

- Lab : Lab 5 (D-Flip-Flop, Slow Clock, Counter)
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- Registration Number : 220689N
- Group No : 32

## 1.0 Introduction

Up to this level, we have designed *Combinational Logic Circuits*. But in order to build a *Nano processor* we need to have a memory. *The Memory Registers* contain a bunch of *Flip Flops* also known as "*Sequential Circuits*" which work with a *Clock*. So to build a small-scale memory register we have to design and implement those things. So in this lab, we are going to design and implement a clock, a D flip-flop, and a counter (Practical example of a flip-flop).

### 1.0 Lab Task

- Design and Implement a D Flip-Flop
- Design and Implement a Slow Clock
- Design and Implement a Counter for the given pattern using D Flip-flop and the Slow Clock

## 2.0 Excitation Table

Qt			Button	Qt+1			D2	D1	D0
Q2	Q1	Q0		Q2	Q1	Q0			
0	0	0	0	0	0	1	0	0	1
0	0	0	1	1	0	0	1	0	0
0	0	1	0	0	1	1	0	1	1
0	0	1	1	0	0	0	0	0	0
0	1	0	0	X	X	X	X	X	X
0	1	0	1	X	X	X	X	X	X
0	1	1	0	1	1	1	1	1	1
0	1	1	1	0	0	1	0	0	1
1	0	0	0	0	0	0	0	0	0
1	0	0	1	1	1	0	1	1	0
1	0	1	0	X	X	X	X	X	X
1	0	1	1	X	X	X	X	X	X
1	1	0	0	1	0	0	1	0	0
1	1	0	1	1	1	1	1	1	1
1	1	1	0	1	1	0	1	1	0
1	1	1	1	0	1	1	0	1	1

### 3.0 K-maps and simplified expressions

**Q<sub>0</sub>**

$\overline{B}\overline{Q}_2$   
 $D_0 = \overline{B}\overline{Q}_2 + BQ_1$

$BQ_1$	00	01	11	10
00	1	1	0	0
01	X	1	1	X
11	0	0	1	1
10	0	X	X	0

**Q<sub>1</sub>**

$\overline{B}Q_0$   
 $D_1 = \overline{B}Q_0 + BQ_2$

$BQ_0$	00	01	11	10
00	0	1	0	0
01	X	1	0	X
11	0	1	1	1
10	0	X	X	1

**Q<sub>2</sub>**

$\overline{B}Q_1$   
 $D_2 = \overline{B}Q_1 + B\overline{Q}_0$

$BQ_0$	00	01	11	10
00	0	0	0	1
01	X	1	0	X
11	1	1	0	1
10	0	X	X	1

## 2.0 D Flip-Flop

### 1.0 Design source file

```
-----
-
-- Company:
-- Engineer:
--
-- Create Date: 03/05/2024 02:28:15 PM
-- Design Name:
-- Module Name: D_FF - Behavioral
-- Project Name:
-- Target Devices:
-- Tool Versions:
-- Description:
--
-- Dependencies:
--
-- Revision:
-- Revision 0.01 - File Created
-- Additional Comments:
--
-----
-

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity D_FF is
    Port ( D : in STD_LOGIC;
          Res : in STD_LOGIC;
          Clk : in STD_LOGIC;
          Q : out STD_LOGIC;
          Qbar : out STD_LOGIC);
end D_FF;
```

