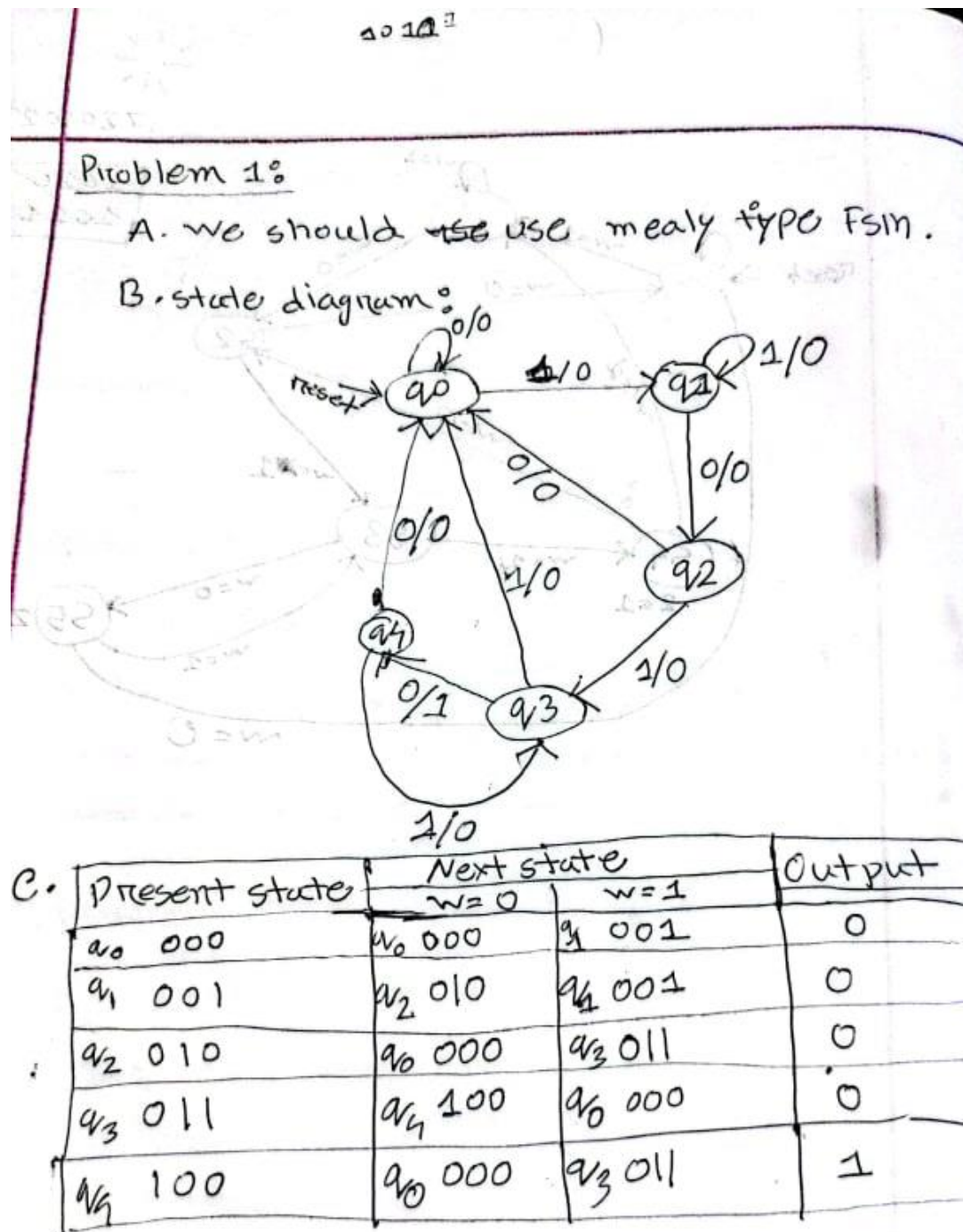


Task 1:



Code:

```

module task_1(clk,resetn,w,z);

input clk,resetn,w;

output reg z;

reg y, Y;

parameter [3:1] q0=3'b000,
                q1=3'b001,
                q2=3'b010,
                q3=3'b011,
                q4=3'b100;

always@(w,y)
    case (y)
        q0: if (w)
            begin
                z = 0;
                Y = q1;
            end
        else
            begin
                z = 0;
                Y = q0;
            end
        q1: if (w)
            begin
                z = 0;
                Y = q1;
            end
        else
            begin

