SIMULATION AND IMPLEMENTATION OF SEQUENTIAL LOGIC CIRCUITS

AIM: To simulate and synthesis SR, JK, T, D - FLIPFLOP, COUNTER DESIGN using Xilinx ISE.

APPARATUS REQUIRED:

Xilinx 14.7 Spartan6 FPGA

PROCEDURE:

STEP:1 Start the Xilinx navigator, Select and Name the New project.

STEP:2 Select the device family, device, package and speed.

STEP:3 Select new source in the New Project and select Verilog Module as the Source type.

STEP:4 Type the File Name and Click Next and then finish button. Type the code and save it. STEP:5 Select the Behavioral Simulation in the Source Window and click the check syntax.

STEP:6 Click the simulation to simulate the program and give the inputs and verify the outputs as per the truth table.

STEP:7 Select the Implementation in the Sources Window and select the required file in the Processes Window.

STEP:8 Select Check Syntax from the Synthesize XST Process. Double Click in the FloorplanArea/IO/Logic-Post Synthesis process in the User Constraints process group. UCF(User constraint File) is obtained.

STEP:9 In the Design Object List Window, enter the pin location for each pin in the Loc column Select save from the File menu.

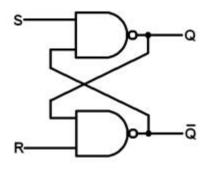
STEP:10 Double click on the Implement Design and double click on the Generate Programming File to create a bitstream of the design.(.v) file is converted into .bit file here.

STEP:11 On the board, by giving required input, the LEDs starts to glow light, indicating the output.

LOGIC DIAGRAM

SR FLIPFLOP:

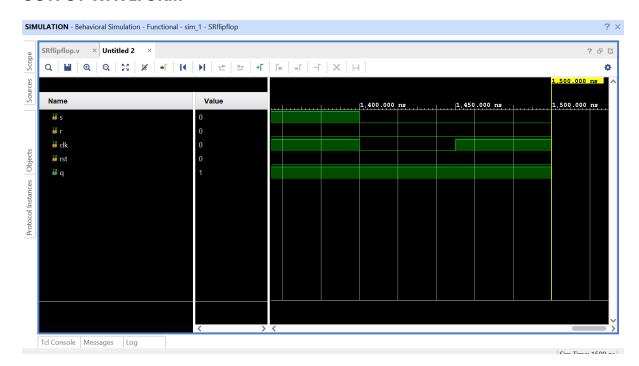
SR Flip Flop



| Sno | S | R | Q | Q' | State |
|-----|---|---|---|----|----------------|
| 1 | 1 | 0 | 1 | 0 | Q is set to 1 |
| 2 | 1 | 1 | 1 | 0 | No change |
| 3 | 0 | 1 | 0 | 1 | Q' is set to 1 |
| 4 | 1 | 1 | 0 | 1 | No change |
| 5 | 0 | 0 | 1 | 1 | Invalid |

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```
module SRflipflop(s,r,clk,rst,q);
input s,r,clk,rst;
output q;
reg q;
always@(posedge clk)
begin
 if(rst)
 q<=1'b0;
 else
  begin
    case({s,r})
    2'b00:q<=q;
     2'b01:q<=1'b0;
     2'b10:q<=1'b1;
     2'b11:q<=1'bx;
    default:q<=1'bx;</pre>
    endcase
    end
   end
 endmodule
```



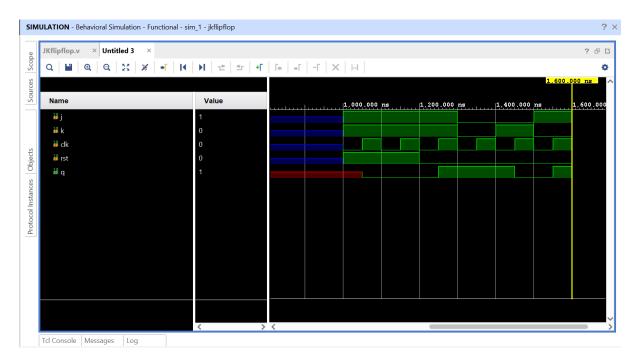
JK FLIPFLOP:

Truth Table

| J | K | CLK | Q |
|---|---|----------|----------------------------|
| 0 | 0 | † | Q ₀ (no change) |
| 1 | 0 | † | 1 |
| 0 | 1 | † | 0 |
| 1 | 1 | † | \overline{Q}_0 (toggles) |

```
module jkflipflop(j,k,clk,rst,q);
input j,k,clk,rst;
output q;
reg q;
always@(posedge clk)
begin
  if(rst)
  q<=1'b0;
  else
  begin
    case({j,k})
    2'b00:q<=q;
    2'b01:q<=1'b0;</pre>
```

```
2'b10:q<=1'b1;
2'b11:q<=~q;
default:q<=1'bx;
endcase
end
end
endmodule
```

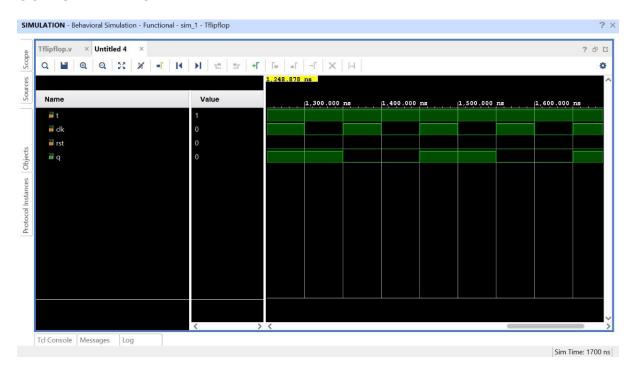


T FLIPFLOP:

| Innut | Outputs | | | |
|-------|----------------|------------------|--|--|
| Input | Present State | Next State | | |
| Т | Q _n | Q _{n+1} | | |
| 0 | 0 | 0 | | |
| 0 | 1 | 1 | | |
| 1 | 0 | 1 | | |
| 1 | 1 | 0 | | |

```
module Tflipflop(t,clk,rst,q);
input t,clk,rst;
output q;
```

```
reg q;
always@(posedge clk)
begin
  if(rst)
  q<=0;
  else if(t)
  q<=~q;
  else
  q<=q;
end
endmodule</pre>
```



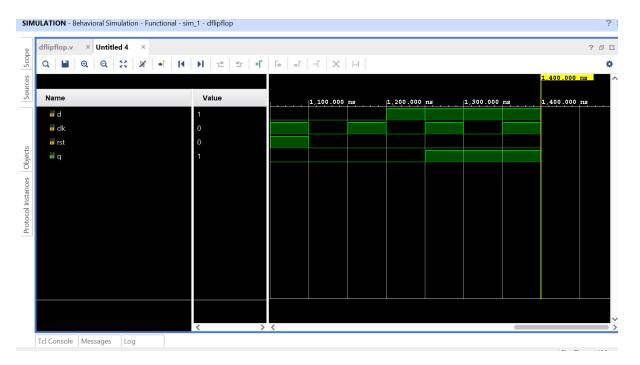
D FLIPFLOP:

| D | Q(Current) | Q(n+1) (Next) | |
|---|------------|------------------|--|
| 0 | 0 | 0 | |
| 0 | 1 | 0 | |
| 1 | 0 | 1 | |
| 1 | 1 | 1 | |

VERILOG CODE

```
module dflipflop(d,clk,rst,q);
input d,clk,rst;
output reg q;
always @(posedge clk)
begin
if(rst)
q <=1'b0;
else
q <= d;
end
endmodule</pre>
```

OUTPUT WAVEFORM



COUNTER

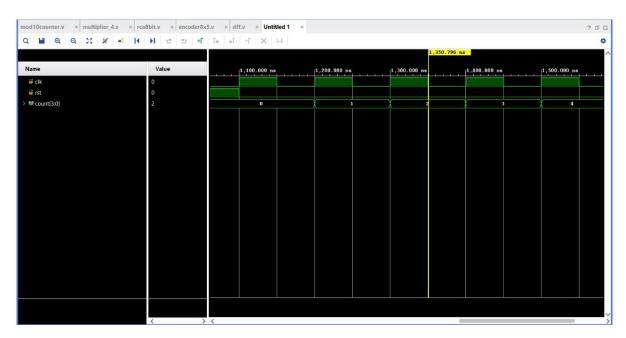
| Rst | CLK | 03 | 02 | 01 | 00 |
|-----|-----|----|----|----|----|
| 1 | 1 | 0 | 0 | 0 | 0 |
| 0 | 1 | 0 | 0 | 0 | 1 |
| 0 | 1 | 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 | 1 | 1 |
| 0 | 1 | 0 | 1 | 0 | 0 |
| 0 | 1 | 0 | 1 | 0 | 1 |
| 0 | 1 | 0 | 1 | 1 | 0 |
| 0 | 1 | 0 | 1 | 1 | 1 |
| 0 | 1 | 1 | 0 | 0 | 0 |
| 0 | 1 | 1 | 0 | 0 | 1 |
| 0 | 1 | 1 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 | 1 | 1 |
| 0 | 1 | 1 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 | 0 | 1 |
| 0 | 1 | 1 | 1 | 1 | 0 |
| 0 | 1 | 1 | 1 | 1 | 1 |
| 0 | 1 | 0 | 0 | 0 | 0 |

MOD10 COUNTER:

VERILOG CODE

```
module mod10(clk,rst,count);
input clk,rst;
output[3:0]count;
reg[3:0]count;
always@(posedge clk)
begin
if(rst|count==4'b1001)
count<=4'b0;
else
count<=count+1;
end
endmodule</pre>
```

OUTPUT WAVEFORM

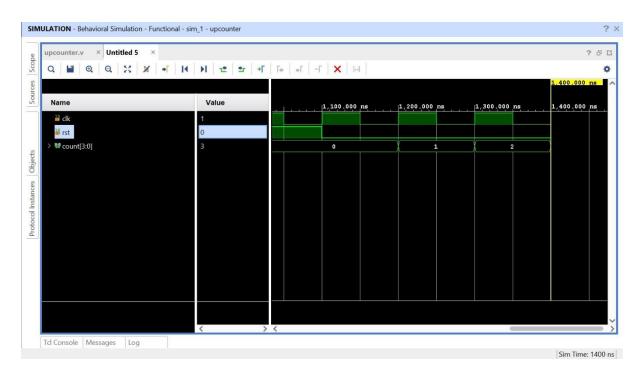


UP COUNTER:

```
module upcounter(clk,rst,count);
input clk,rst;
output[3:0]count;
reg[3:0]count;
always@(posedge clk)
begin
if(rst)
count<=4'b0;</pre>
```

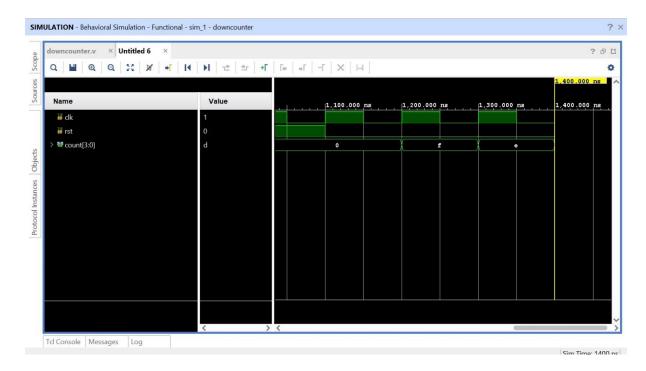
else
count<=count+1;
end
endmodule</pre>

OUTPUT WAVEFORM



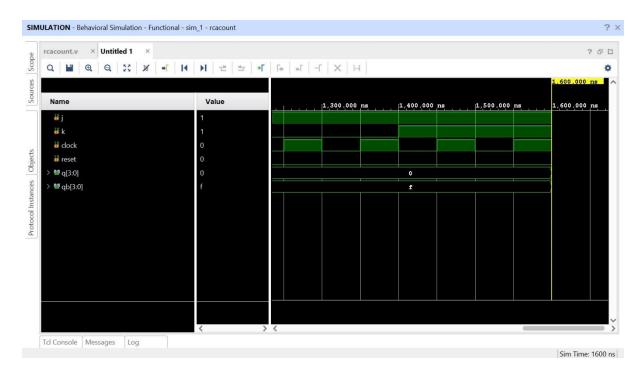
DOWN COUNTER:

```
module downcounter(clk,rst,count);
input clk,rst;
output[3:0]count;
reg[3:0]count;
always@(posedge clk)
begin
if(rst)
count<=4'b0;
else
count<=count-1;
end
endmodule</pre>
```



RIPPLECARRY COUNTER:

```
module jkff(j,k,clock,reset,q,qb);
input j,k,clock,reset;
output reg q,qb;
always@(negedge clock)
begin
case({reset,j,k})
3'b100 :q=q;
3'b101 :q=0;
3'b110 :q=1;
3'b111 :q=~q;
default :q=0;
endcase
ab<=~a;
end
endmodule
module rcacount(j,k,clock,reset,q,qb);
input j,k,clock,reset;
output wire [3:0]q,qb;
jkff JK1(j,k,clock,reset,q[0],qb[0]);
jkff JK2(j,k,q[0],reset,q[1],qb[1]);
jkff JK3(j,k,q[1],reset,q[2],qb[2]);
jkff JK4(j,k,q[2],reset,q[3],qb[3]);
endmodule
```



RESULT:

Thus the simulation and implementation of sequential logic circuits done and output is verified successfully.