

EGRE 365

Digital Systems

In Class Assignment 2

Lab Section: Wednesday 10 AM

Lab Date: October 23, 2024

Report Date: October 23, 2024

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Pledge: On my honor, We have neither given
nor received unauthorized aid on this
assignment.

Signed: Brandon Frazier

State Machine Design:

```
22 library IEEE;
23 use IEEE.STD_LOGIC_1164.ALL;
24
25 entity icalSM is
26     Port (x, clk, rst: in std_logic;
27           z: out std_logic);
28 end icalSM;
29
30 architecture Behavioral of icalSM is
31     type stateType is (S0, S1, S2, S3, S4);
32     signal presentState, nextState : stateType;
33 begin
34
35     clockProc : process(clk, rst)
36     begin
37         if(rst = '1') then
38             presentState <= S0;
39             --nextState <= S0;
40         elsif(rising_edge(clk)) then
41             presentState <= nextState;
42         end if;
43     end process clockProc;
44
45     nextStateProc : process(presentState, x)
46     begin
47         case presentState is
48             when S0 =>
49                 if(x = '0') then
50                     nextState <= S0;
51                 else
52                     nextState <= S1;
53                 end if;
54             when S1 =>
55                 if(x = '0') then
56                     nextState <= S0;
57                 else
58                     nextState <= S2;
59                 end if;
60             when S2 =>
61                 if(x = '0') then
62                     nextState <= S3;
63                 else
64                     nextState <= S2;
65                 end if;
66             when S3 =>
67                 if(x = '0') then
68                     nextState <= S0;
69                 else
70                     nextState <= S4;
71                 end if;
72             when S4 =>
73                 if(x = '0') then
74                     nextState <= S0;
75                 else
76                     nextState <= S2;
77                 end if;
78             end case;
79         end process nextStateProc;
80
81     outputProc: process(presentState)
82     begin
83         if(presentState = S4) then
84             z <= '1';
85         else
86             z <= '0';
87         end if;
88     end process outputProc;
89
90 end Behavioral;
91
```

State Machine Test Bench

```

library ieee;
use ieee.std_logic_1164.all;

entity icalTB is
end icalTB;

architecture behavior of icalTB is

    signal clk_sig : std_logic := '0';
    signal rst_sig : std_logic := '0';
    signal x_sig,z_sig : std_logic;
    constant Tperiod : time := 10 ns;

begin

    process(clk_sig)
    begin
        clk_sig <= not clk_sig after Tperiod/2;
    end process;

    rst_sig <= '0', '1' after 2 ns, '0' after 4 ns;

    x_sig <= '0', '1' after 30 ns, '0' after 40 ns, '1' after 50 ns,
    '0' after 90 ns, '0' after 110 ns, '1' after 120 ns,
    '0' after 140 ns, '1' after 150 ns, '0' after 170 ns,
    '1' after 180 ns, '0' after 190 ns;

    -- this is the component instantiation for the
    -- DUT - the device we are testing
    DUT : entity work.icalSM(Behavioral)
        port map(clk => clk_sig, rst => rst_sig,
                x => x_sig, z => z_sig);

end behavior;

```

Test Bench Run