```

```
z = 0;  
Y = q2;  
end  
q2: if (w)  
begin  
z = 0;  
Y = q3;  
end  
else  
begin  
z = 0;  
Y = q0;  
end  
q3: if (w)  
begin  
z = 0;  
Y = q0;  
end  
else  
begin  
z = 1;  
Y = q4;  
end  
q4: if (w)  
begin  
z = 0;  
Y = q3;  
end  
else
```

```

begin

z = 0;

Y = q0;

end

endcase

```

always @ (negedge resetn, posedge clk)

```

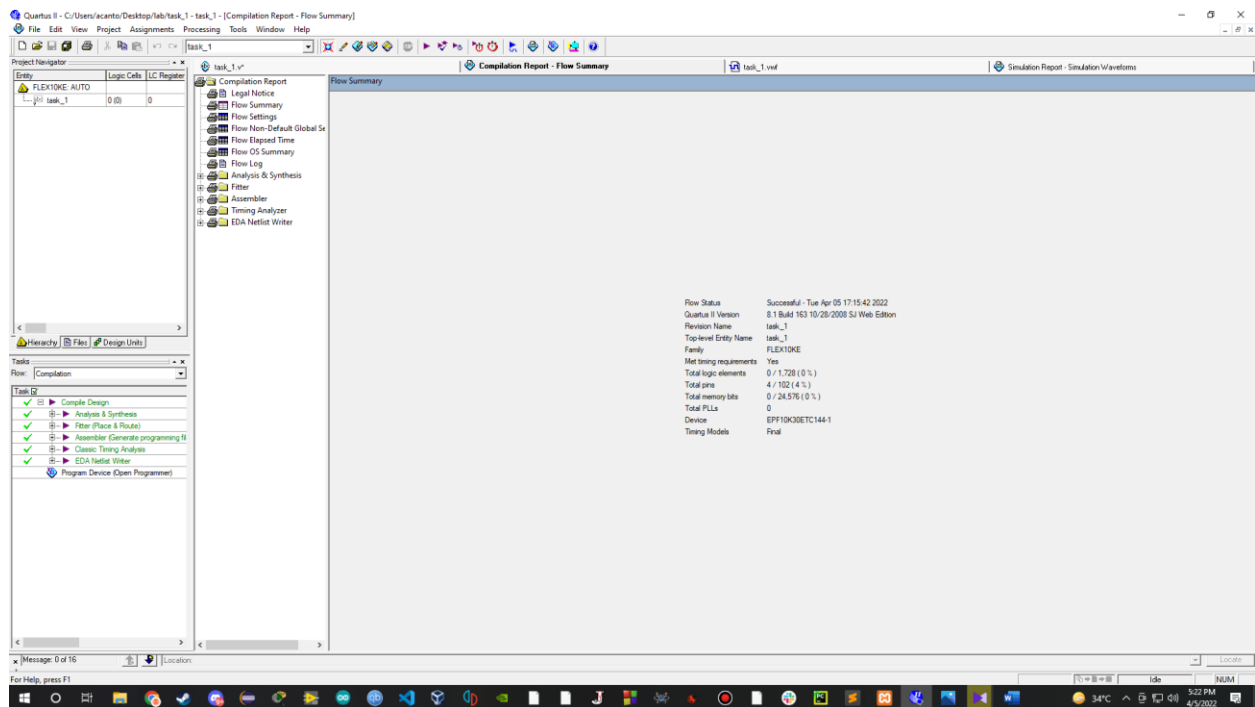
if (resetn == 0) y <= q0;

else y<=Y;

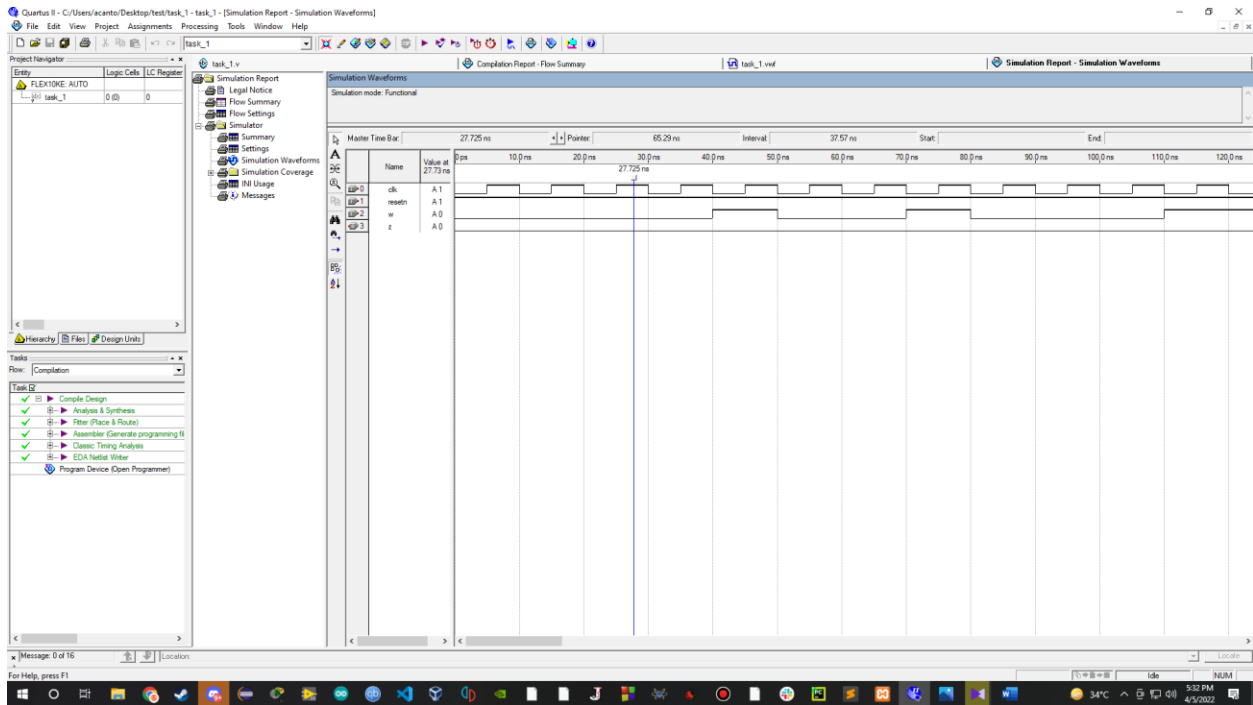
```

