

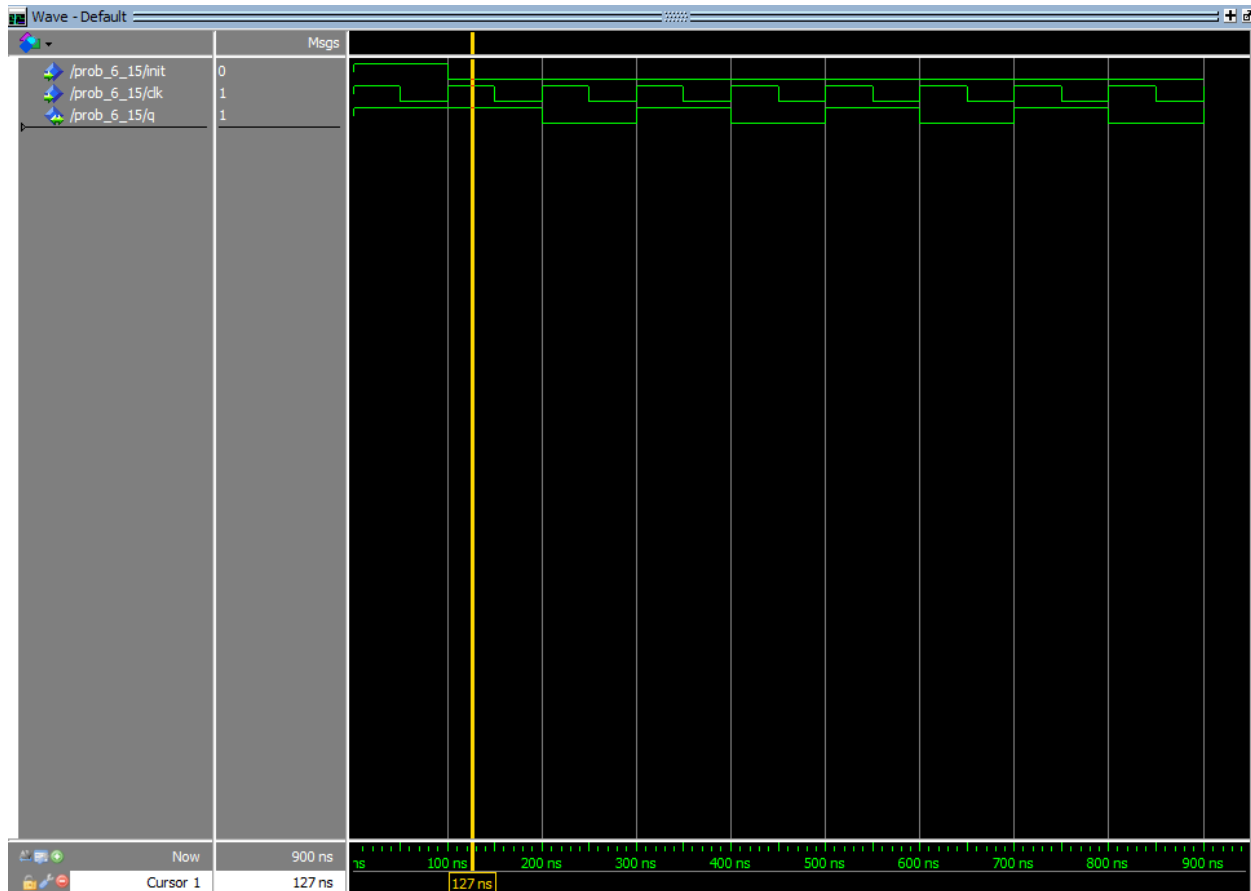
## Lab 4

### Problem 6.15:

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity Prob_6_15 is port (
    init, clk : in std_logic;
    q : inout std_logic
);
end Prob_6_15;