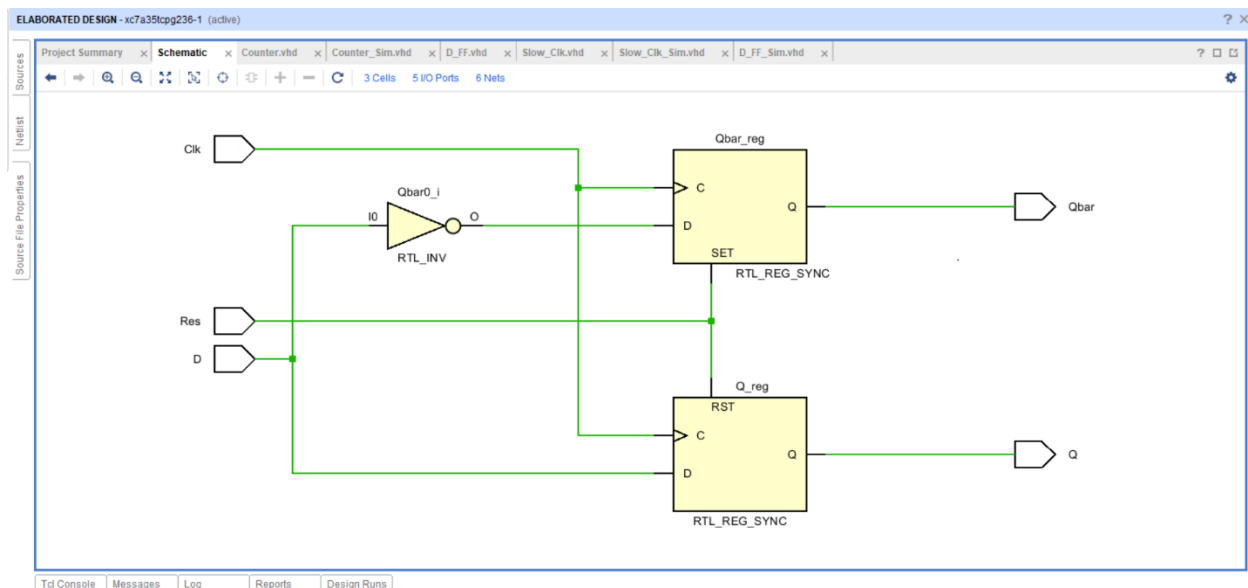
architecture Behavioral of D\_FF is

begin

```
    PROCESS (Clk) BEGIN
        IF (rising_edge(Clk)) THEN
            IF Res = '1' THEN
                Q <= '0';
                Qbar <= '1';
            ELSE
                Q <= D;
                Qbar <= NOT D;
            END IF;
        END IF;
    END PROCESS;
```

end Behavioral;

## 2.0 Elaborated design schematic



## 3.0 Simulation source file

```
-----
--
-- Company:
-- Engineer:
--
```

```

-- Create Date: 03/05/2024 02:31:28 PM
-- Design Name:
-- Module Name: D_FF_Sim - Behavioral
-- Project Name:
-- Target Devices:
-- Tool Versions:
-- Description:
--
-- Dependencies:
--
-- Revision:
-- Revision 0.01 - File Created
-- Additional Comments:
--
-----
-

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity D_FF_Sim is
-- Port ( );
end D_FF_Sim;

architecture Behavioral of D_FF_Sim is
COMPONENT D_FF
    PORT(
        D,Res,Clk : IN STD_LOGIC;
        Q,Qbar : OUT STD_LOGIC
    );
END COMPONENT;
SIGNAL D,Res,Clk,Q,Qbar : STD_LOGIC;
begin
    UUT : D_FF
        PORT MAP(

```

```

        D => D,
        Res => Res,
        Clk => Clk,
        Q => Q,
        Qbar => Qbar
    );

    Clk1 : PROCESS
    BEGIN
        Clk <= '1';WAIT FOR 5 NS;

        Clk <= '0';WAIT FOR 5 NS;

    END PROCESS;
    PROCESS
    BEGIN
        Res <= '0';WAIT FOR 100 NS;
        D <= '0';WAIT FOR 100 NS;

        D <= '1';WAIT FOR 100 NS;

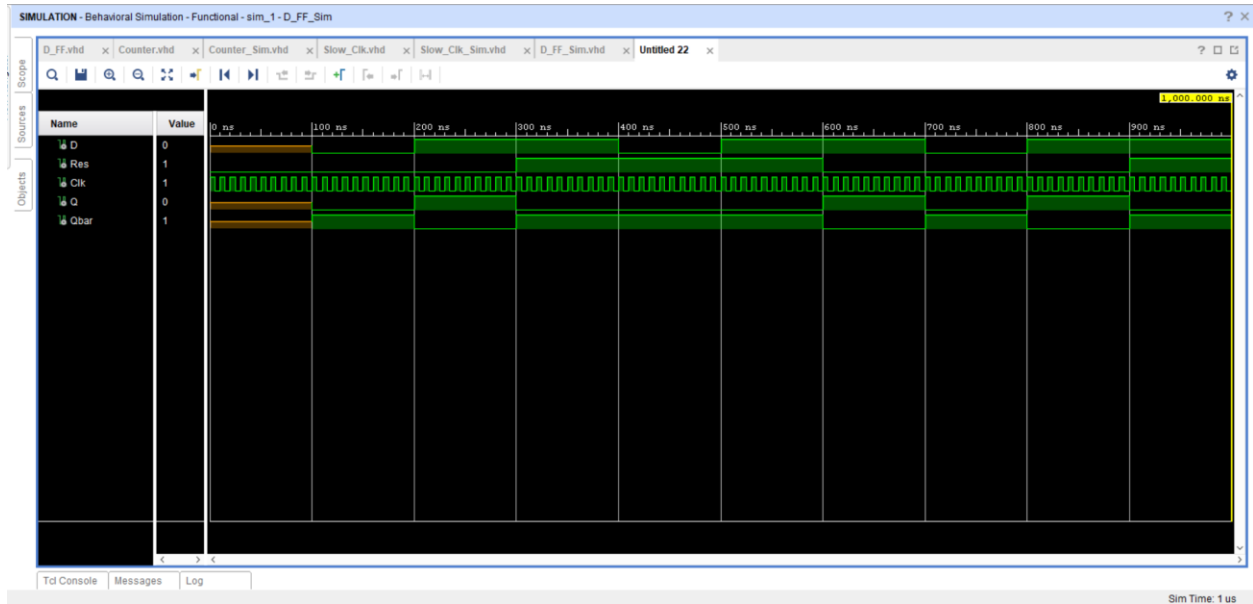
        Res <= '1';WAIT FOR 100 NS;
        D <= '0';WAIT FOR 100 NS;

        D <= '1';WAIT FOR 100 NS;

    END PROCESS;
end Behavioral;

