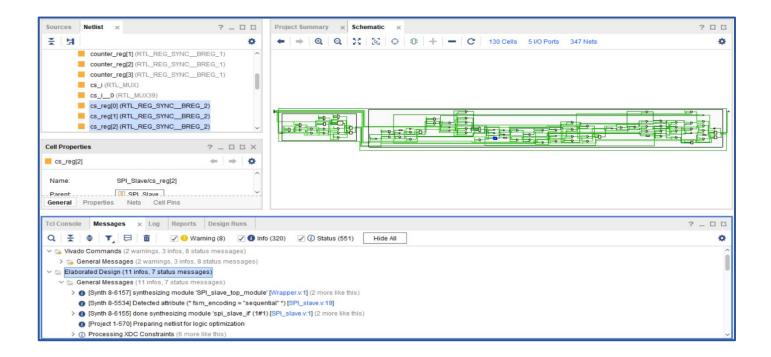


Generated Bitstream:

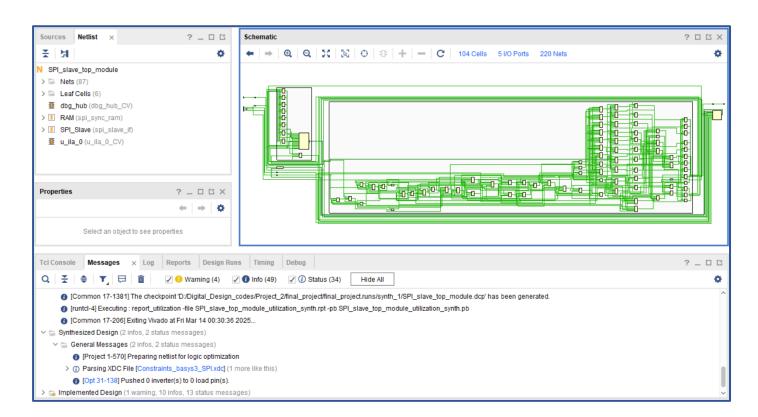


Binary Code:

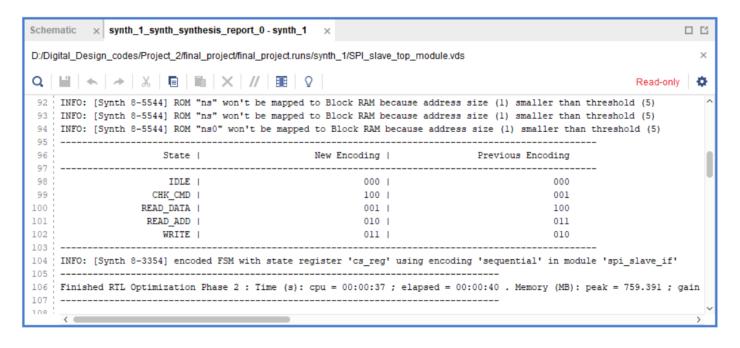
Elaboration:

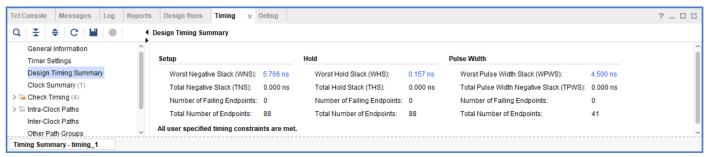


O Synthesis:

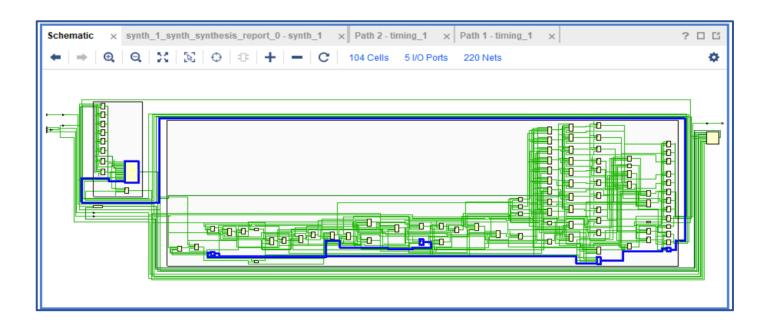


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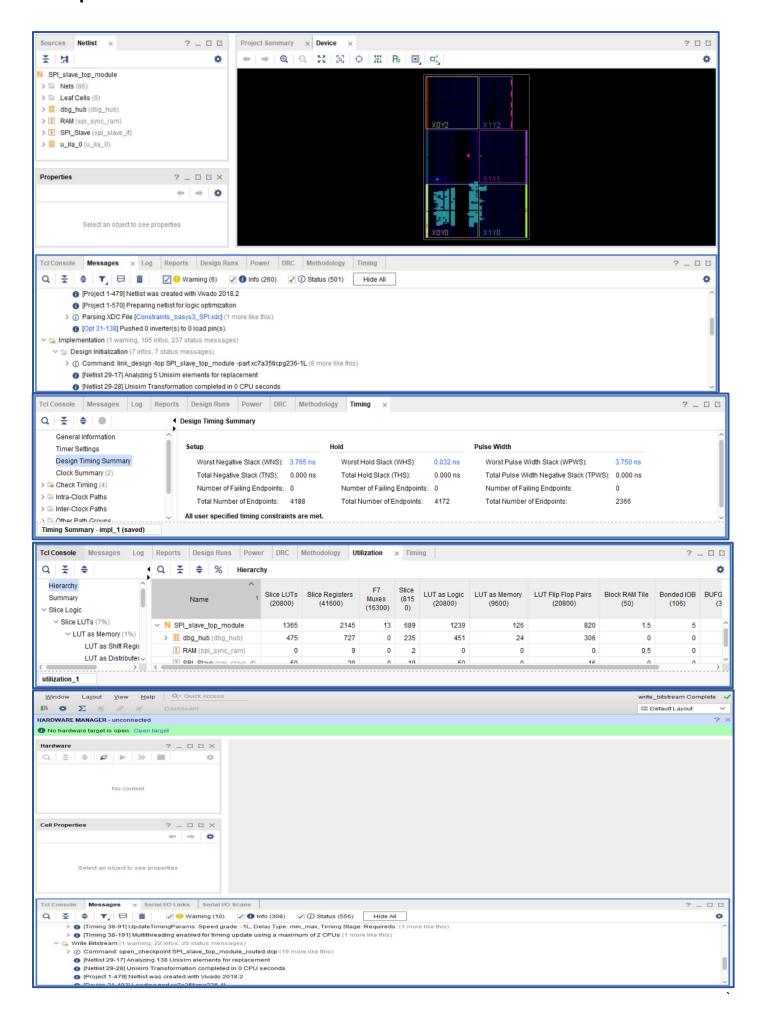




Critical Path:

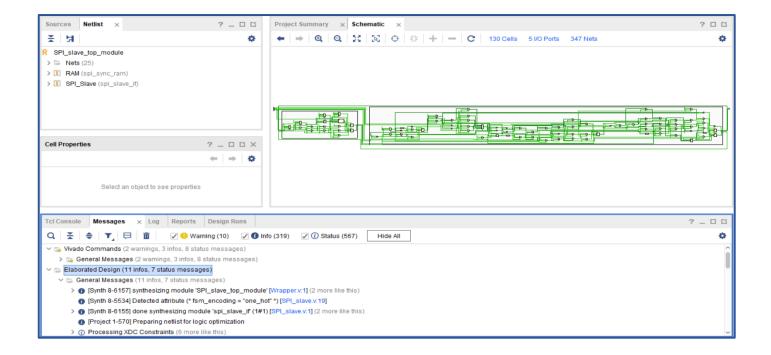


o Implementation:

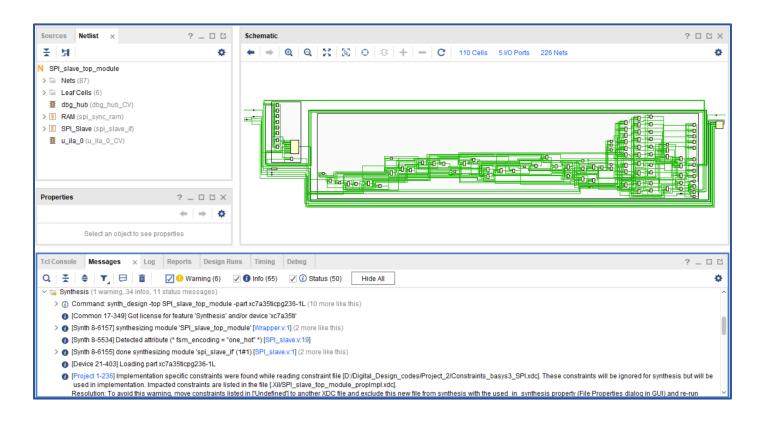


Onehot Code:

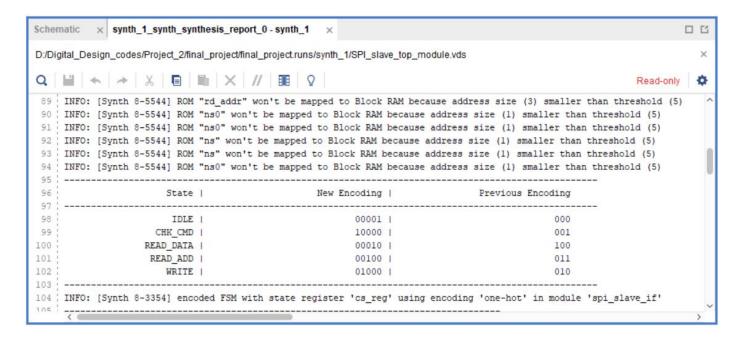
Elaboration:

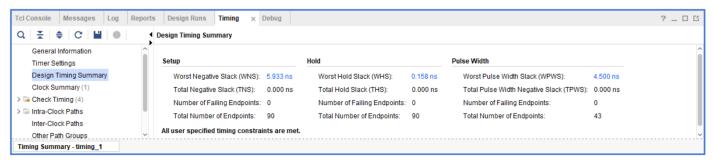


O Synthesis:

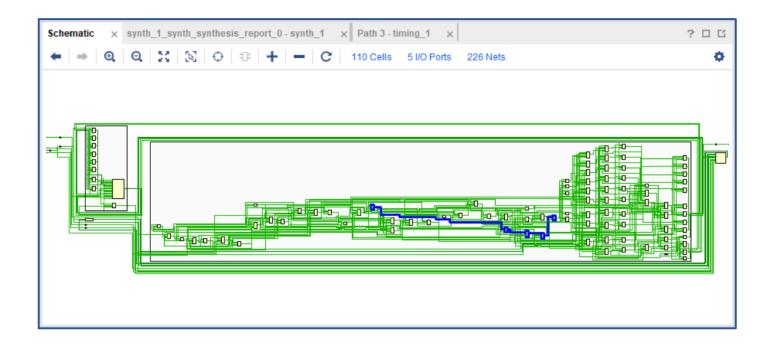


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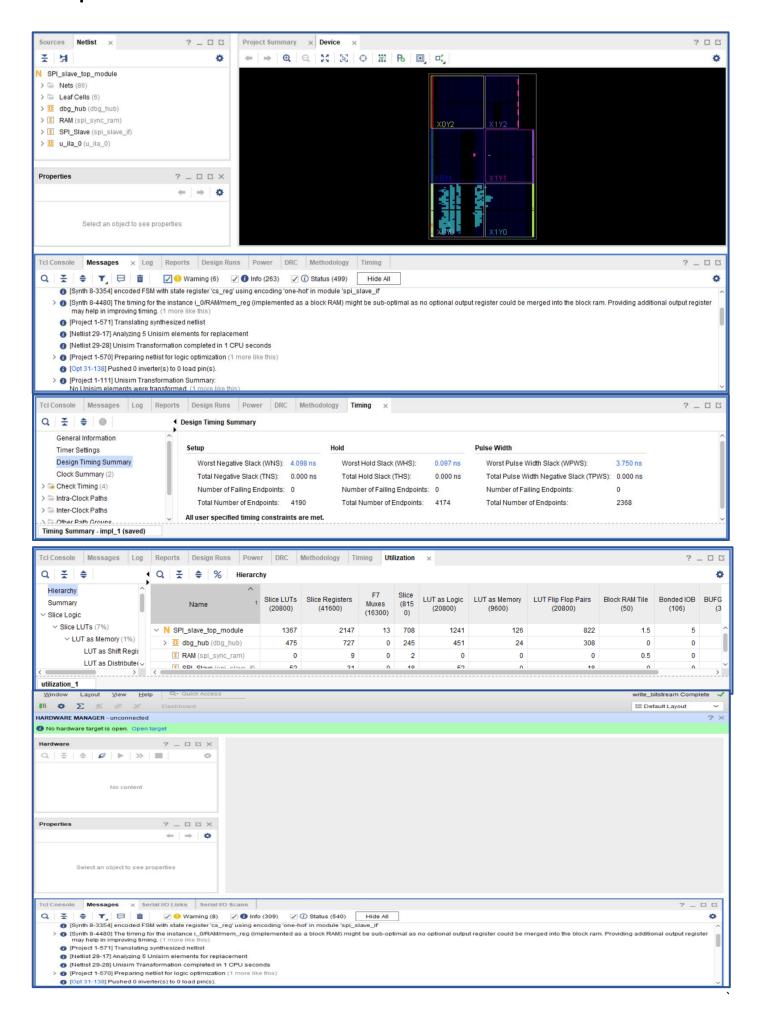




Critical Path:



o Implementation:



• According to the time summaries of each encoding method we concluded that gray encoding method is the fastest method with the highest slack setup time.

Team Members:

Marina Bebawy Nasr Karim Mohamed Elsayed