architecture behavioral of Prob_6_15 is
begin
    process (init, clk)
    begin
        if init = '1' then q <= '1';
        elsif rising_edge(clk) then
            case q is
                when '0' => q <= '1';
                when '1' => q <= '0';
                when others => null;
            end case;
        end if;
    end process;
end behavioral;
```



**Problem 6.44:**

architecture dataflow of Prob\_6\_44 is

    signal q2, q1, q0: std\_logic;

begin

    q2 <= (not q(2) and not q(1) and q(0));

    q1 <= (q(2) and not q(1) and not q(0));

    q0 <= (not q(2) and q(1) and not q(0));

    q <= "001" when init = '1' else

        (q2,q1,q0) when rising\_edge(clk);

end dataflow;

**Problem 6.45:**

library IEEE;

use IEEE.STD\_LOGIC\_1164.ALL;

entity Prob\_6\_44 is port (

    init, clk : in std\_logic;

    q : inout std\_logic\_vector (2 downto 0)

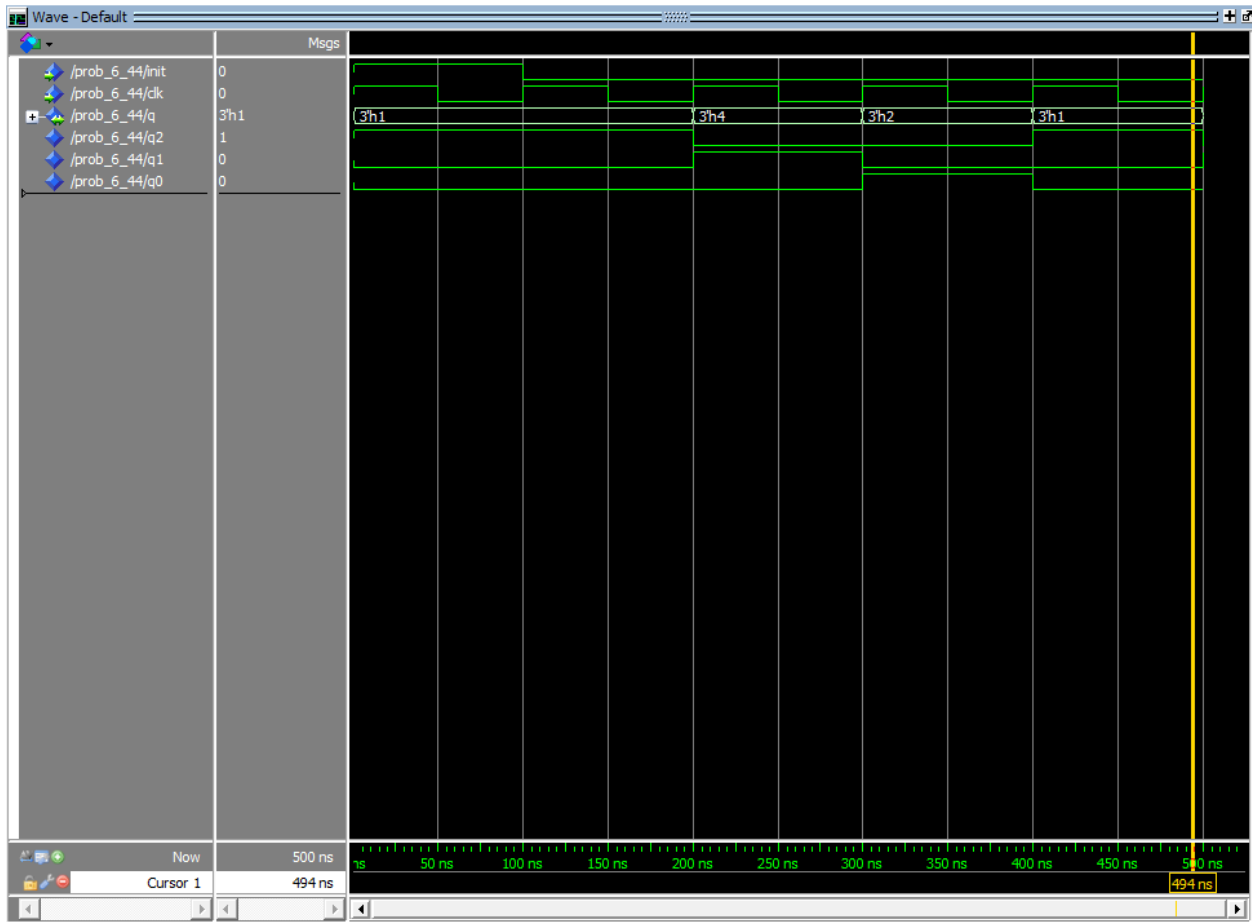
```
);  
end Prob_6_44;
```

**Problem 6.46:**

