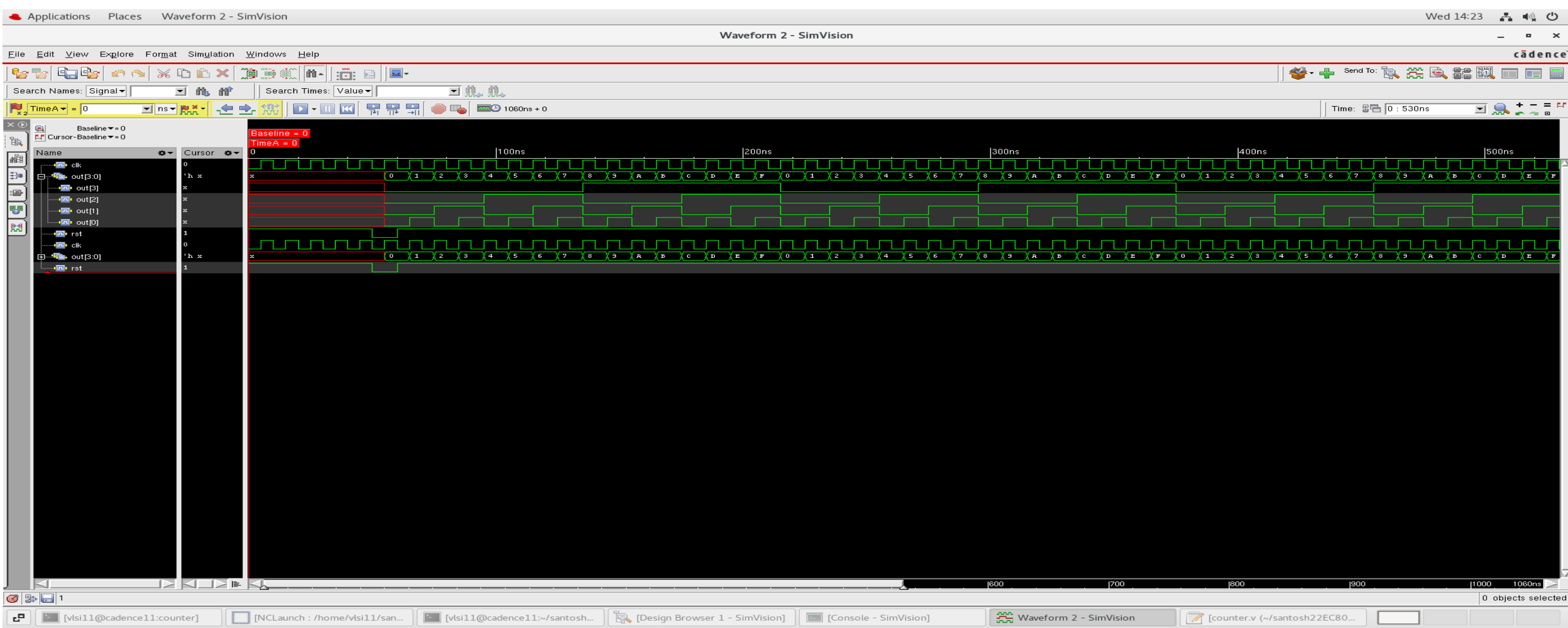


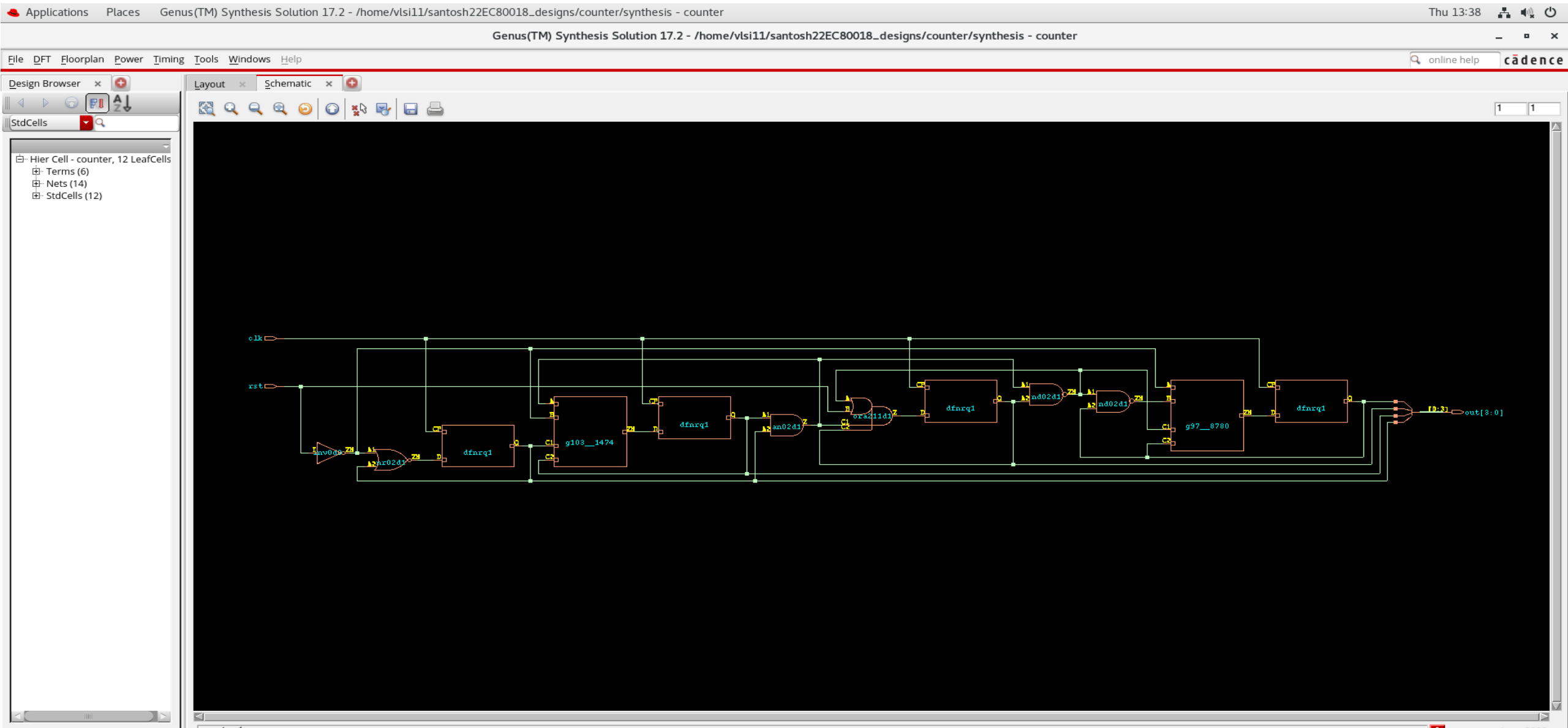
4-BIT UP COUNTER

Compilation & Elaboration of counter Verilog Code and its test_bench .
After that next step is Simulation