endmodule

compilation report:



simulation report:



Task 2:

Problem 2: A) state diagram:

```

    graph LR
      S0((S0)) -- "0/0,0" --> S0
      S0 -- "20/1,5" --> S0
      S0 -- "0/0,10" --> S1((S1))
      S1 -- "10/0,0" --> S0
      S1 -- "0/0,10" --> S1
      S1 -- "10/1,5" --> S1
      S1 -- "20,1,15" --> S1
  
```

B) Machine will produce 4 types of changes. There needs to be 2 bit change output required to represent the returned money.

clock	t <sub>1</sub>	t <sub>2</sub>	t <sub>3</sub>	t <sub>4</sub>	t <sub>5</sub>	t <sub>6</sub>	t <sub>7</sub>	t <sub>8</sub>	t <sub>9</sub>	t <sub>10</sub>
money	0	10	0	0	10	10	0	0	20	0
buy	0	0	0	0	0	1	0	0	1	0
change	0	0	10	0	0	5	0	0	5	0

(c) State assign table

Present state $Y_2 Y_1$	Next state $Y_2 Y_1$ $w_2 w_1$				output							
					$Z$ $(w_2 w_1)$				$c$ $(w_2 w_1)$			
	00	01	10	11	00	01	10	11	00	01	10	11
00	00	01	00	d	0	0	1	d	00	00	01	d
01	00	00	00	d	0	1	1	d	00	00	11	d

changes

$0 \rightarrow 00$   
 $5 \rightarrow 01$   
 $10 \rightarrow 10$   
 $11 \rightarrow 15$

changes	
<del><math>00 \rightarrow 0 + K</math></del>	<del><math>00 \rightarrow 0 + K</math></del>
<del><math>01 \rightarrow 10 + K</math></del>	<del><math>01 \rightarrow 5 + K</math></del>
<del><math>10 \rightarrow 20 + K</math></del>	<del><math>10 \rightarrow 10 + K</math></del>
<del><math>11 \rightarrow 5 + K</math></del>	<del><math>11 \rightarrow 15 + K</math></del>