```
library IEEE;  
use IEEE.STD_LOGIC_1164.ALL;
```

```
entity Prob_6_44 is port (  
    init, clk : in std_logic;  
    q : inout std_logic_vector (2 downto 0)  
);  
end Prob_6_44;
```

```
architecture dataflow of Prob_6_44 is  
    signal q2, q1, q0: std_logic;  
begin  
    q2 <= (not q(2) and not q(1) and q(0));  
    q1 <= (q(2) and not q(1) and not q(0));  
    q0 <= (not q(2) and q(1) and not q(0));  
  
    q <= "001" when init = '1' else  
        (q2,q1,q0) when rising_edge(clk);  
end dataflow;
```



#### Problem 6.59:

architecture behavioral of Prob\_6\_59 is

begin

process (clk, rst)

begin

    if rst = '1' then q <= "0000";

    elsif rising\_edge(clk) then q <= q + 2;

    end if;

end process;

end behavioral;

#### Problem 6.60:

library IEEE;

use IEEE.STD\_LOGIC\_1164.ALL;

use IEEE.STD\_LOGIC\_UNSIGNED.ALL;

entity Prob\_6\_59 is port (

    rst, clk : in std\_logic;

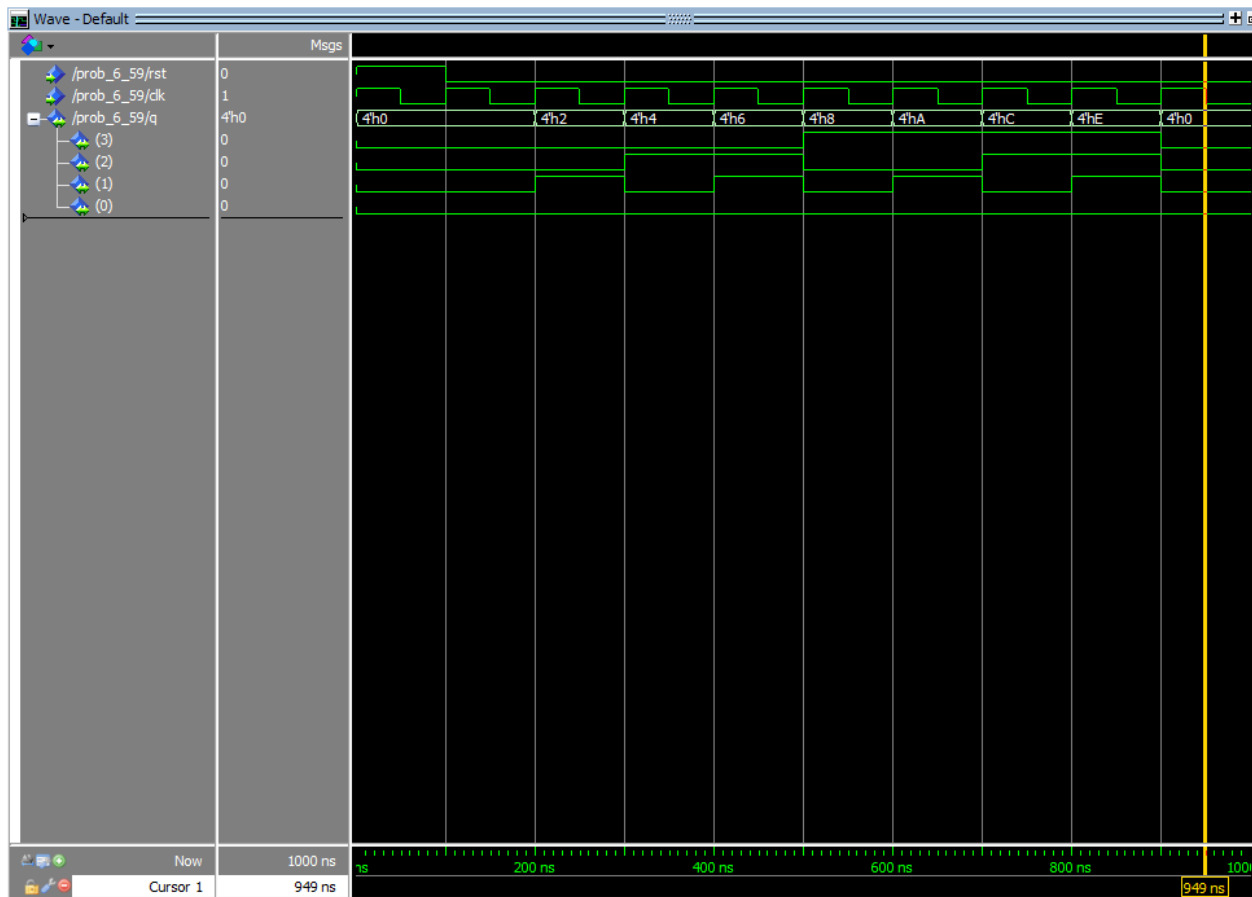
```
        q : inout std_logic_vector (3 downto 0)
    );
end Prob_6_59;
```

**Problem 6.61:**

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

entity Prob_6_59 is port (
    rst, clk : in std_logic;
    q : inout std_logic_vector (3 downto 0)
);
end Prob_6_59;

architecture behavioral of Prob_6_59 is
begin
    process (clk, rst)
    begin
        if rst = '1' then q <= "0000";
        elsif rising_edge(clk) then q <= q + 2;
        end if;
    end process;
end behavioral;
```



