DESIGN AND IMPLEMENTATION OF A DIGITAL CLOCK TIMER USING VERILOG

By:-KOTHAPALLI MAHITH VATHSAV

 $MAY 5^{TH}$, 2025

Objective:-

The objective of this project is to design and implement a digital clock timer using Verilog HDL that counts seconds, minutes, and hours up to 23:59:59 based on a clock pulse input. The design aims to simulate real-time clock functionality using synchronous counters and rollover logic.

Theory:-

- 1) Digital Clock Basics
 - A digital clock works by counting seconds, minutes, and hours using counters. A real-time clock counts from 00:00:00 to 23:59:59 and resets thereafter.
- 2) Verilog Counters
 - In this project, synchronous counters are used, where counting happens on every positive clock edge. Three 6-bit counters represent:
 - ss (seconds)
 - mm (minutes)
 - hh (hours)
- 3) Rollover Logic
 - Seconds increment from 0 to 59. After 59, it resets to 0 and increments minutes.
 - Minutes increment from 0 to 59. After 59, it resets to 0 and increments hours.
 - Hours increment from 0 to 23. After 23, it resets to 0.
- 4) Hardware Description Language (HDL)

Verilog is used for describing digital systems. Here, the clock timer is implemented with always blocks triggered on the rising edge of the clock, using if-else logic for rollover conditions.

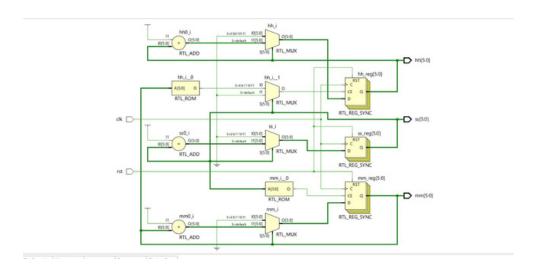
- 5) Hardware Description Language (HDL)
 - Verilog is used for describing digital systems. Here, the clock timer is implemented with always blocks triggered on the rising edge of the clock, using if-else logic for rollover conditions.
- 6) Methodology / Design Steps
 - 1. Define Inputs and Outputs
 - o Inputs: Clock (clk), Reset (rst)
 - Outputs: 6-bit outputs for seconds (ss), minutes (mm), and hours (hh)
 - 2. Write Counter Logic in Verilog
 - Use synchronous logic (always @(posedge clk)).
 - Implement nested rollover conditions for sec → min
 → hour.

Design part:-

•

Testbench part:-

Eloborated design part:



Output Waveform part:-





Want to discuss on this:-

vathsavkothapalli12092004@gmail.com

Follow this page for more VLSI content:-



