## 未命名文件

- ▼ Engine.v 顶层模块
  - input: clk, rx, power(button), model\_select[1:0], man\_throttle, man\_clutch, man\_brake, man\_reverse, right(button), left(button), up(button), down(button)
  - ▼ clock\_diviser.v 将时钟频率分频至 500Hz
    - input: clk
    - output: clk\_out
  - ▼ start.v 小车开关和模式切换模块
    - input: clk, power(button), model\_select[1:0], break
      - clk关联clock\_diviser.v中的clk\_out
      - power关联Engine.v中的power
      - model\_select关联Engine.v中的model\_select
      - break关联man.v中的break
    - output: mode[1:0]
      - mode 未启动状态(00),手动状态(01),半自动状态(11),全自动状态(10)
  - mode\_selection.v (2-to-4 mux decorder)
    - input: mode[1:0]
      - mode[1:0]关联start.v中的mode[1:0] 表示现在的模式选择
    - output: out [0], out[1], out[2], out[3]
      - out[0] 车未启动
      - out[1] 车处于手动状态
      - out[2] 车处于自动状态
      - out[3] 车处于半自动状态
  - man.v (initial state is in not-starting state)
    - input: enable, clk, reverse, brake, clutch, throttle, left, right
      - enable关联mode\_selection.v中的out[1] //若当前为手动模式则为1,否则为0
      - clk关联clock\_diviser.v中的clk\_out //clk帮助left和right自动方向校正
      - brake(刹车)关联Engine.v中的man\_brake
      - ▼ brake(别牛)大蛛Engine.v中的man\_brake

• clutch(离合)关联Engine.v中的man\_clutch

• reverse(手刹)关联Engine.v中的man\_reverse

- throttle(油门)关联Engine.v中的up
- left关联Engine.v中的left
- right关联Engine.v中的right
- output: break, move\_forward, move\_backward, turn\_left, turn\_right

• break表示熄火信号

- move\_forward为向前信号
- move\_backward为向后信号
- turn\_left为向左信号
- turn\_right为向右信号
- semi\_auto.v (initial state is in moving state)
   input: enable, clk, is\_turning, move\_left, move\_right, move\_backward, detector[3:0]
  - enable关联mode\_selection.v中的out[3]
    - clk关联clock\_diviser.v中的clk\_out
    - is\_turning关联auto\_turning.v中的is\_turning
    - move\_left关联Engine.v中的left
    - move\_backward关联Engine.v中的down

move\_right关联Engine.v中的right

- detector[3:0]关联SimulateDevice.v中的front\_detector,back\_detector, left\_detector, right\_detector output: out\_move\_forward, trigger\_turn\_left, trigger\_turn\_right, trigger\_turn\_back
- out\_move\_forward为向前信号
  - 三个trigger为转弯或掉头信号
- auto.v
   input: enable, clk, moving, is\_turning, detector[3:0]
  - enable关联mode\_selection.v中的out[2]
    - clk关联clk\_outmoving关联Engine.v中的man\_clutch
    - detector[3:0]关联SimulateDevice.v中的front\_detector,back\_detector, left\_detector, right\_detector

is\_turning关联auto\_turning.v中的is\_turning

- 自动机与semi\_auto,根据move\_forward, moving经过logic分析形成小车运动信号
- output: move\_forward, trigger\_turn\_left, trigger\_turn\_right, trigger\_turn\_back, place\_barrier, destory\_barrier
- auto\_turning.v
   input: clk, enable, trigger\_turn\_left, trigger\_turn\_right, trigger\_turn\_back
- clk->clk\_out
  - enable-> out[1] | out[3] //手动模式的自动校正,半自动模式的自动转弯
    - output: turn\_left, turn\_right, is\_turning

trigger: 将semi\_auto.v和auto.v中的trigger\_turn\_\* 对应取或

- SimulateDevice.v 小车运动状态输出模块(to UART)
- input: sys\_clk, rx, turn\_left, turn\_right, move\_forward, move\_backward, place\_barrier, destory\_barrier

is\_turning标记转弯状态

- sys\_clk关联Engine.v中的clk
  - rx关联Engine.v中的rx
    - turn\_\*: 将man.v和auto\_turning.v中对应的turn\_\*两两取或
       move\_forward: man.v和semi\_auto.v和auto.v中的move\_forward取或
    - move\_backward: 直接关联man.v的move\_backward
       place or destroy barrier直接关联auto.v中place\_barrier, destory\_barrier
  - output: tx, front\_detector, back\_detector, left\_detector, right\_detector car\_LED.v 小车LED灯显示模块
- input: clk, mode[1:0], turn\_left, turn\_rightclk->clk\_out
  - mode关联start.v中的modeturn\_\*和SimulateDevice.v一样
  - output: left\_light, right\_light
    car\_mileage.v 小车里程计数模块(to 7 seg) 数码管输出mode和mile
  - input: clk, mode[1:0]
    - clk->clk\_outmode[1:0]关联start.v的mode
      - output: sea en[7:0
    - output: seg\_en[7:0], seg0 [7:0], seg1 [7:0]
  - - clk show mode and mile seg\_en [7:0]

      mode [1:0] seg0 [7:0] seg1 [7:0] seg1 [7:0] seg1 [7:0] seg1 [7:0] seg1 [7:0] seg2 [7:0] seg3 [7
  - output: tx, left\_light, right\_light, seg\_en[7:0], seg0[7:0], seg1[7:0]