

Institute of Engineering & Management
Department of Computer Science & Engineering
Computer Architecture Laboratory for 2nd year 4th semester 2018
Code: CS 493

Date: 21/04/18

WEEK-8

Assignment-1: Implementation of SR, JK, D & T Flipflops using Xilinx ISE.

Objective: To implement SR Flipflop

Software used:

<u>Property Name</u>	<u>Value</u>
Device family	Spartan 3
Device	XC3S50
Package	PQ208
Speed	-5
Top-level source type	HDL
Synthesis Tool	XST(VHDL/Verilog)
Simulator	ISE Simulator
Preferred Language	VHDL

Theory:

- i. Make VHDL with required port specification.
- ii. Calculate the value c for both data flow and behavioral model using if and else statement with required condition.
- iii. Make test bench waveform and check for the given inputs.

Truth Table:

CLK	S	R	Q_{n+1}	Q_{n+1}^c
0	1	0	Q_n	Q_n^c
1	0	0	Q_n	Q_n^c
1	0	1	0	1
1	1	0	1	0
1	1	1	Invalid	Invalid

Code:

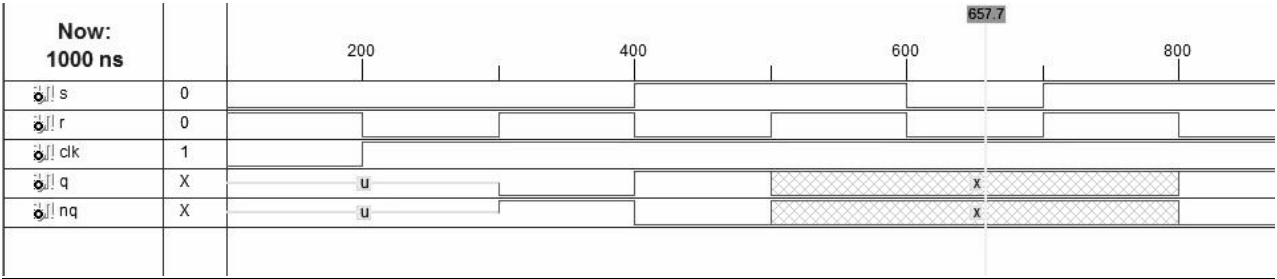
```
entity srff1 is
  Port ( S : in STD_LOGIC;
        R : in STD_LOGIC;
        CLK : in STD_LOGIC;
        Q : inout STD_LOGIC;
        NQ : inout STD_LOGIC);
end srff1;
```

architecture Behavioral of srff1 is

```
begin
process(S,R,CLK)
begin
NQ<=not Q;
if CLK='0' then
Q<=Q;
NQ<= not Q;
else
if(R='0' and S='0') then
Q<=Q;
NQ<=not Q;
elsif(R='1' and S='0') then
Q<='0';
NQ<='1';
elsif(R='0' and S='1') then
Q<='1';
NQ<='0';
elsif(R='1' and S='1') then
Q<='X';
NQ<='X';
end if;
end if;
end process;
end Behavioral;
```

Model:

Output:



Objective: To implement JK Flipflop

Software used:

<u>Property Name</u>	<u>Value</u>
Device family	Spartan 3
Device	XC3S50
Package	PQ208
Speed	-5
Top-level source type	HDL
Synthesis Tool	XST(VHDL/Verilog)
Simulator	ISE Simulator
Preferred Language	VHDL

Theory:

- Make VHDL with required port specification.
- Calculate the value c for both data flow and behavioral model using if and else statement with required condition.
- Make test bench waveform and check for the given inputs.

Truth Table:

CLK	S	R	Q_{n+1}	Q_{n+1}^c
0	1	0	Q_n	Q_n^c
1	0	0	Q_n	Q_n^c
1	0	1	0	1
1	1	0	1	0
1	1	1	Q_n^c	Q_n

Code:

entity jkff is

```
Port ( clk : in  STD_LOGIC;
      j : in  STD_LOGIC;
      k : in  STD_LOGIC;
      q : inout STD_LOGIC;
      nq : inout STD_LOGIC);
```

end jkff;

architecture Behavioral of jkff is

begin

process(j,k,clk)

begin

if clk='0' then

q<=q;

nq<=not q;