```

## 4.0 Timing diagram



## 3.0 Slow Clock

### 1.0 Design source file

```
-----  
--  
-- Company:  
-- Engineer:  
--  
-- Create Date: 03/05/2024 11:44:19 PM  
-- Design Name:  
-- Module Name: Slow_Clk - Behavioral  
-- Project Name:  
-- Target Devices:  
-- Tool Versions:  
-- Description:  
--  
-- Dependencies:  
--  
-- Revision:  
-- Revision 0.01 - File Created  
-- Additional Comments:  
--  
-----  
--
```

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity Slow_Clk is
    Port ( Clk_in : in STD_LOGIC;
           Clk_out : out STD_LOGIC);
end Slow_Clk;

architecture Behavioral of Slow_Clk is
    SIGNAL count : INTEGER := 1;
    SIGNAL clk_state : STD_LOGIC := '0';

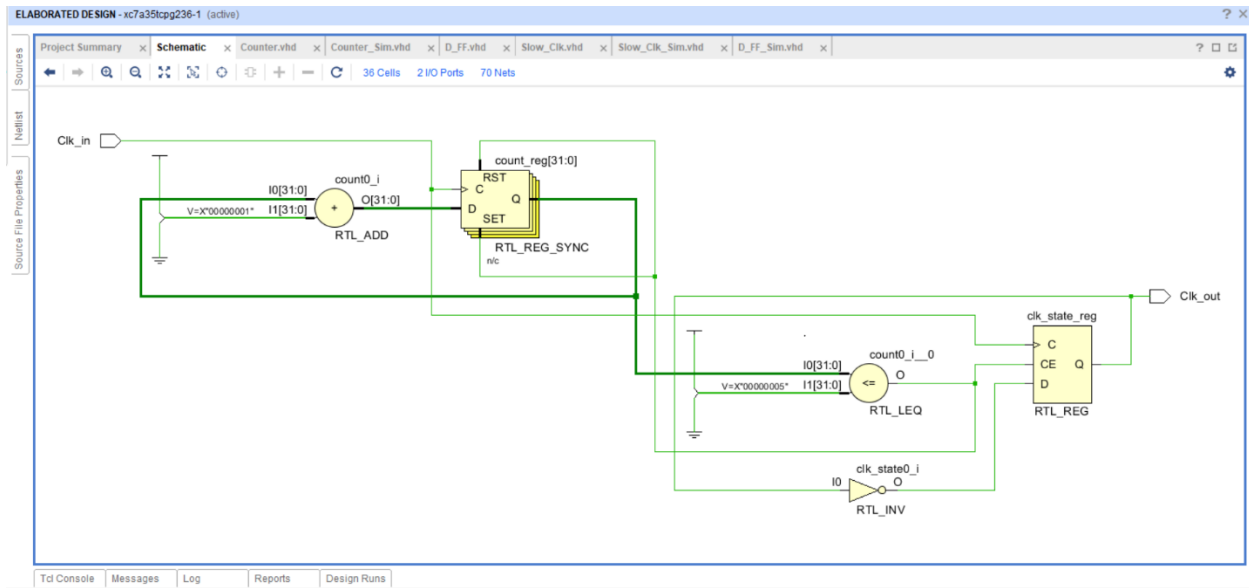
begin
    PROCESS (Clk_in)
        BEGIN
            IF (rising_edge(Clk_in)) THEN
                count <= count+1;
                IF (count <= 50000000 ) THEN --count 50M pulses (1/2 of period) ;
100 MHz / 2 = 50 MHz
                    clk_state <= NOT clk_state;
                    count <= 1;
                END IF;
            END IF;
            Clk_out <= clk_state;
        END PROCESS;

