```
`timescale 1ns / 1ps
// Company:
// Engineer:
// Create Date: 10/27/2022 11:19:41 AM
// Design Name:
// Module Name: lab5 clks
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
// Revision: 10/27/22
// Revision 0.01 - File Created
// Additional Comments:
module qsec clks(
   input clkin,
   input greset, //btnR
   output clk,
   output digsel,
   output qsec//,
   //output fastclk
);
     wire clk int;
     //assign fastclk = clk int;
     clk wiz 0 my clk inst (.clk out1(clk int), .reset(greset), .locked(),
.clk in1(clkin));
     clkcntrl4 slowclk (.clk int(clk int), .seldig(digsel), .clk out(clk),
.qsec(qsec));
     STARTUPE2 #(.PROG USR("FALSE"),//Activate program event security feature.
Requires encrypted bitstreams.
                .SIM CCLK FREQ(0.0) // Set the Configuration Clock
Frequency(ns) for simulation.
                                )
     STARTUPE2 inst (.CFGCLK(dummy), // 1-bit output: Configuration main clock
output
```

```
clock output
                 .EOS(), // 1-bit output: Active high output signal indicating
the End Of Startup.
                 .PREQ(),// 1-bit output: PROGRAM request to fabric output
                  .CLK(), // 1-bit input: User start-up clock input
                 .GSR(greset), // 1-bit input: Global Set/Reset input (GSR cannot
be used for the port name)
                 .GTS(), // 1-bit input: Global 3-state input (GTS cannot be used
for the port name)
                 .KEYCLEARB(), // 1-bit input: Clear AES Decrypter Key input from
Battery-Backed RAM (BBRAM)
                 .PACK(), // 1-bit input: PROGRAM acknowledge input
                 .USRCCLKO(), // 1-bit input: User CCLK input
                  .USRCCLKTS(), // 1-bit input: User CCLK 3-state enable input
                 .USRDONEO(), // 1-bit input: User DONE pin output control
                 .USRDONETS() // 1-bit input: User DONE 3-state enable output
               ); // End of STARTUPE2 inst instantiation
endmodule
module clk wiz 0
(// Clock in ports
 // Clock out ports
 output
          clk out1,
 // Status and control signals
          reset,
 input
 output locked,
 input
             clk in1
);
 // Input buffering
 //----
wire clk in1 clk wiz 0;
wire clk in2 clk wiz 0;
 IBUF clkin1 ibufg
  (.O (clk in1 clk wiz 0),
   .I (clk in1));
 // Clocking PRIMITIVE
 //----
 // Instantiation of the MMCM PRIMITIVE
 // * Unused inputs are tied off
 //
      * Unused outputs are labeled unused
```

.CFGMCLK(), // 1-bit output: Configuration internal oscillator

```
wire
            clk out1 clk wiz 0;
                                    //this is the output before BUFG
wire
            clk_out2_clk_wiz_0;
            clk out3 clk wiz 0;
wire
            clk out4 clk wiz 0;
wire
            clk out5 clk wiz 0;
wire
            clk out6 clk wiz 0;
wire
            clk out7 clk wiz 0;
wire
wire [15:0] do unused;
wire
            drdy unused;
wire
            psdone unused;
wire
            locked int;
wire
            clkfbout clk wiz 0;
            clkfbout buf clk wiz 0;
wire
wire
            clkfboutb unused;
wire clkout0b unused;
wire clkout1 unused;
wire clkout1b unused;
wire clkout2 unused;
wire clkout2b unused;
wire clkout3 unused;
wire clkout3b unused;
wire clkout4 unused;
wire
            clkout5 unused;
wire
            clkout6 unused;
wire
            clkfbstopped unused;
wire
            clkinstopped unused;
wire
            reset high;
MMCME2 ADV
                          ("OPTIMIZED"),
#(.BANDWIDTH
                         ("FALSE"),
  .CLKOUT4 CASCADE
                          ("ZHOLD"),
  .COMPENSATION
  .STARTUP WAIT
                          ("FALSE"),