else

if (j='0' and k='0') then

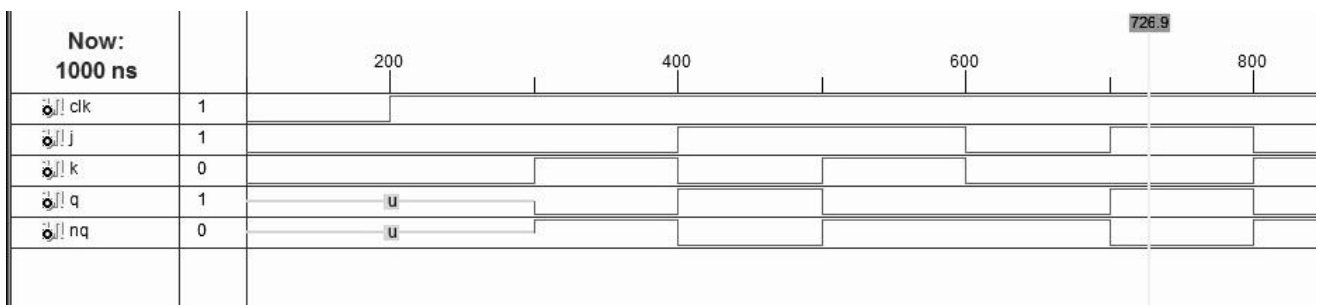
```

q<=q;
nq<=not q;
elsif (j='0' and k='1') then
q<='0';
nq<='1';
elsif (j='1' and k='0') then
q<='1';
nq<='0';
else
q<=nq;
nq<= not nq;
end if;
end if;
end process;
end Behavioral;

```

Model:

Output:



Objective: To implement D Flipflop

Software used:

<u>Property Name</u>	<u>Value</u>
Device family	Spartan 3
Device	XC3S50
Package	PQ208
Speed	-5
Top-level source type	HDL
Synthesis Tool	XST(VHDL/Verilog)
Simulator	ISE Simulator
Preferred Language	VHDL

Theory:

- Make VHDL with required port specification.
- Calculate the value c for both data flow and behavioral model using if and else statement with required condition.
- Make test bench waveform and check for the given inputs.

Truth Table:

D	Q_{n+1}	$\underline{Q_{n+1}}^c$
1	1	0
0	0	1

Code:

entity dff1 is

Port (D : in STD_LOGIC;

Q : inout STD_LOGIC;

NQ : inout STD_LOGIC);

end dff1;

architecture Behavioral of dff1 is

begin

process(D)

begin

if D='0' then

Q<='0';

NQ<='1';

else

Q<='1';

NQ<='0';

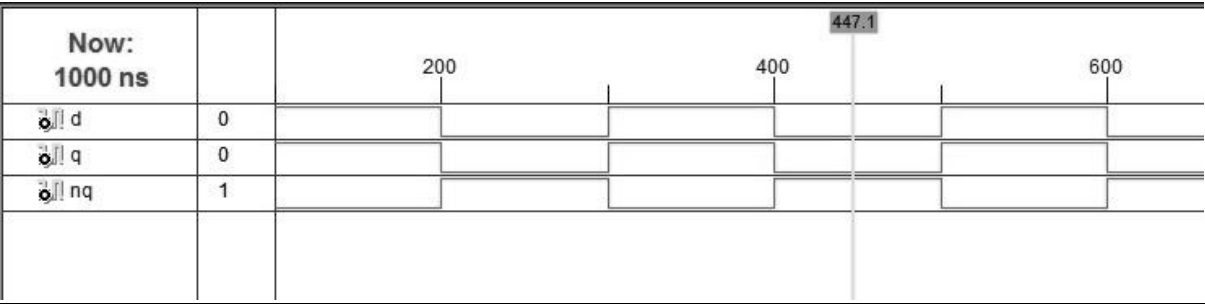
end if;

end process;

end Behavioral;

Model:

Output:



Objective: To implement T Flipflop

Software used:

<u>Property Name</u>	<u>Value</u>
Device family	Spartan 3
Device	XC3S50
Package	PQ208
Speed	-5
Top-level source type	HDL
Synthesis Tool	XST(VHDL/Verilog)
Simulator	ISE Simulator
Preferred Language	VHDL

Theory:

- Make VHDL with required port specification.
- Calculate the value c for both data flow and behavioral model using if and else statement with required condition.
- Make test bench waveform and check for the given inputs.

Truth Table:

T	Q_{n+1}	Q_{n+1}^c
1	Q_n^c	Q_n
0	Q_n	Q_n^c

Code:

entity tff1 is

Port (T : in STD_LOGIC;

Q : inout STD_LOGIC:= '1';

NQ : inout STD_LOGIC:= '0');

end tff1;

architecture Behavioral of tff1 is

begin

process(T)

variable x : STD_LOGIC := '1';

begin

if T='1' then

Q<= not Q;

NQ<= not NQ;

end if;

end process;

end Behavioral;

Model:

Output:

