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## EXPERIMENT 5. INTRODUCTION TO VERILOG

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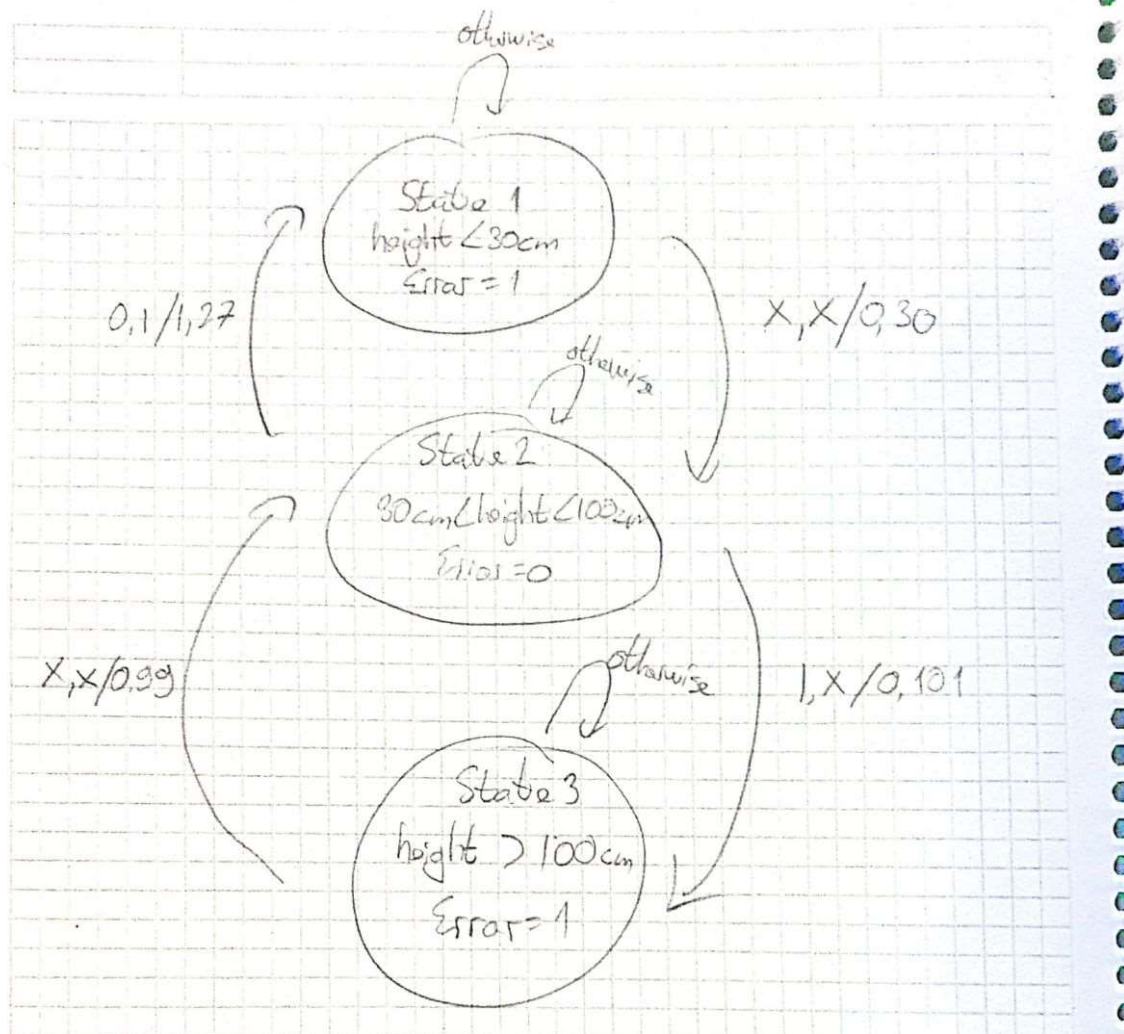
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**Design Question #** : 3

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### Important Notes:

- You will be expected to provide screenshots of simulation results. You have to take full screenshots for all of them. You can use the full-screen mode of the Snipping Tool for this. **DO NOT crop** any image.
- If the image is too dense or too small that makes it difficult to view, then add zoomed-in images as EXTRAS (again full screenshots).
- You will name your report as “**Exp#\_ DesignQuestion#\_StudentID.pdf**”
- You may make comments if any discrepancy occurs between your results and your expectations. You can write your expectations, possible reasons of that discrepancy, etc. below related section. **In addition to this report, DO NOT FORGET to upload your project files.**

1) Draw the state diagram of your module using paint or powerpoint.



2) Put your Verilog code of the module you have designed.

```
module design3(clk, fill, consume, error, height);
input clk, fill, consume ;
output reg error;
output reg [7:0] height;
integer amount=0, only_activate=0;
```

```
initial begin
error=1;
height=3'd000;
end
```

```
always @(posedge clk)begin
```

```
if(only_activate==0)begin
```

```
if(amount<40)begin
error=1;
only_activate=1;
amount = amount + 8;
end
```

```
else if(amount<=240 && amount>=40)begin
error = 0;
amount = amount + 8*fill - 4*consume;
only_activate = 0;
end
```

```
else if(amount>240)begin
error = 1;
amount = amount - 4;
only_activate = 1;
end
```

```
if(amount<=40) begin
height = (amount/4)*3;
end
else if(amount<120 && amount>40) begin
height = 30 + ((amount-40)/2);
end
else if(amount<248 && amount>=120)begin
height = 30 + 40 + ((amount-120)/4);
end
end
```

```
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.
.
```

```
.
.
.
```

```
else if(only_activate==1)begin
```

```
if(amount<=40)begin
if(amount>=40)begin
error=0;
end
amount = amount + 8;
only_activate = 0;
end
```

```
else if(amount>=240)begin
if(amount<=240)begin
error=0;
end
amount = amount - 4;
only_activate = 0;
end
```

```
if(amount<=40) begin
height = (amount/4)*3;
end
else if(amount<120 && amount>40) begin
height = 30 + ((amount-40)/2);
end
else if(amount<248 && amount>=120)begin
height = 30 + 40 + ((amount-120)/4);
end
```

```
end
if(height<30||height>100)begin
error=1;
end
else begin
error=0;
end
end
```

```
endmodule
```

3) Put your Testbench code of the module you have designed.

```
`timescale 1 ns / 1 ps

module design3_tb();

reg clk, fill, consume;
wire error;
wire [7:0] height;

design3 dut (.clk(clk), .fill(fill), .consume(consume),
.error(error),.height(height));

initial begin
    clk = 0;
    fill = 0;
    consume = 0;
end
// Clock setup
always begin
    clk <= 0; #5 ; clk <= 1; #5 ;
end
always begin
    #10;
    fill <= 0;
    consume <= 0;
    #10;
    fill <=1;
    consume <=0;
    #10;
    fill <=1;
    consume <=1;
    #10
    fill <=1;
    consume <=0;
    #10
    fill <=1;
    consume <=0;
    #10
    fill <=0;
    consume <= 1;
    #10
    fill <=1;
    consume <=0;
    #10
    fill <=1;
    consume <=0;
    #10;

end

endmodule
```

4) Put the simulation results of the module you have designed.