then this waveform will get generated.



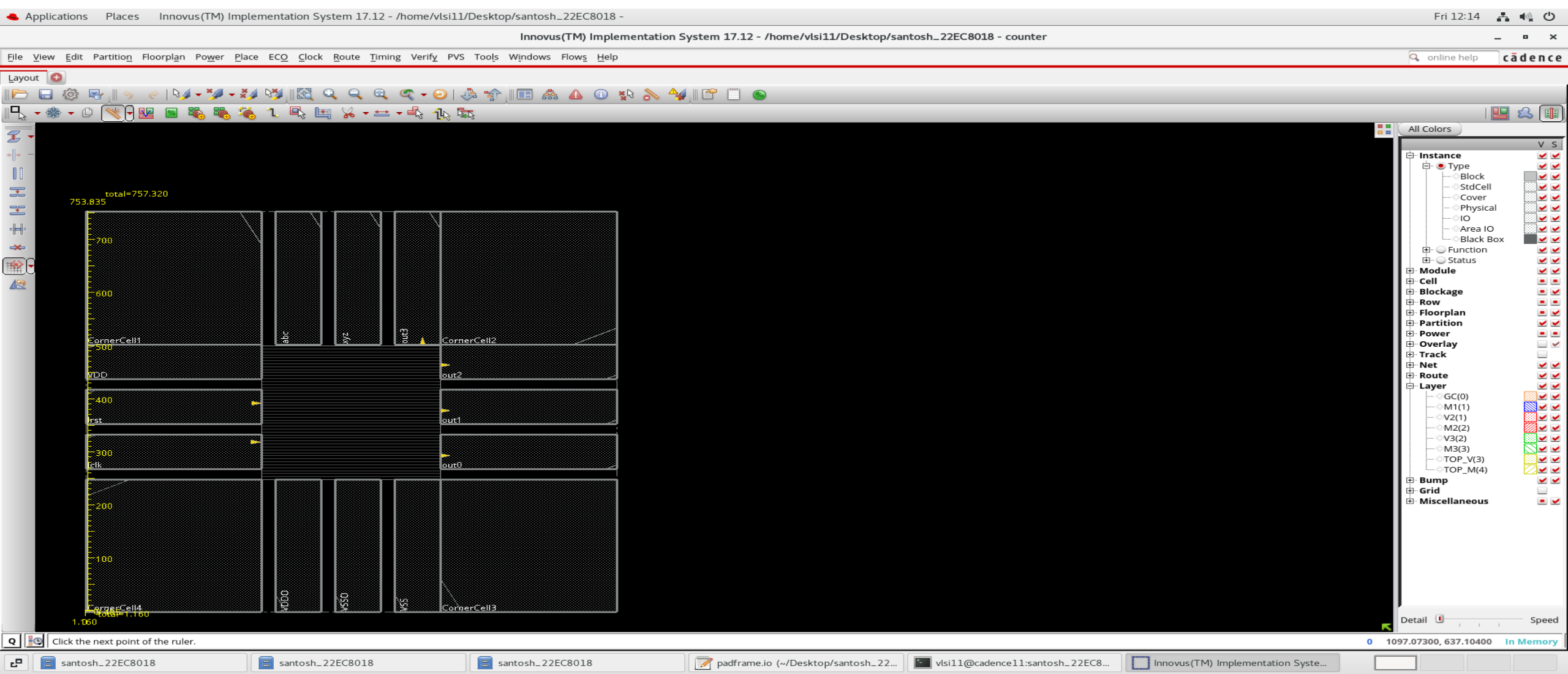
LOGIC SYNTHESIS USING CADENCE GENUS TOOL

Genus is a next-generation RTL synthesis and physical synthesis tool
A "Gate Level Netlist" will generated after synthesis