end Behavioral;

```



## 2.0 Elaborated design schematic



## 3.0 Simulation source file

```
-----  
--  
-- Company:  
-- Engineer:  
--  
-- Create Date: 03/05/2024 11:56:17 PM  
-- Design Name:  
-- Module Name: Slow_Clk_Sim - Behavioral  
-- Project Name:  
-- Target Devices:  
-- Tool Versions:  
-- Description:  
--  
-- Dependencies:  
--  
-- Revision:  
-- Revision 0.01 - File Created  
-- Additional Comments:  
--  
-----  
--  
  
library IEEE;  
use IEEE.STD_LOGIC_1164.ALL;
```

```

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;

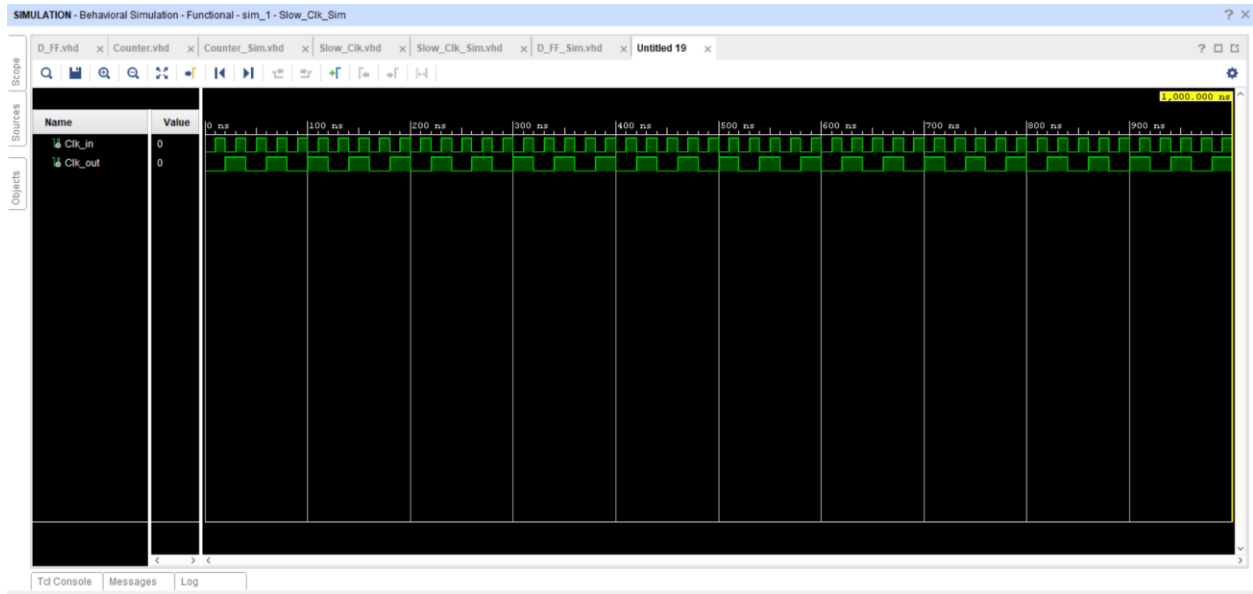
-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity Slow_Clk_Sim is
--  Port ( );
end Slow_Clk_Sim;

architecture Behavioral of Slow_Clk_Sim is
COMPONENT Slow_Clk
    PORT ( Clk_in : in STD_LOGIC;
           Clk_out : out STD_LOGIC);
end COMPONENT;
SIGNAL Clk_in, Clk_out : STD_LOGIC;
begin
    UUT : Slow_Clk
        PORT MAP(
            Clk_in => Clk_in,
            Clk_out => Clk_out
        );
    Clk : PROCESS
        BEGIN
            Clk_in <= '0'; WAIT FOR 10 NS;
            Clk_in <= '1'; WAIT FOR 10 NS;
        END PROCESS;
end Behavioral;

```

## 4.0 Timing diagram



## 4.0 Counter

### 1.0 Design source file