  .DIVCLK DIVIDE
                         (1),
                         (9.125),
  .CLKFBOUT MULT F
  .CLKFBOUT PHASE
                          (0.000),
  .CLKFBOUT USE FINE PS ("FALSE"),
  .CLKOUTO DIVIDE F
                         (36.500),
  .CLKOUTO PHASE
                         (0.000),
  .CLKOUTO DUTY CYCLE
                         (0.500),
  .CLKOUTO USE FINE PS
                          ("FALSE"),
  .CLKIN1 PERIOD
                          (10.0)
mmcm adv_inst
  // Output clocks
 (
```

```
(clkfbout clk wiz 0),
    .CLKFBOUT
    .CLKFBOUTB
                          (clkfboutb unused),
                          (clk out1 clk wiz 0), // this is the output clock before BU
    .CLKOUT0
                          (clkout0b unused),
    .CLKOUT0B
                          (clkout1 unused),
    .CLKOUT1
                          (clkout1b unused),
    .CLKOUT1B
                          (clkout2 unused),
    .CLKOUT2
                          (clkout2b unused),
    .CLKOUT2B
    .CLKOUT3
                          (clkout3 unused),
                          (clkout3b unused),
    .CLKOUT3B
                          (clkout4 unused),
    .CLKOUT4
                          (clkout5 unused),
    .CLKOUT5
    .CLKOUT6
                          (clkout6 unused),
    // Input clock control
    .CLKFBIN
                          (clkfbout buf clk wiz 0),
                          (clk in1 clk wiz 0),
    .CLKIN1
    .CLKIN2
                          (1'b0),
    // Tied to always select the primary input clock
    .CLKINSEL
                          (1'b1),
    // Ports for dynamic reconfiguration
    .DADDR
                         (7'h0),
    .DCLK
                          (1'b0),
                          (1'b0),
    .DEN
    .DI
                          (16'h0),
    .DO
                          (do unused),
                          (drdy unused),
    .DRDY
                          (1'b0),
    . DWE
    // Ports for dynamic phase shift
    .PSCLK
                          (1'b0),
    .PSEN
                          (1'b0),
                          (1'b0),
    .PSINCDEC
    .PSDONE
                          (psdone unused),
    // Other control and status signals
    .LOCKED
                          (locked int),
    .CLKINSTOPPED
                          (clkinstopped unused),
                          (clkfbstopped unused),
    .CLKFBSTOPPED
    .PWRDWN
                          (1'b0),
                          (reset high));
    .RST
 assign reset high = reset;
 assign locked = locked int;
// Clock Monitor clock assigning
//----
// Output buffering
```

//-----

```
BUFG clkf buf
   (.O (clkfbout buf clk wiz 0),
   .I (clkfbout clk wiz 0));
 BUFG clkout1 buf
       (clk out1),
   (.0
       (clk out1 clk wiz 0));
endmodule
// clk int is clkin divided by 2
module clkcntrl4(
    input clk int,
    output seldig,
    output clk out,
    output qsec);
  wire XLXN 70;
  wire XLXN 72;
  wire XLXN 75;
  wire XLXN 77;
  wire XLXN 78;
  wire XLXN 79;
  wire qsec3, qsec2, qsec0;
  count4 MSCLK clkcntrl4 XLXI 37 (.C(clk int),
                                     .CE(1'b1),
                                     .R(1'b0),
                                     .CEO(XLXN 72),
                                     .Q0(),
                                     .Q1(),
                                     .Q2(),
                                     .Q3(),
                                     .TC());
  count4 MSCLK clkcntrl4 XLXI 38 (.C(clk int),
                                     .CE(XLXN 72),
                                     .R(1'b0),
                                     .CEO(XLXN 70),
                                     .Q0(),
                                     .Q1(),
                                     .Q2(),
                                     .Q3(),
                                     .TC());
```

```
// (* HU SET = "XLXI 39 75" *)
  count4 MSCLK clkcntrl4 XLXI_39 (.C(clk_int),
                                    .CE(XLXN 70),
                                    .R(1'b0),
                                    .CEO(),
                                    .QO(),
                                    .Q1(),
                                     .Q2(),
                                    .Q3(XLXN 77),
                                    .TC());
  //Second counter starts here
//(* HU SET = "XLXI 40 76" *)
count4 MSCLK clkcntrl4 XLXI 40 (.C(clk out), // clk int in simulation,
                                    .CE(1'b1),
                                     .R(1'b0),
                                     .CEO(),
                                    .Q0(),
                                    .Q1(),
                                    .Q2(),
                                    .Q3(),
                                    .TC(XLXN 75)); // digsel either
//Third counter starts here for real qsec
  count4 MSCLK clkcntrl4 XLXI 49 (.C(clk out), // clk int in simulation,
                                     .CE(1'b1),
                                    .R(qsec3),
                                     .CEO(XLXN 78),
                                     .Q0(),
                                    .Q1(),
                                     .Q2(),
                                    .Q3(),
                                     .TC());
  count4 MSCLK clkcntrl4 XLXI 45 (.C(clk out),
                                    .CE(XLXN 78),
                                    .R(qsec3),
                                     .CEO(XLXN 79),
                                    .Q0(),
                                    .Q1(),
                                    .Q2(),
                                    .Q3(),
                                    .TC());
  count4 MSCLK clkcntrl4 XLXI 44 (.C(clk out),
                                     .CE(XLXN 79),
```

```
.R(qsec3),
                                      .CEO(),
                                      .Q0(),
                                      .Q1(qsec2),
                                      .Q2(qsec0),
                                      .Q3(),
                                      .TC());
  AND2
        I 12222 (.IO(qsec0),
                   .I1(qsec2),
                   //.I2(XLXN_79),
                  //.I3(),
                   .0(qsec3));
`ifdef XILINX SIMULATOR
       XLXI_336 (.I(XLXN_75),.O(seldig));
  BUF
        XLXI 398 (.I(XLXN 75),.O(qsec));
  BUF
  BUFG XLXI 399 (.I(clk int),.O(clk out));
`else
  BUF
        XLXI 336 (.I(XLXN 75),.O(seldig));
  BUF
        XLXI 398 (.I(qsec3),.O(qsec));
  BUFG XLXI_401 (.I(XLXN_77),.O(clk_out));
`endif
endmodule
//module FTCE_MXILINX_clkcntrl4(C,
//
                                 CE,
//
                                 CLR,
//
                                  Τ,
//
                                 Q);
//
    parameter INIT = 1'b0;
//
     input C;
//
     input CE;
     input CLR;
//
//
     input T;
     output Q;
//
//
    wire TQ;
//
    wire Q_DUMMY;
//
    assign Q = Q DUMMY;
```

```
//
     XOR2 I 36 32 (.IO(T),
//
                    .I1(Q_DUMMY),
//
                    .O(TQ));
//
     ///(* RLOC = "X0Y0" *)
//
     FDCE
           I 36 35 (.C(C),
//
                    .CE(CE),
//
                    .CLR (CLR),
//
                    .D(TQ),
//
                    .Q(Q DUMMY));
//endmodule
`timescale 1ns / 1ps
module count4 MSCLK clkcntrl4(C,
               CE,
              R,
              CEO,
              Q0,
              Q1,
              Q2,
              Q3,
              TC
    );
    input C;
    input CE;
    input R;
   output CEO;
   output Q0;
   output Q1;
   output Q2;
   output Q3;
   output TC;
   wire [3:0] D;
    assign D[0] = (\sim Q0);
    assign D[1] = (Q1^Q0);
    assign D[2] = (Q2^{(Q1&Q0))};
    assign D[3] = (Q3^{(Q2\&Q1\&Q0))};
    assign TC = Q3&Q2&Q1&Q0;
    assign CEO = TC&CE;
    FDRE #( .INIT(1'b0) ) MSCLK_CNT4ff_0 (.C(C), .R(R), .CE(CE), .D(D[0]), .Q(Q0));
    FDRE #( .INIT(1'b0) ) MSCLK CNT4ff 1 (.C(C), .R(R), .CE(CE), .D(D[1]), .Q(Q1));
    FDRE #( .INIT(1'b0) ) MSCLK CNT4ff 2 (.C(C), .R(R), .CE(CE), .D(D[2]), .Q(Q2));
    FDRE #( .INIT(1'b0) ) MSCLK CNT4ff 3 (.C(C), .R(R), .CE(CE), .D(D[3]), .Q(Q3));
```

```
//module CB4CE MXILINX clkcntrl4(C,
//
                                   CE,
//
                                   CLR,
//
                                   CEO,
//
                                   Q0,
//
                                   Q1,
//
                                   Q2,
//
                                   Q3,
//
                                   TC);
//
     input C;
//
      input CE;
//
     input CLR;
//
     output CEO;
//
     output Q0;
//
     output Q1;
//
     output Q2;
     output Q3;
//
//
     output TC;
//
     wire T2;
//
     wire T3;
//
     wire XLXN 1;
//
     wire Q0 DUMMY;
//
    wire Q1 DUMMY;
//
     wire Q2 DUMMY;
//
     wire Q3 DUMMY;
//
     wire TC DUMMY;
//
     assign Q0 = Q0 DUMMY;
     assign Q1 = Q1_DUMMY;
//
//
     assign Q2 = Q2 DUMMY;
//
     assign Q3 = Q3_DUMMY;
     assign TC = TC DUMMY;
//
     (* HU SET = "I Q0 69" *)
//
     FTCE MXILINX clkcntrl4 #( .INIT(1'b0) ) I Q0 (.C(C),
//
//
                                     .CE(CE),
//
                                     .CLR (CLR),
//
                                     .T(XLXN 1),
//
                                     .Q(Q0 DUMMY));
//
     (* HU SET = "I Q1 70" *)
     FTCE MXILINX_clkcntrl4 #( .INIT(1'b0) ) I_Q1 (.C(C),
//
//
                                     .CE(CE),
//
                                     .CLR(CLR),
```

```
//
                                     .T(Q0_DUMMY),
//
                                     .Q(Q1_DUMMY));
     (* HU_SET = "I_Q2_71" *)
//
//
     FTCE MXILINX clkcntrl4 #( .INIT(1'b0) ) I Q2 (.C(C),
//
                                     .CE(CE),
//
                                     .CLR (CLR),
//
                                     .T(T2),
                                     .Q(Q2 DUMMY));
//
//
     (* HU SET = "I Q3 72" *)
//
     FTCE MXILINX clkcntrl4 #( .INIT(1'b0) ) I Q3 (.C(C),
//
                                     .CE(CE),
//
                                     .CLR (CLR),
//
                                     .T(T3),
//
                                     .Q(Q3 DUMMY));
//
     AND4
          I 36 31 (.IO(Q3 DUMMY),
                    .I1(Q2 DUMMY),
//
//
                    .I2(Q1 DUMMY),
//
                    .13(Q0 DUMMY),
//
                    .O(TC DUMMY));
           I_36_32 (.IO(Q2_DUMMY),
//
     AND3
//
                    .I1(Q1 DUMMY),
//
                    .12(Q0 DUMMY),
//
                    .0(T3));
//
     AND2 I_36_33 (.IO(Q1_DUMMY),
                    .I1(Q0 DUMMY),
//
//
                    .0(T2));
          I 36 58 (.P(XLXN 1));
//
     VCC
//
     AND2 I 36 67 (.IO(CE),
//
                    .I1(TC_DUMMY),
//
                    .O(CEO));
```

//endmodule