### Problem 6.67:

$100 \text{ MHz} / 10 \text{ Hz} = 10 \text{ million} / 2 = 5 \text{ million}$  clock cycles for each half period to generate an accurate frequency of 10 Hz.

$100 \text{ MHz} / 4 \text{ Hz} = 25 \text{ million} / 2 = 12.5 \text{ million}$  clock cycles for each half period to generate an accurate frequency of 4 Hz.

### Problem 6.70:

architecture behavioral of Prob\_6\_70 is

begin

process (set, clk)

begin

if set = '1' then q <= "11";

elsif rising\_edge(clk) then

case q is

when "11" => q <= "10";

when "10" => q <= "01";

when "01" => q <= "00";

when "00" => q <= "11";

when others => null;

```

        end case;
    end if;
end process;
end behavioral;

```

**Problem 6.71:**

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity Prob_6_70 is port (
    set, clk : in std_logic;
    q : inout std_logic_vector (1 downto 0)
);
end Prob_6_70;

```

**Problem 6.72:**

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity Prob_6_70 is port (
    set, clk : in std_logic;
    q : inout std_logic_vector (1 downto 0)
);
end Prob_6_70;

architecture behavioral of Prob_6_70 is
begin
    process (set, clk)
    begin
        if set = '1' then q <= "11";
        elsif rising_edge(clk) then
            case q is
                when "11" => q <= "10";
                when "10" => q <= "01";
                when "01" => q <= "00";
                when "00" => q <= "11";
                when others => null;
            end case;
        end if;
    end process;
end behavioral;

```