```
-----  
--  
-- Company:  
-- Engineer:  
--  
-- Create Date: 03/06/2024 09:24:32 AM  
-- Design Name:  
-- Module Name: Counter - Behavioral  
-- Project Name:  
-- Target Devices:  
-- Tool Versions:  
-- Description:  
--  
-- Dependencies:  
--  
-- Revision:  
-- Revision 0.01 - File Created  
-- Additional Comments:  
--  
-----  
--
```

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity Counter is
    Port ( Dir : in STD_LOGIC;
          Res : in STD_LOGIC;
          Clk : in STD_LOGIC;
          Q : out STD_LOGIC_VECTOR (2 downto 0));
end Counter;

architecture Behavioral of Counter is
    COMPONENT D_FF
        PORT(
            D,Res,Clk : IN STD_LOGIC;
            Q,Qbar : OUT STD_LOGIC
        );
    END COMPONENT;
    COMPONENT Slow_Clk
        PORT ( Clk_in : in STD_LOGIC;
              Clk_out : out STD_LOGIC);
    end COMPONENT;
    SIGNAL D0,D1,D2,Q0,Q1,Q2,Clk_slow : STD_LOGIC;

begin

    Slow_Clk0 : Slow_Clk
        PORT MAP(
            Clk_in => Clk,
            Clk_out => Clk_slow
        );
    D0 <= ((NOT Q2) AND (NOT Dir)) OR (Q1 AND Dir);
    D1 <= ((NOT Dir) AND Q0) OR (Dir AND Q2);
    D2 <= (Dir AND (NOT Q0)) OR ((NOT Dir) AND Q1);

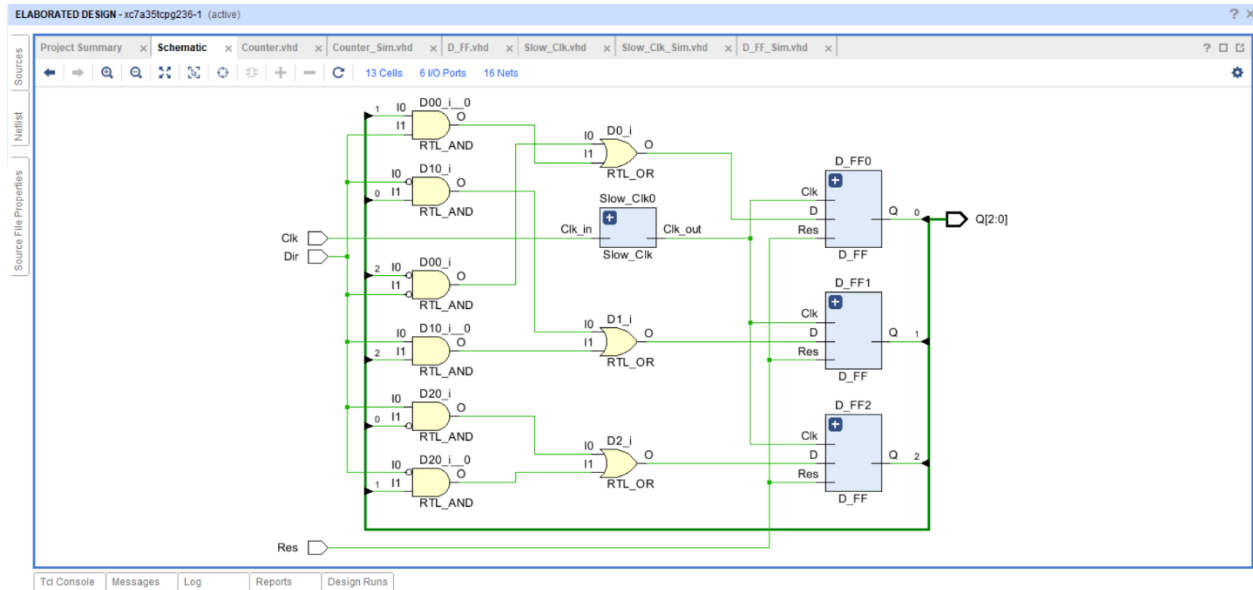
```

```
D_FF0 : D_FF
    PORT MAP(
        D => D0,
        Res => Res,
        Clk => Clk_slow,
        Q => Q0
    );
D_FF1 : D_FF
    PORT MAP(
        D => D1,
        Res => Res,
        Clk => Clk_slow,
        Q => Q1
    );
D_FF2 : D_FF
    PORT MAP(
        D => D2,
        Res => Res,
        Clk => Clk_slow,
        Q => Q2
    );

Q(0) <= Q0;
Q(1) <= Q1;
Q(2) <= Q2;

end Behavioral;
```

