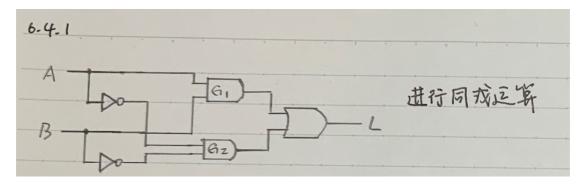
6.4.1



6.6.3

```
module Encoder8to3_bh(EI, I, Y, GS, E0);
input EI;
input [7:0] I;
output reg [2:0] Y;
output reg GS, EO;
always@(EI, I)
   if(!EI) begin Y = 3'd0; GS = 0; E0=0; end
          GS = 1; E0 = 0
          casex(1)
          8b'1xxx_xxxx: Y = 3d'7;
          8b'01xx_xxxx: Y = 3d'6;
          8b'001x_xxxx: Y = 3d'5;
          8b'0001_xxxx: Y = 3d'4;
          8b'0000_1xxx: Y = 3d'3;
          8b'0000_01xx: Y = 3d'2;
          8b'0000_001x: Y = 3d'1;
          8b'0000_0001: Y = 3d'0;
          default: begin Y = 3'd0; GS = 0; EO = 1; end
```

```
module D_FF(Q,D,CP,Rd); //module D_FF with asynchronous reset output Q;
input D,CP,Rd;
reg Q;
always @(posedge CP or negedge Rd)
if (~Rd) Q <= 1'b0;
else Q <= D; endmodule
module ripplecounter (Q0,Q1,Q2,Q3,CP,Rd); //Ripple counter output
Q0,Q1,Q2,Q3;
input CP, Rd;
input [3:0]D;
output reg [3:0]D;
always@(posedge clk)
   D_FF(Q0,~Q0,CP,~Rd);
   D_FF(Q1,~Q1,CP,~Rd);
   D_FF(Q2,~Q2,CP,~Rd);
   D_FF(Q3,~Q3,CP,~Rd);
end
endmodule
```

```
module JK_FF(J,K,CP,Q,Qnot); //参见例 6.6.6 output Q,Qnot;
   1J >C1 1K
   1J >C1 1K
   input J,K,CP;
   reg Q;
   assign Qnot = \sim Q ; always @(posedge CP)
   case ({J,K}) //根据 J、K 的值进行选择 2'b00: Q <= Q;
   2'b01: Q <= 1'b0;
   2'b10: Q <= 1'b1;
   2'b11: Q <= ~ Q;
endmodule
module Up_Down (Q,CP,Up_Down); //IEEE 1364-1995 Syntax
   input CP,Up_Down;
   output [2:0]Q;
   wire UP, CP1, CP2;
   wire $1,$2,$3, $5,$6,$7;
   always@(posedge CP)
      JK_FF(1,1,CP,Q0,S1);
      and(S2,Q0,Up_Down);
      and(S3,S1,UP);
      or(CP1,S2,S3);
      always@(posedge CP1)
          JK_FF@(1,1,CP1,Q1,S5);
          and(S6,Q1,Up_Down);
         and(S7,S5,UP);
         or(CP2,S6,S7);
          always@(posedge CP2);
             JK_FF(1,1,CP2,Q2,~Q2);
```

```
module Step_motor(
   input M,CP,nCR, // Input Ports
   output A,B,C // Output Ports
   );
   reg [2:0] current_state, next_state;
   // Parameter Declarations
   parameter [2:0] S0=3'b000, S1=3'b001, S2=3'b010, S3=3'b011,
           S4=3'b100, S5=3'b101, S6=3'b110, S7=3'b111;
   case(current_state)
      S0: next state <= S1;
      S1: if(M) next_state <= S3; else next_state <= S5;</pre>
      S2: if(M) next_state <= S6; else next_state <= S3;
      S3: if(M) next_state <= S2; else next_state <= S1;
      S4: if(M) next_state <= S5; else next_state <= S6;
      S5: if(M) next_state <= S1; else next_state <= S4;
      S6: if(M) next_state <= S4; else next_state <= S2;
      S7: next_state <= S6;
```

```
module OneDigitComparator(
   input A,B,
   output F1,F2,F3;//F1 for A>B, F2 for A==B and F3 for A<B</pre>
   reg G1,G2,G3;
   and(G1,A,~B);
   and (G2, \sim A, B);
   nor(G3,G1,G2);
   if (G1)
endmodule
module TwoDigitComparator(
   input A1, A2, B1, B2,
   output F1,F2,F3;
   reg G1,G2,G3,G4,G5;
   OneDigitComparator (A1,B1,F11,F12,F13);
   OneDigitComparator (A2,B2,F21,F22,F23);
   and(G1,F12,F13);
   and(G2,F12,F23);
   and(G1,F12,F23);
   or(G4,F11,G1);
   or(G5,F13,G2);
endmodule
```