# CS 207 Digital Logic - Spring 2020 Lab 7

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# **Objective**

1. Implement latches and flip-flops.

# Lab Exercise Submission

- 1. You should name all source code as instructed. Mis-named files will not be recognized.
- 2. You should submit all source code files with an extension ".v".
- You should submit all source code directly into the sakai system below. Do not compress them into one folder.

```
https://sakai.sustech.edu.cn/portal/site/ebf68254-68c5-4cfe-9d42-b26758f854ee
```

4. Lab exercises should be submitted before the deadline, typically one week after the lab session. No late submission policy applies to lab exercises.

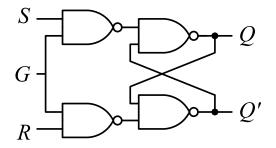
### 1 SR latch with clock control

Implement an SR latch with clock control signal as follows:

#### srlatch.v

```
module srlatch(output Q, output nQ, input S, input R, input G);

wire Rd,Sd;
nand na0 (Rd, R, G);
nand na1 (Sd, S, G);
nand na2 (Q, Sd, nQ);
```



```
nand na3 (nQ, Rd, Q);

endmodule
```

Or, we can have a straight-forward behavioral modeling:

#### srlatch.v

To test the code, we have the following testbench:

### sr\_tb.v

```
module sr_tb;
reg CLK;
reg S, R;
wire Q, nQ;
initial CLK <= 1'b0;

always @(CLK)
begin
    #1 CLK<=!CLK;
end

rslatch mysr(Q, nQ, S, R, CLK);</pre>
```

```
14 initial begin
      $dumpfile("sr.vcd");
      $dumpvars(0, sr_tb);
 end
17
 initial begin
      $monitor("%3t: Q = %b, nQ = %b", $time, Q, nQ);
20
      #5 S <= 1'b0; R <= 1'b0;
21
      #5 S <= 1'b1; R <= 1'b0;
22
      #5 S <= 1'b0; R <= 1'b0;
23
      #5 S <= 1'b0; R <= 1'b1;
24
      #5 S <= 1'b0; R <= 1'b0;
25
26
      #5 S <= 1'b1; R <= 1'b0;
      #5 S <= 1'b0; R <= 1'b0;
      #5 $finish;
29 end
 endmodule
```

Try the code and observe the waveform.

## 2 Exercise

#### 2.1 Exercise 1

Implement a D-latch with clock control signal based on the previous circuit of SR latch. The module should follow the design below:

#### dlatch.v

```
module dlatch(Q, nQ, D, G);
// Module Code
endmodule
```

and save in file dlatch.v.

# Assignment

Save the source code in dlatch.v. Upload this file to Sakai under Assignments → Lab Exercise 7.

### 2.2 Exercise 2

Implement a D flip-flop, a JK flip-flop, and a T flip-flop which are triggered by positive edges of a clock signal. The module should follow the design below:

dff.v

```
module dff(Q, D, CLK);
// Module Code
andmodule
```

```
jkff.v
```

```
module jkff(Q, J, K, CLK);
// Module Code
endmodule
```

#### tff.v

```
module tff(Q, T, CLK);
// Module Code
endmodule
```

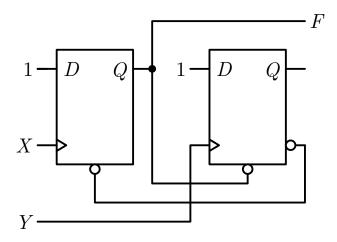
# Assignment

Save the source code in dff.v, jkff.v, and tff.v. Upload these files to Sakai under Assignments

→ Lab Exercise 7.

### 2.3 Exercise 3

Implement the following circuit with your previous D flip-flop:



Note that the bubbled input at the bottom of the two FFs are reset signal, which resets the state to 0 upon negative edge input, i.e., from 1 to 0.

The module should follow the design below:

dff2.v

```
module dff2(F, X, Y);
// Module Code
endmodule
```

and save in file dff2.v.



Save the source code in dff2.v. Upload this file to Sakai under Assignments → Lab Exercise 7.

# **Assignment**

When you finished Lab Exercise 7, there should be five .v files in the Sakai system: dlatch.v, dff.v, jkff.v, and dff2.v.