## 2.0 Elaborated design schematic



## 3.0 Simulation source file

```
--  
-- Company:  
-- Engineer:  
--  
-- Create Date: 03/06/2024 12:44:58 PM  
-- Design Name:  
-- Module Name: Counter_Sim - Behavioral  
-- Project Name:  
-- Target Devices:  
-- Tool Versions:  
-- Description:  
--  
-- Dependencies:  
--  
-- Revision:  
-- Revision 0.01 - File Created  
-- Additional Comments:  
--
```

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

```

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity Counter_Sim is
--  Port ( );
end Counter_Sim;

architecture Behavioral of Counter_Sim is
COMPONENT Counter is
    Port ( Dir : in STD_LOGIC;
          Res : in STD_LOGIC;
          Clk : in STD_LOGIC;
          Q : out STD_LOGIC_VECTOR (2 downto 0));
end COMPONENT;

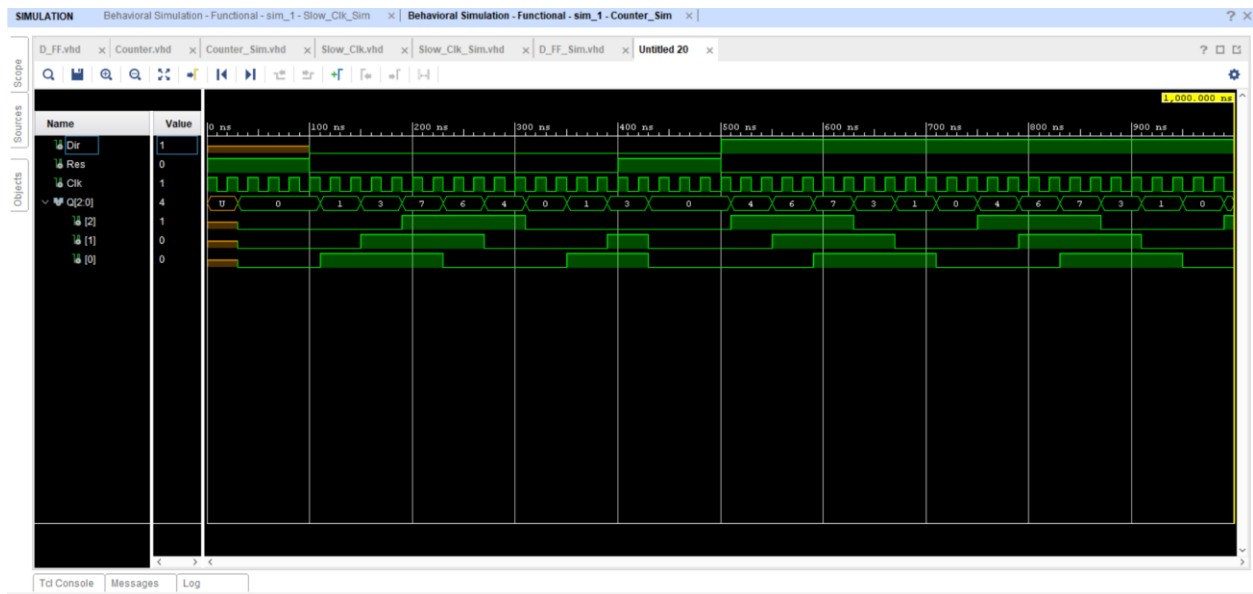
SIGNAL Dir,Res,Clock : STD_LOGIC;
SIGNAL Q : STD_LOGIC_VECTOR (2 DOWNTO 0);
begin
    UUT : Counter
        PORT MAP(
            Dir => Dir,
            Res => Res,
            Clk => Clk,
            Q => Q
        );
    Clk1 : PROCESS
        BEGIN
            Clk <= '1';WAIT FOR 10 NS;
            Clk <= '0';WAIT FOR 10 NS;
        END PROCESS;
    PROCESS
        BEGIN
            Res <= '1';
            WAIT FOR 100 NS;

            Res <= '0';

            Dir <= '0';WAIT FOR 300 NS;

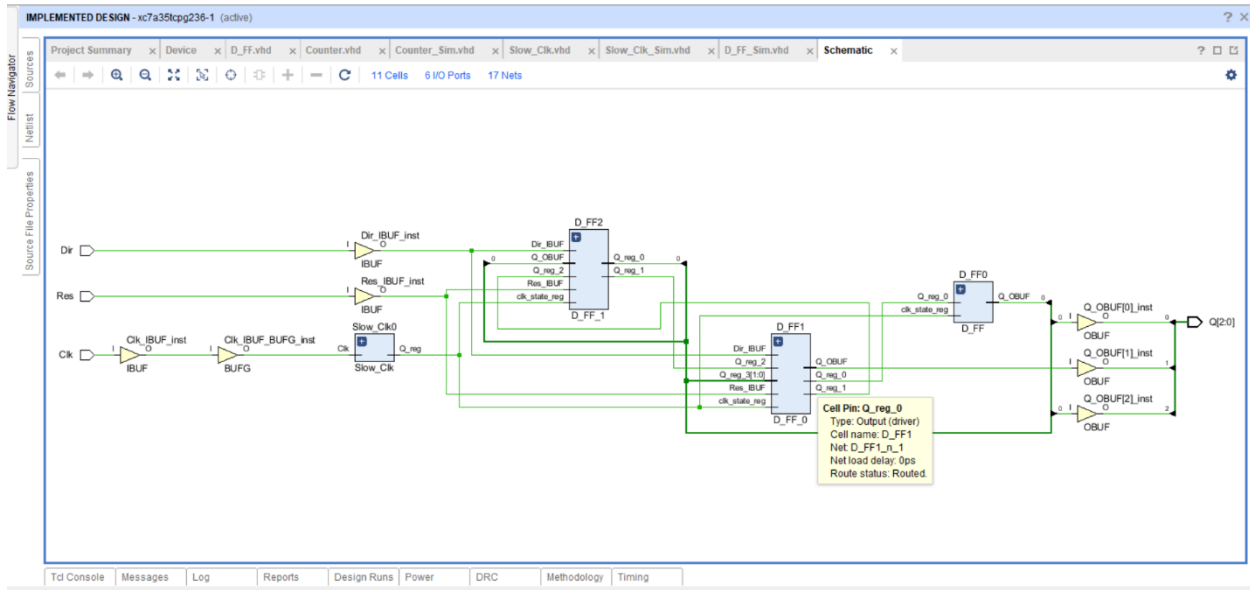
```

```
end Behavioral;
```





