```
DSD LAB2 107504507 資電四 吳葦誠
Lab_2.v
`timescale 1ns / 1ps
module Lab_2(
    input [1:8] SW_DIP,
    input clk_input,
    input rst,
    output reg [7:0] Enable,
    output reg [15:0] LED,
    output reg [7:0] SevenSeg
    );
    reg speed;
                           //ON:0.5HZ
                                           OFF:2HZ
                          //ON:+1
    reg [3:0] mode;
                                             OFF:XX
    reg [3:0] pattern;
    reg [1:0] times;
                         //repeat times
    reg clk;
    reg [27:0] counter28;
                            //for counting frequency
    reg [1:0] group;
                            //1 for going up
    reg up;
                                //for counting times
    reg [1:0] round;
    reg [3:0] pattern2;
                               //for adding pattern
    reg [1:0] times2;
    reg [7:0] SevenSegP;
    reg [7:0] SevenSegG;
    //assign Enable = 8'b0001_1000;
    always @(*) begin
         speed = SW_DIP[1];
         mode = {3'b000, SW DIP[2]};
         pattern = SW_DIP[3:6];
         times = SW_DIP[7:8];
    end
```

```
always @(posedge clk_input)
begin
//case(counter28[1])
case(counter28[19])
    1'b0:begin Enable = 8'b0000_0010; SevenSeg = SevenSegP; end
    1'b1:begin Enable = 8'b0000_0001; SevenSeg = SevenSegG; end
endcase
end
always @(posedge clk_input) //counter++ for timing
begin
    if(!rst) begin
         counter28 = 28'b0;
    end
    else begin
         counter28 = counter28 + 1'b1;
    end
end
always @(posedge clk_input) //for different spped
begin
    if(speed)begin //0.5hz
         clk = counter28[27];
         //clk = counter28[2];
    end
    else if(!speed)begin
                            //1hz
         clk = counter28[25];
         //clk = counter28[1];
    end
end
always @(posedge clk or negedge rst) begin
    if(!rst) begin
         group = 2'b00;
         up = 1;
         round = 0;
         pattern2 = pattern;
         times2 = times;
```

```
end
          else begin
               if(round == times && group == 2'b00) begin
                    LED <= LEDSet(pattern2, group);</pre>
                    SevenSegP <= SevenSet1(pattern2);</pre>
                    SevenSegG <= SevenSet2(group);</pre>
               end
               else begin
                    LED <= LEDSet(pattern2, group);</pre>
                    SevenSegP <= SevenSet1(pattern2);</pre>
                    SevenSegG <= SevenSet2(group);</pre>
                    if(group == 2'b00 && up == 1'b0)
                         pattern2 = pattern2 + mode;
                    if(group == 2'b00)
                         up = 1'b1;
                    else if(group == 2'b11)
                    begin
                         up = 1'b0;
                         round = round + 1;
                    end
                    case(up)
                    1'b1 : group = group + 1;
                    1'b0 : group = group - 1;
                    endcase
               end
          end
     end
function [15:0] LEDSet;
input [3:0] pattern;
input [1:0] group;
//input pattern and group to set the LED output
```

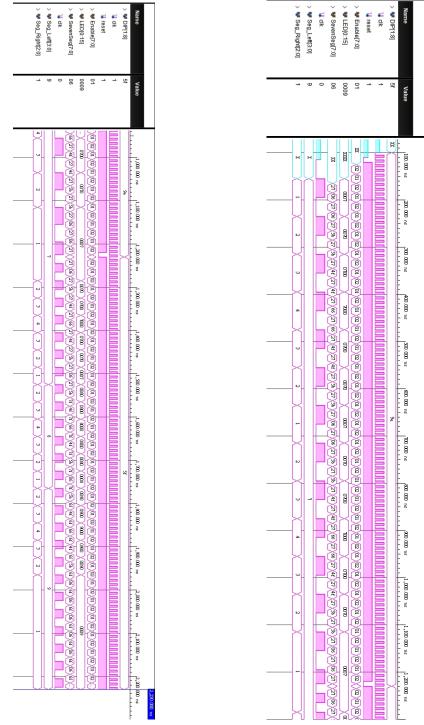
```
begin
    LEDSet = 16'b0;
    case(group)
    2'b00: LEDSet[3:0] = pattern;
    2'b01: LEDSet[7:4] = pattern;
    2'b10: LEDSet[11:8] = pattern;
    2'b11: LEDSet[15:12] = pattern;
    endcase
end
endfunction
function [7:0] SevenSet1;
input [3:0] digits;
begin
    case(digits)
    4'h0: SevenSet1 = 8'b00111111;
    4'h1: SevenSet1 = 8'b00000110;
    4'h2: SevenSet1 = 8'b01011011;
    4'h3: SevenSet1 = 8'b01001111;
    4'h4: SevenSet1 = 8'b01100110;
    4'h5: SevenSet1 = 8'b01101101;
    4'h6: SevenSet1 = 8'b01111101;
    4'h7: SevenSet1 = 8'b00100111;
    4'h8: SevenSet1 = 8'b01111111;
    4'h9: SevenSet1 = 8'b01101111;
    4'ha: SevenSet1 = 8'b01110111;
    4'hb: SevenSet1 = 8'b01111100;
    4'hc: SevenSet1 = 8'b00111001;
    4'hd: SevenSet1 = 8'b01011110;
    4'he: SevenSet1 = 8'b01111001;
    4'hf: SevenSet1 = 8'b01110001;
    endcase
end
endfunction
function [7:0] SevenSet2;
input [3:0] digits;
```

```
begin
    case(digits)
    4'h0: SevenSet2 = 8'b00000110; //group1
    4'h1: SevenSet2 = 8'b01011011; //g2
    4'h2: SevenSet2 = 8'b01001111; //g3
    4'h3: SevenSet2 = 8'b01100110; //g4
    endcase
end
endfunction
endmodule//main module end
Lab_2_tb.v
`timescale 1ns / 1ps
module Lab_2_tb;
    //Input
    reg [1:8] DIP;
    reg clk;
    reg reset;
    //output
    wire [7:0] Enable;
    wire [0:15] LED;
    wire [7:0] SevenSeg;
    //uut
    Lab_2 uut(
    .SW_DIP(DIP),
    .clk_input(clk),
    .rst(reset),
    .Enable(Enable),
    .LED(LED),
    .SevenSeg(SevenSeg)
    );
    //reg speed;
    //reg [3:0] mode;
```

```
//reg [3:0] pattern;
    //reg [1:0] times;
initial begin
    #100;
    clk = 1'b0;
    forever
    #5 clk = ~clk;
end
initial
    begin
    #100;
    DIP = 8'b1001_1110;
    #10;
    reset=0;
    #10;
    reset=1;
    #600;
    reset=0;
    #10;
    DIP = 8'b0101_1111;
    reset=1;
    #600;
    $finish;
    end
```

endmodule

Behavior simulation(為方便橫向讀,左圖為 tesetbench b、右圖為 testbench a)



## Synthesis timing report

				D. L. WELL	
Setup		Hold		Pulse Width	
Worst Negative Slack (WNS):	7.495 ns	Worst Hold Slack (WHS):	0.131 ns	Worst Pulse Width Slack (WPWS):	4,500 n
Total Negative Slack (TNS):	0.000 ns	Total Hold Slack (THS):	0.000 ns	Total Pulse Width Negative Slack (TPWS):	0.000 n
Number of Failing Endpoints:	0	Number of Failing Endpoints:	0	Number of Failing Endpoints:	0
Total Number of Endpoints:	13	Total Number of Endpoints:	13	Total Number of Endpoints:	14