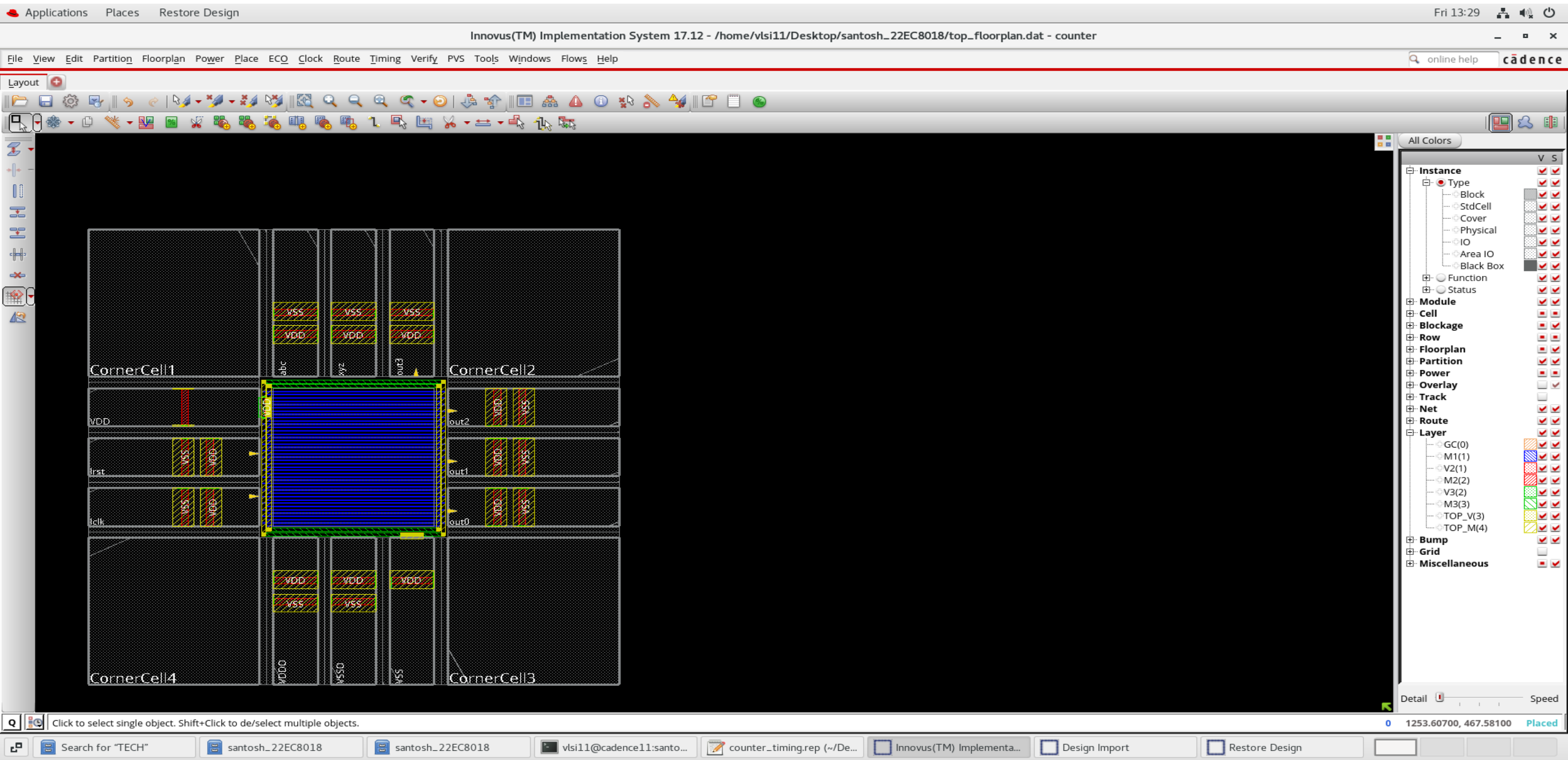


PHYSICAL DESIGN USING CADENCE INNOVUS TOOL

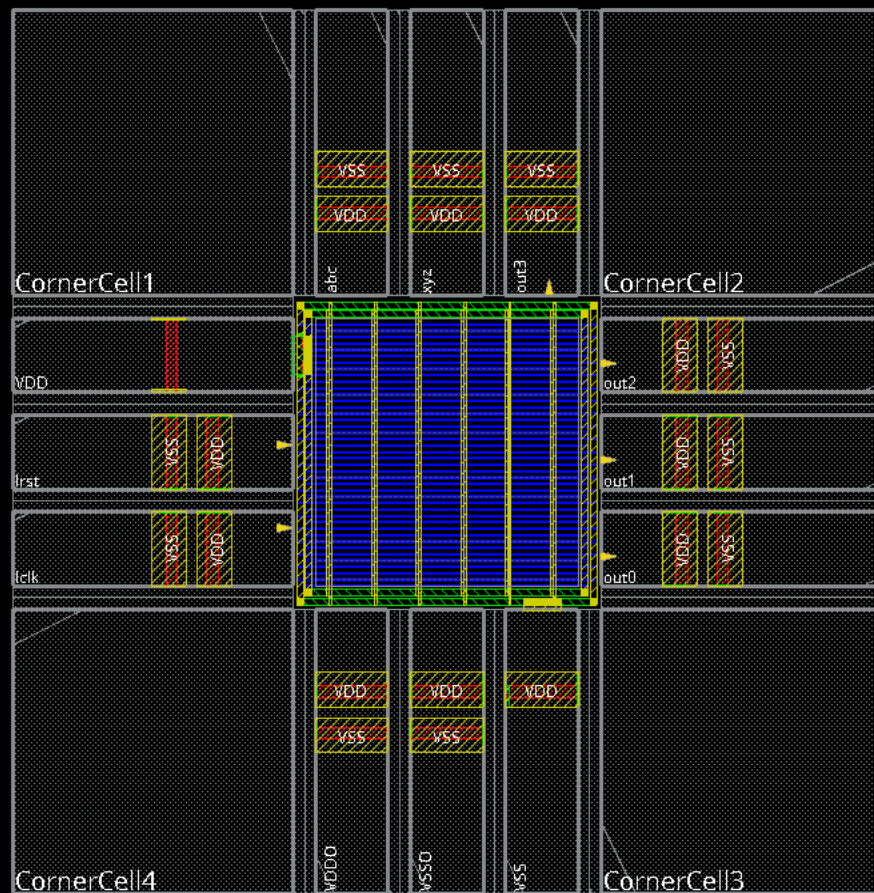
a blank chip with auto-placed IO pads



Power Planning :



Layout



All Colors

Instance		V	S
Type			
Block			
StdCell			
Cover			
Physical			
IO			
Area IO			
Black Box			
Function			
Status			
Module			
Cell			
Blockage			
Row			
Floorplan			
Partition			
Power			
Overlay			
Track			
Net			
Route			
Layer			
GC(0)			
M1(1)			
V2(1)			
M2(2)			
V3(2)			
M3(3)			
TOP_V(3)			
TOP_M(4)			
Bump			
Grid			
Miscellaneous			

Detail Speed

0 810.24000, 264.99600 Routed



Search for "TECH"

santosh_22EC8018

santosh_22EC8018

vlsi11@cadence11:santo...