## 5.0 Implemented design schematic



## 6.0 Constraints file (XDC file - without commented lines)

```
## Clock signal
set_property PACKAGE_PIN W5 [get_ports Clk]
set_property IOSTANDARD LVCMOS33 [get_ports Clk]
create_clock -add -name sys_clk_pin -period 10.00 -waveform {0 5} [get_ports Clk]

## Switches
set_property PACKAGE_PIN V17 [get_ports {Dir}]
set_property IOSTANDARD LVCMOS33 [get_ports {Dir}]

## LEDs
set_property PACKAGE_PIN U16 [get_ports {Q[0]}]
set_property IOSTANDARD LVCMOS33 [get_ports {Q[0]}]
set_property PACKAGE_PIN E19 [get_ports {Q[1]}]
set_property IOSTANDARD LVCMOS33 [get_ports {Q[1]}]
set_property PACKAGE_PIN U19 [get_ports {Q[2]}]
set_property IOSTANDARD LVCMOS33 [get_ports {Q[2]}]

##Buttons
set_property PACKAGE_PIN U17 [get_ports Res]
set_property IOSTANDARD LVCMOS33 [get_ports Res]
```

## **5.0 Conclusion**

This lab is to design and implement a D Flip-Flop, Slow Clock and a Counter for a given pattern. These things are very important building blocks in memory registers.