EXPNO: 4.

4-bit Down Counter

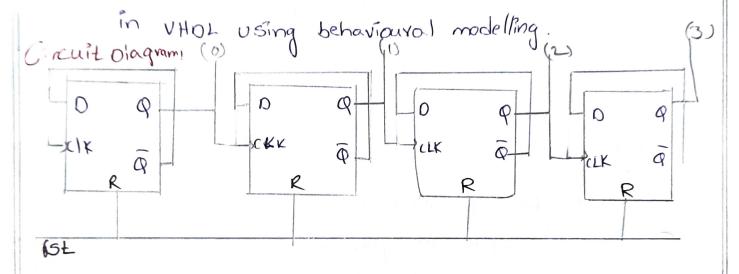
Name: B. Sumanth

Date 15/07/21

ROLL NO! CBENIUHECE 18211

Marks: out of 15

Aim'- Design and implementation of 4-bit down counter



Truth tables-

1000167-			1		
CLK	YST	(3)	(2)	(1)	(6)
1	1	1 (1)	120	() b	1
↑	0		1	1	0
1	0	1	(0	1 100
7	O	1	(0	0
7	0	(0	1	•
1	0	\	0	1	0
. 1	0	(0	0	1
1	ی 0	1	0	b	•
1	0	0	1		
			,		0
				1	

>

CLK	vs Ł	(3)	(2)	(1)	
1	0	0	1	0	
	0	6		0	0
1	0	O	0	1	0
↑	0	0	6	0	
\uparrow	0	O	0	0	0

Code:

Pibrary iece;

use ieee. std_logic_nev.all;

use iee:std_logic_unsigned.odl;

use iee.std_logic_Arith_all;

entity down-count is

Port (CLK, YSE iin std-logic,

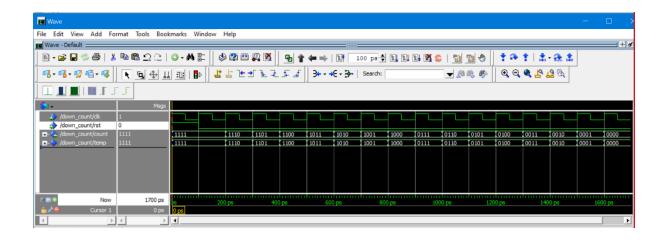
Count: out std-logic (3 down to 0));

end down-count

architecture down-count_a of down-count is

architecture down-Count-a of down-count is signal temp! Std-logic-vector (3 down to 0); begin process (CIK, rst)
begin
if (rst = 11) then

Femb < " 1111"; claif (rising edge (CLK)) then temp 2 = temp-1; end if end process, Count <= temp; end down - count -a;



Inferences.

VHDL (ode for 4-bit down counter is implemented using modelsim and the outputs way verified.

* * END+ * *