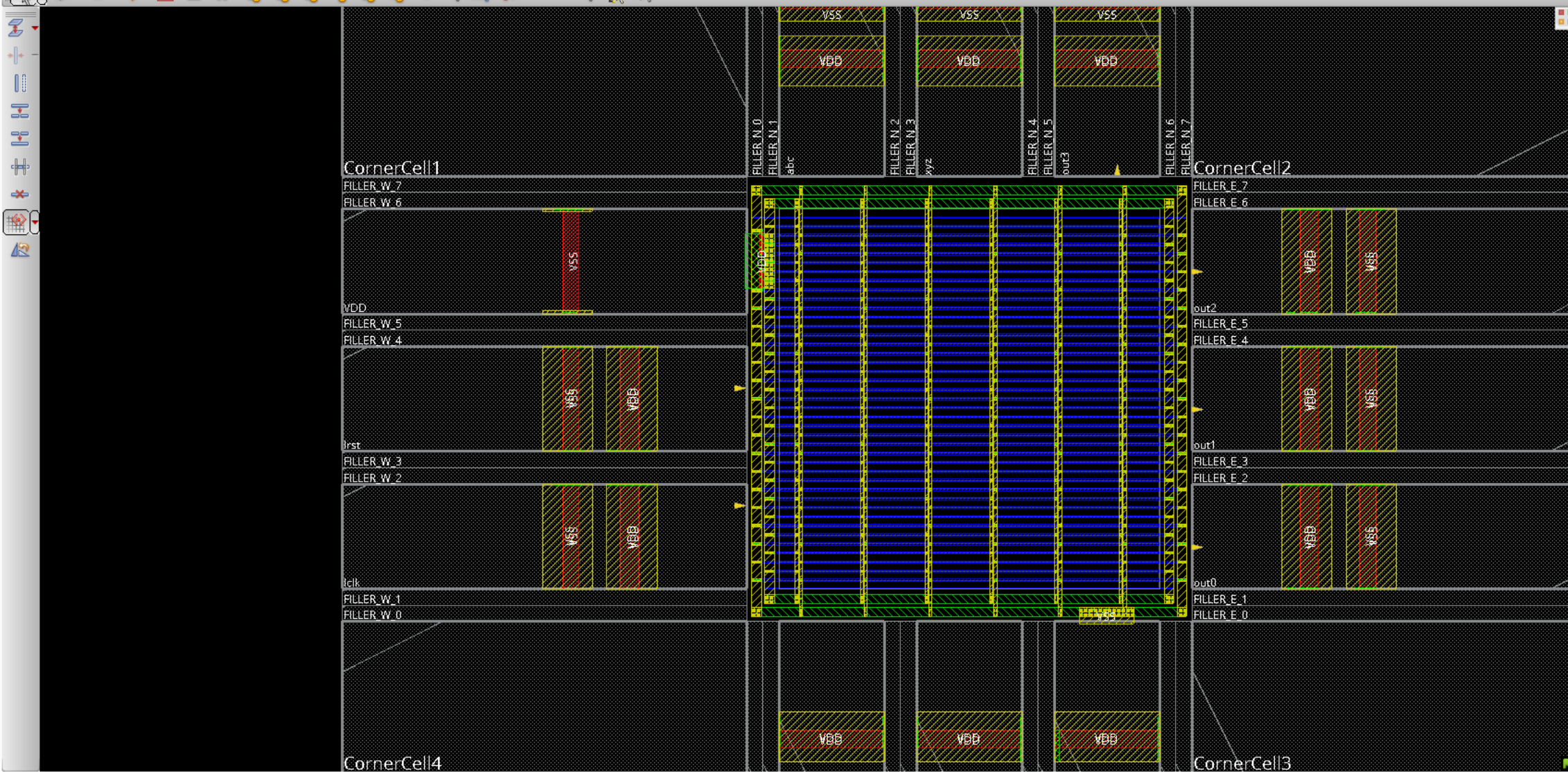
counter_timing.rep (~/De...

Innovus(TM) Implementa...

Design Import

Restore Design

Layout



All Colors

Instance

- Type
 - Block
 - StdCell
 - Cover
 - Physical
 - IO
 - Area IO
 - Black Box
- Function
- Status

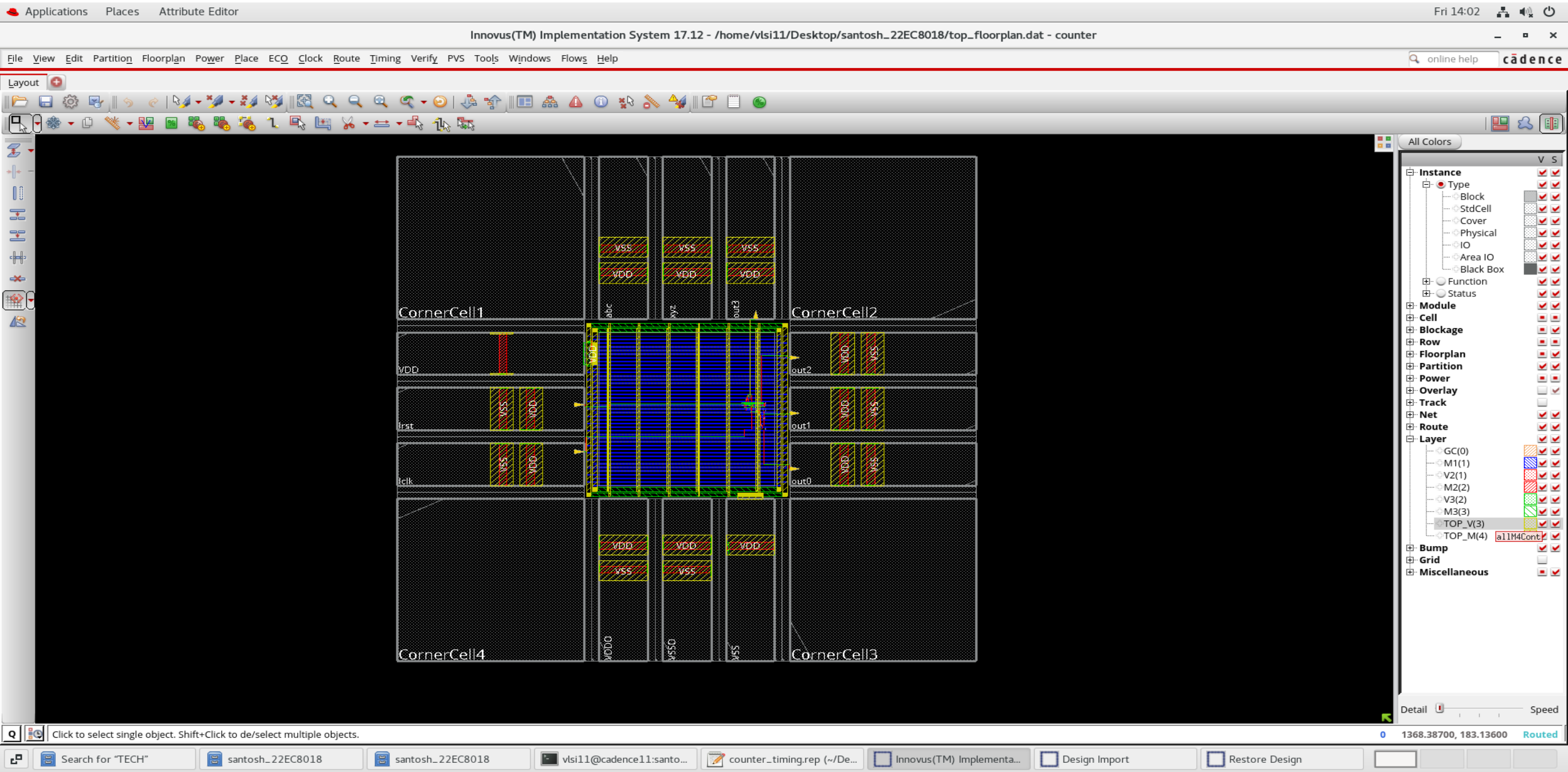
Module

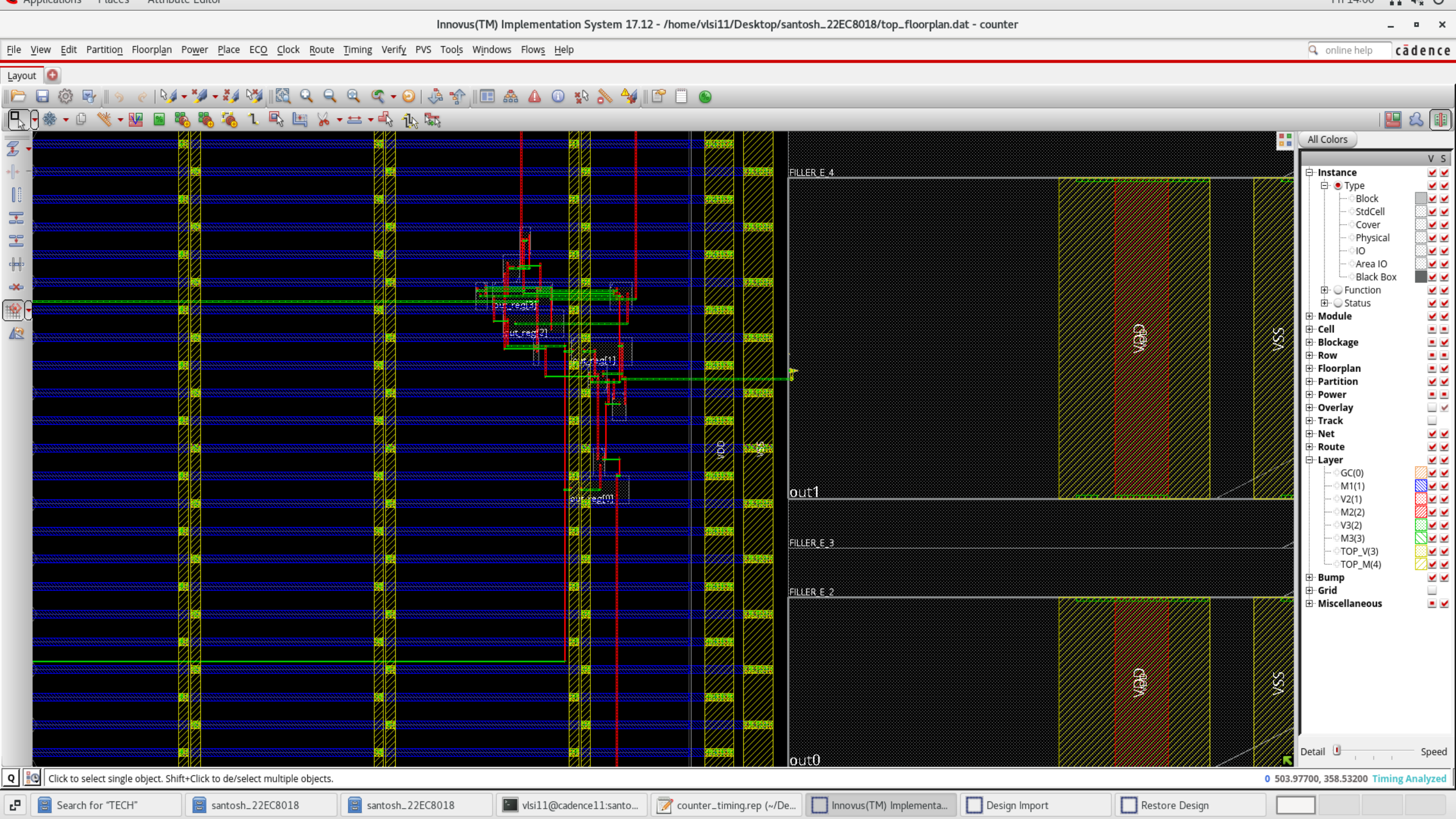
- Cell
- Blockage
- Row
- Floorplan
- Partition
- Power
- Overlay
- Track
- Net
- Route
- Layer
 - GC(0)
 - M1(1)
 - V2(1)
 - M2(2)
 - V3(2)
 - M3(3)
 - TOP_V(3)
 - TOP_M(4)
- Bump
- Grid
- Miscellaneous

Click to select single object. Shift+Click to de/select multiple objects.

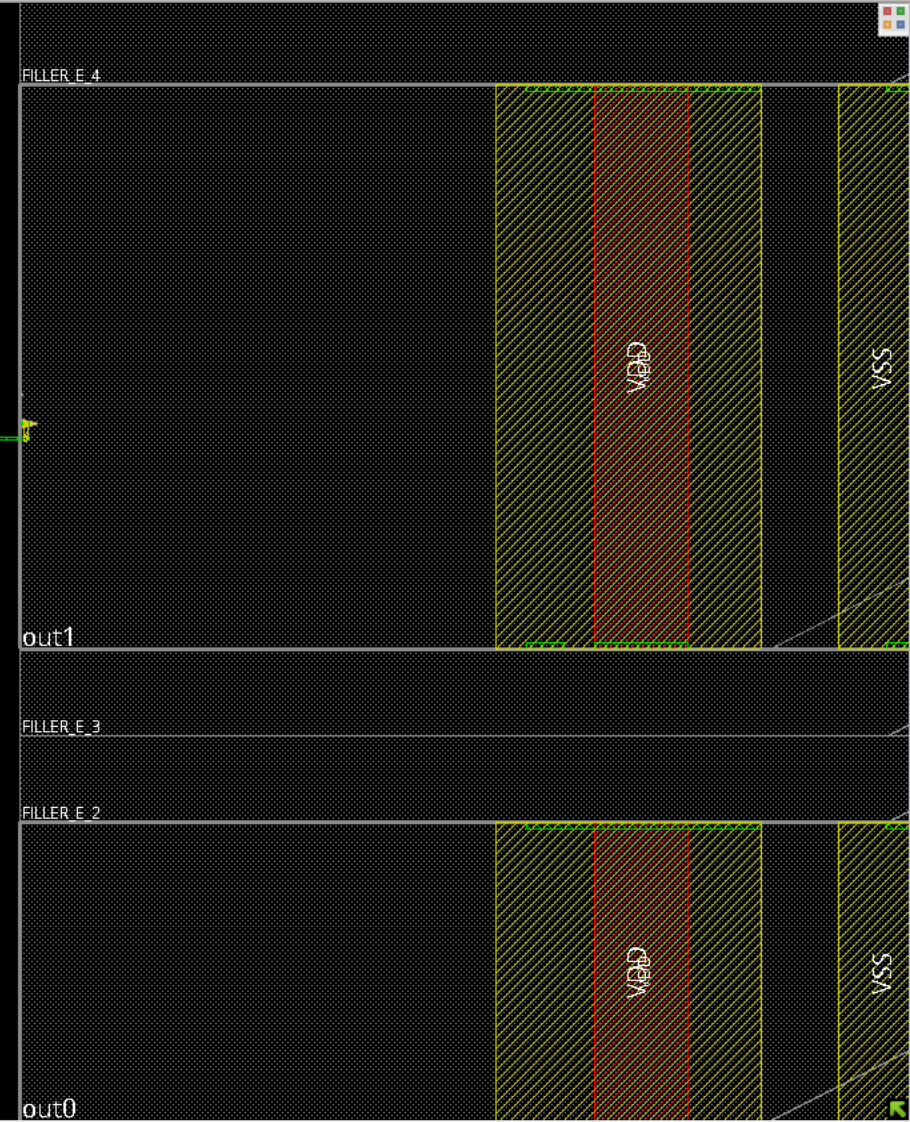
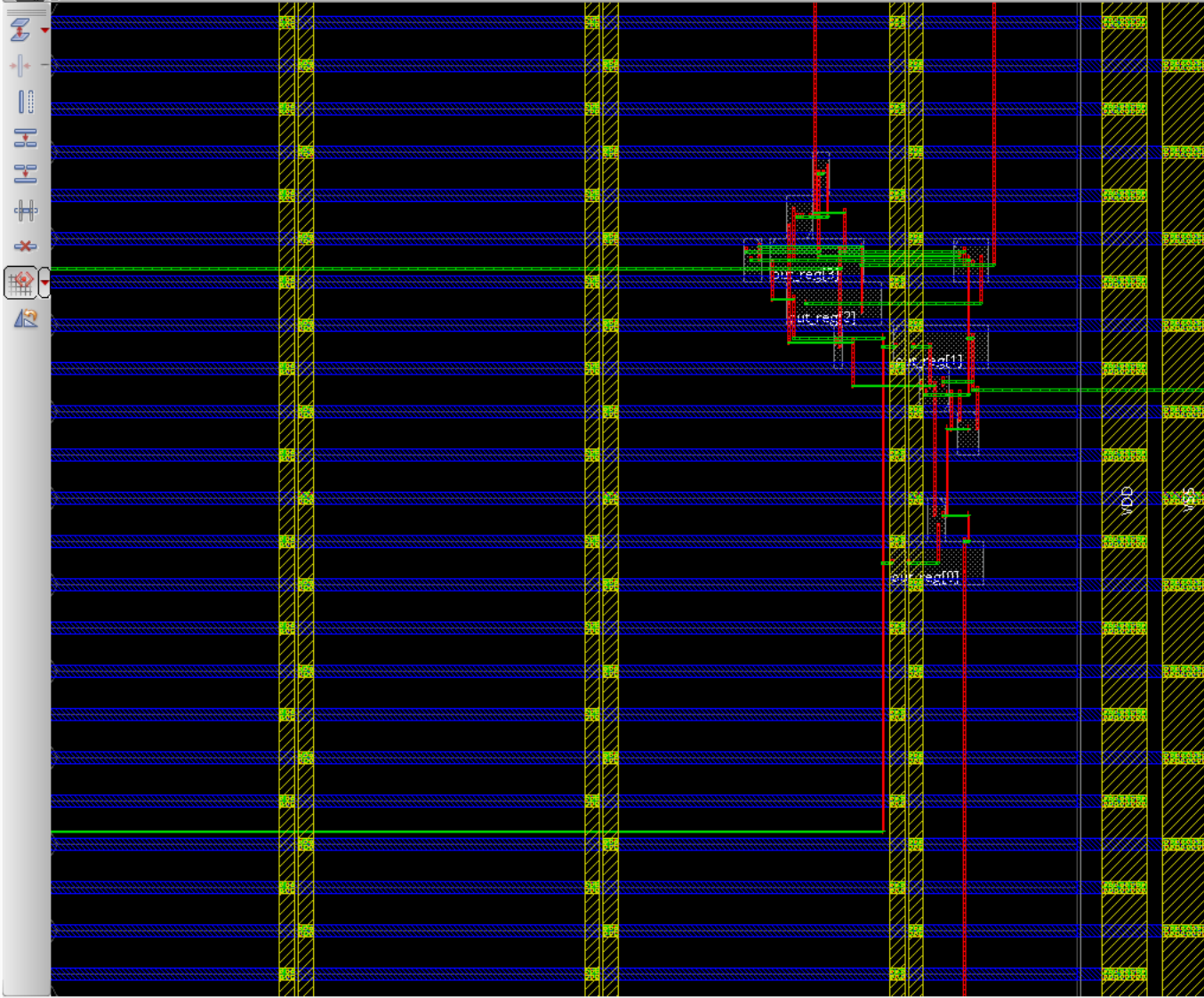
0 433.82000, 316.46900 Timing Analyzed

Placement & Clock Tree Synthesis





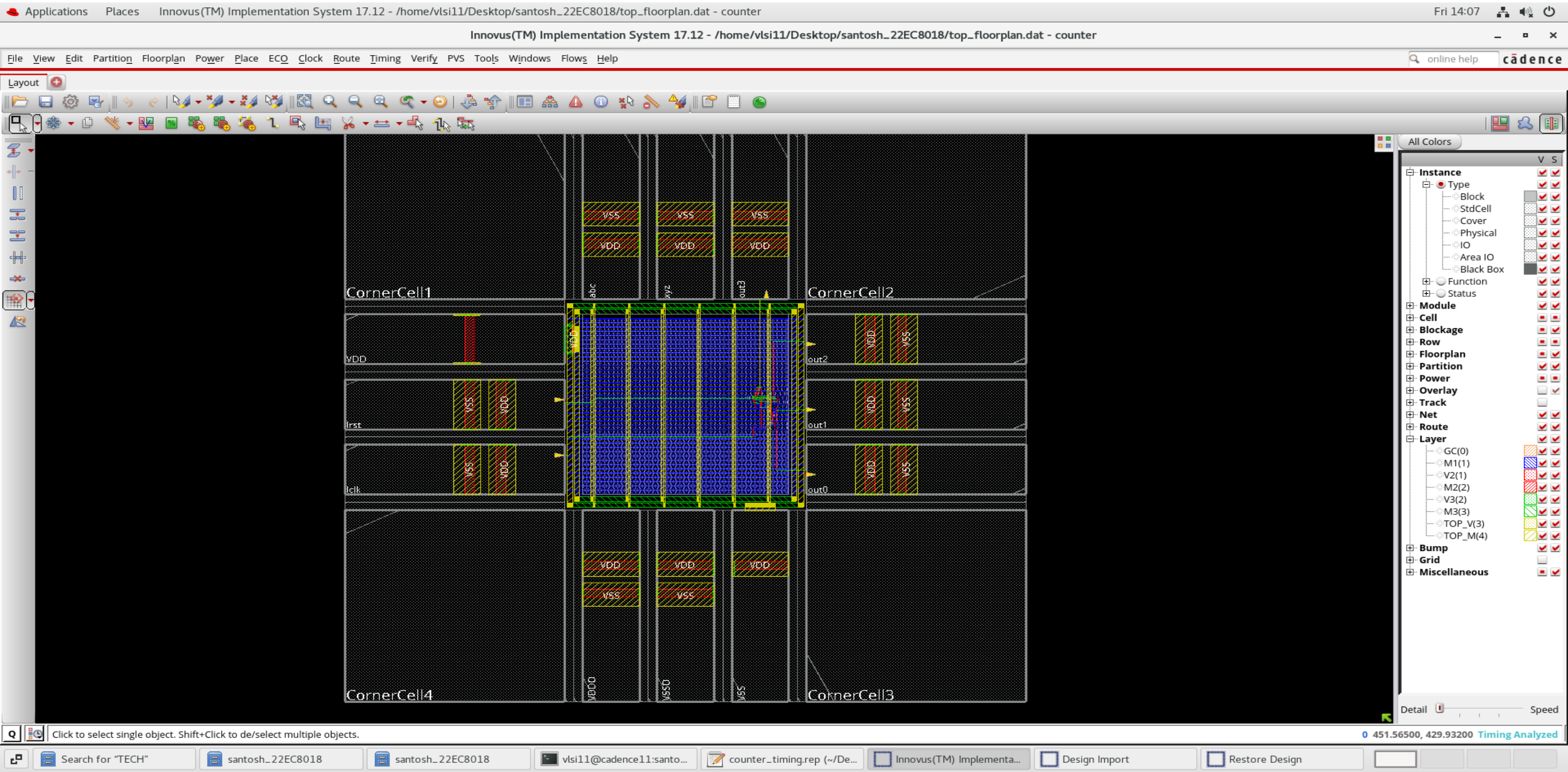
Layout

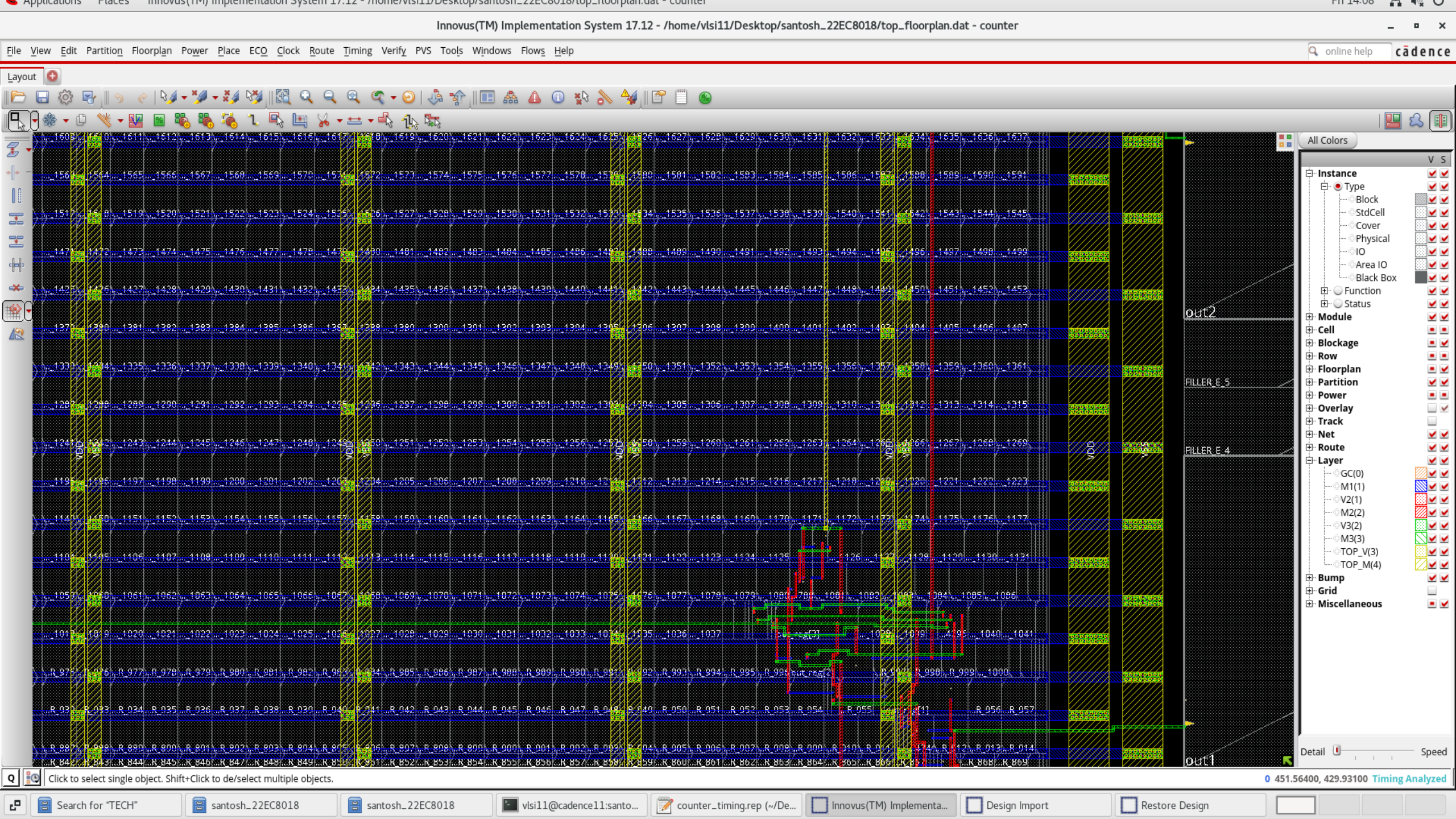


All Colors		V	S
Instance			
Type			
Block			
StdCell			
Cover			
Physical			
IO			
Area IO			
Black Box			
Function			
Status			
Module			
Cell			
Blockage			
Row			
Floorplan			
Partition			
Power			
Overlay			
Track			
Net			
Route			
Layer			
GC(0)			
M1(1)			
V2(1)			
M2(2)			
V3(2)			
M3(3)			
TOP_V(3)			
TOP_M(4)			
Bump			
Grid			
Miscellaneous			

Detail Speed

Routing





Final Layout