Code:

```

module task_2(clock, reset, cash_in, purchase, present_state, next_state, cash_return);
    input clock, reset;

```

```

input [1:0] cash_in;

output reg purchase;

output reg [1:0] cash_return, present_state, next_state;

parameter      state0= 2'b00,

                state1= 2'b01,

                n = 15,

                R0= 2'b00,

                R5= 2'b01,

                R10= 2'b10,

                R15= 2'b11;

always@(posedge clock)
begin
    if(reset==1)
    begin
        present_state = state0;
        next_state = state0;
    end
    else
    begin
        present_state = next_state;

        case(present_state)
        state0: if(cash_in == 2'b00)
            begin
                next_state = state0;
                purchase =0;
                cash_return = R0;
            end

```

```

else if(cash_in == 2'b01)
    begin
        next_state = state1;
        purchase = 0;
        cash_return = R0;
    end
else if(cash_in == 2'b10)
    begin
        next_state = state0;
        purchase = 1;
        cash_return = R5;
    end

state1: if(cash_in == 2'b00)
    begin
        next_state = state0;
        purchase = 0;
        cash_return = R10;
    end
else if(cash_in == 2'b01)
    begin
        next_state = state0;
        purchase = 1;
        cash_return = R5;
    end
else if(cash_in == 2'b10)
    begin
        next_state = state0;
        purchase = 1;
    end

```



cash\_return = R15;

end

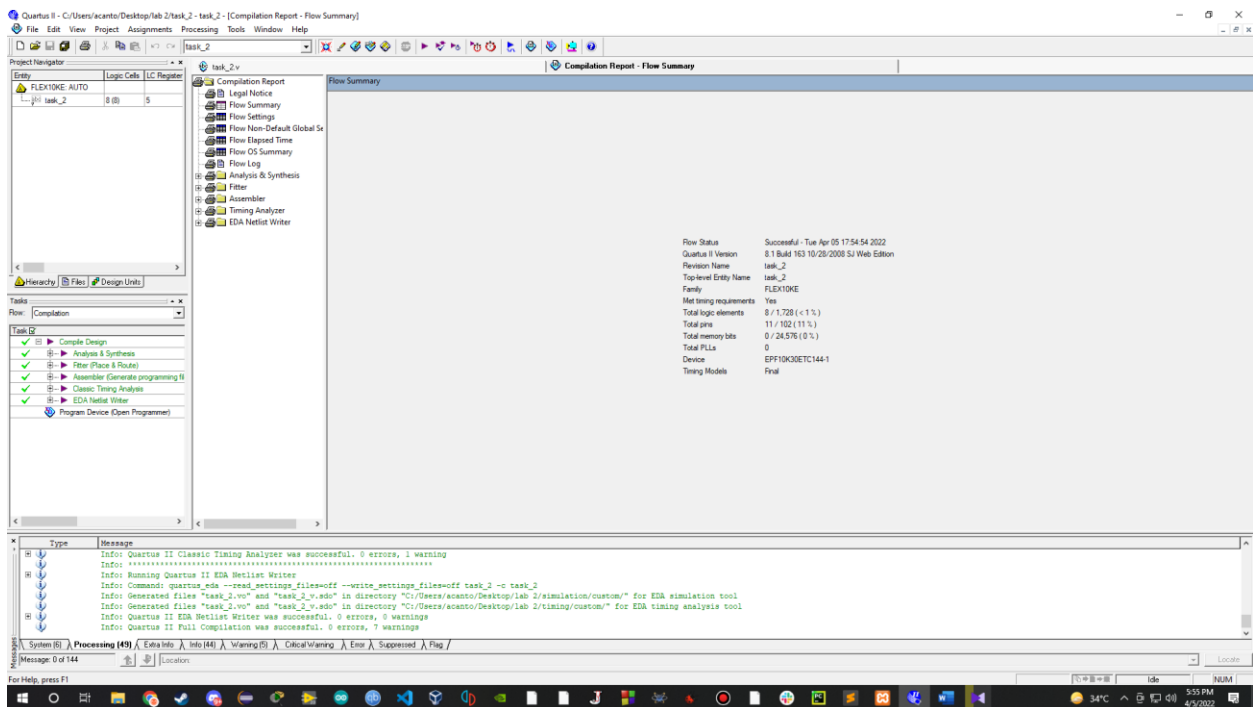
endcase

end

end

endmodule

compilation report:



simulation report:

