

# SIMULATION AND IMPLEMENTATION SEQUENTIAL LOGIC CIRCUITS

## AIM

To simulate and synthesis SR, JK, T, D - FLIPFLOP, COUNTER DESIGN using Xilinx ISE

## PROCEDURE

**STEP:1** Start the Xilinx navigator, Select and Name the New project.

**STEP:2** Select the device family, device, package and speed.

**STEP:3** Select new source in the New Project and select Verilog Module as the Source type.

**STEP:4** Type the File Name and Click Next and then finish button. Type the code and save it.

**STEP:5** Select the Behavioral Simulation in the Source Window and click the check syntax.

**STEP:6** Click the simulation to simulate the program and give the inputs and verify the outputs as per the truth table.

**STEP:7** Select the Implementation in the Sources Window and select the required file in the Processes Window.

**STEP:8** Select Check Syntax from the Synthesize XST Process. Double Click in the FloorplanArea/IO/Logic-Post Synthesis process in the User Constraints process group. UCF(User constraint File) is obtained.

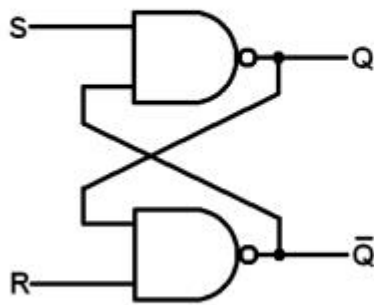
**STEP:9** In the Design Object List Window, enter the pin location for each pin in the Loc column Select save from the File menu.

**STEP:10** Double click on the Implement Design and double click on the Generate Programming File to create a bitstream of the design.(.v) file is converted into .bit file here.

**STEP:11** On the board, by giving required input, the LEDs starts to glow light, indicating the output.

## LOGIC DIAGRAM

### SR Flip Flop



Sno	S	R	Q	Q'	State
1	1	0	1	0	Q is set to 1
2	1	1	1	0	No change
3	0	1	0	1	Q' is set to 1
4	1	1	0	1	No change
5	0	0	1	1	Invalid

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## VERILOG CODE

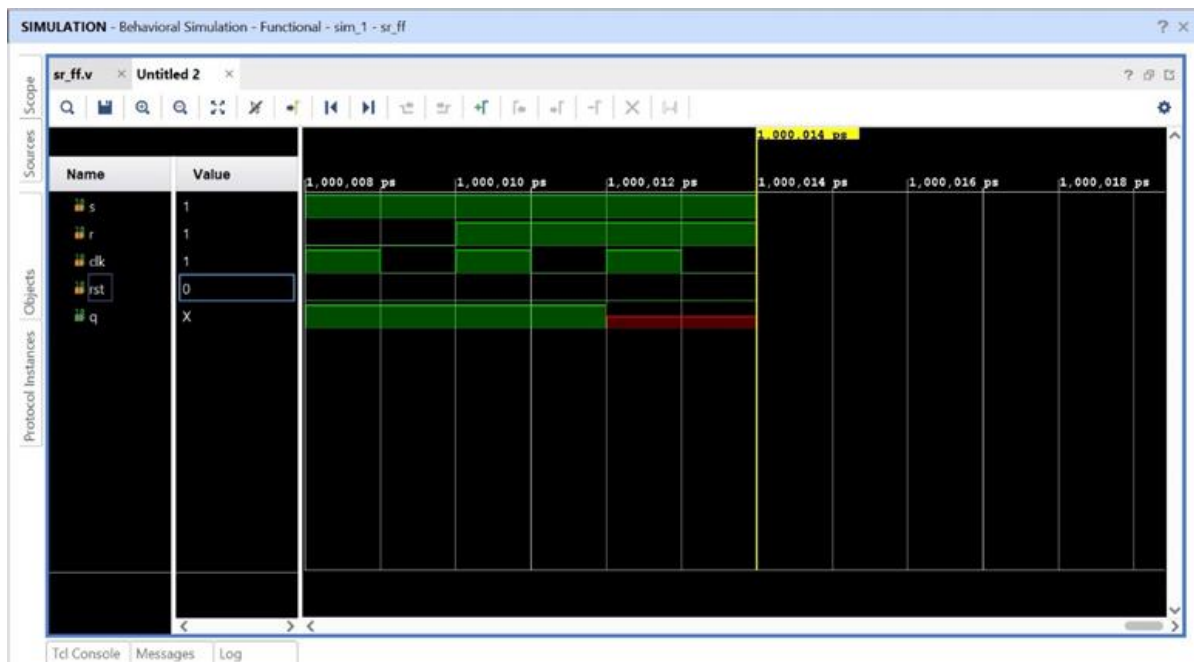
```
module sr_ff(clk,q,rst,s,r);  
input s,r,clk,rst;  
output reg q;  
always@(posedge clk)  
begin  
if(rst==1)  
q=1'b0;  
else  
begin  
case({s,r})  
2'b00:q=q;  
2'b01:q=1'b0;  
2'b10:q=1'b1;  
2'b11:q=1'bx;
```

```

endcase
end
end
endmodule

```

## OUTPUT



## LOGIC DIAGRAM

\\ JK FLIPFLOP\\

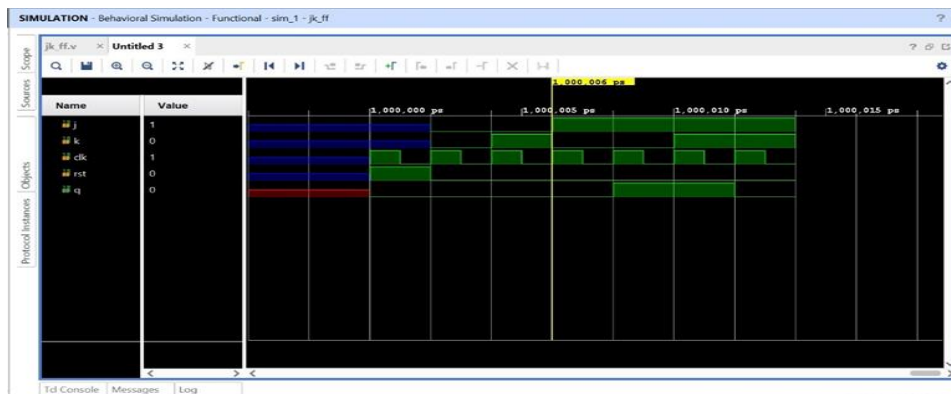
Truth Table

J	K	CLK	Q
0	0	↑	$Q_0$ (no change)
1	0	↑	1
0	1	↑	0
1	1	↑	$\overline{Q_0}$ (toggles)

# VERILOG CODE

```
module jk_ff(clk,q,rst,j,k);  
input j,k,clk,rst;  
output reg q;  
always@(posedge clk)  
begin  
if(rst==1)  
q=1'b0;  
else  
begin  
case({j,k})  
2'b00:q=q;  
2'b01:q=1'b0;  
2'b10:q=1'b1;  
2'b11:q=~q;  
endcase  
end  
end  
endmodule
```

## OUTPUT



## LOGIC DIAGRAM

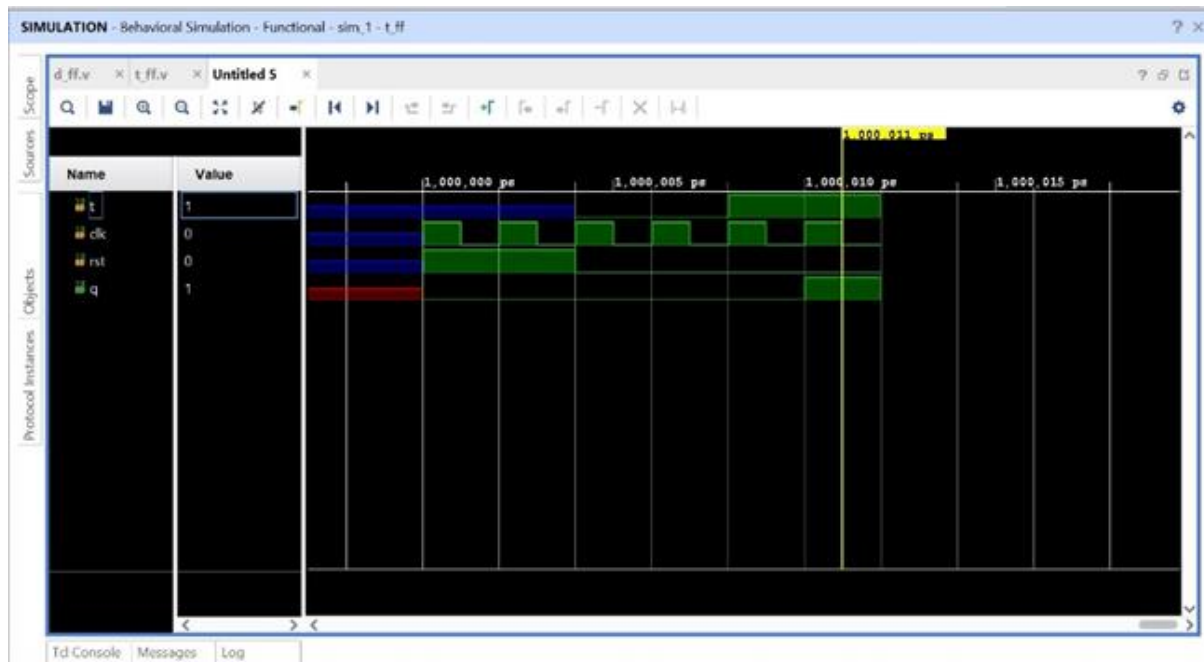
### \\T FLIPFLOP\\

Input	Outputs	
	Present State	Next State
T	$Q_n$	$Q_{n+1}$
0	0	0
0	1	1
1	0	1
1	1	0

## VERILOG CODE

```
module t_ff(clk,q,rst,t);  
    input t,clk,rst;  
    output reg q;  
    always@(posedge clk)  
    begin  
        if(rst==1)  
            q=1'b0;  
        else  
            if(t==0)  
                q=q;  
            else  
                q=~q;  
        end  
    end  
endmodule
```

## OUTPUT



## LOGIC DIAGRAM

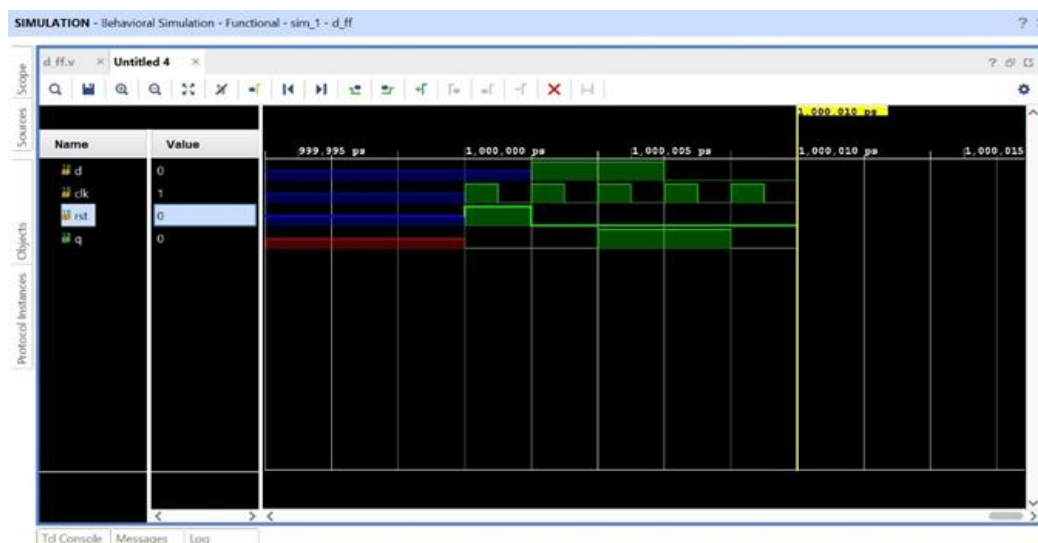
\\ D FLIPFLOP \\

D	Q(Current)	Q(n+1) (Next)
0	0	0
0	1	0
1	0	1
1	1	1

# VERILOG CODE

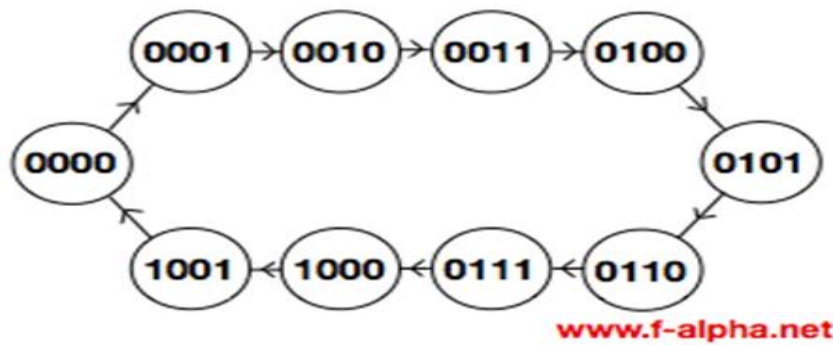
```
module d_ff(clk,q,rst,d);  
input d,clk,rst;  
output reg q;  
always@(posedge clk)  
begin  
if(rst==1)  
q=1'b0;  
else  
q=d;  
end  
endmodule
```

# OUTPUT



## LOGIC DIAGRAM

\\ MOD 10 COUNTER\\

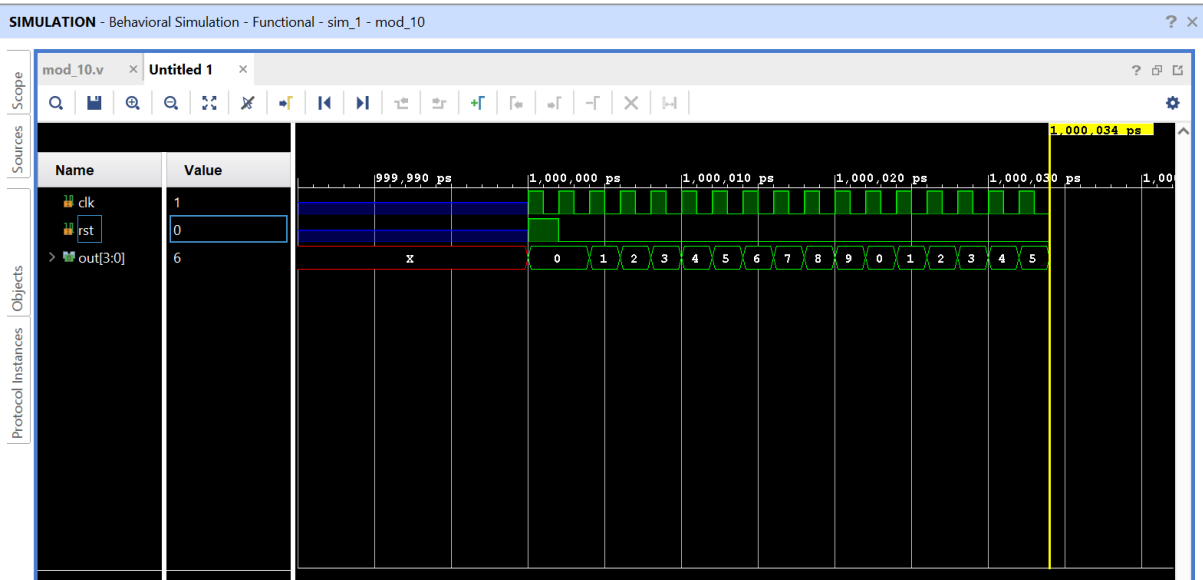


## VERILOG CODE

```
module mod_10(clk,rst,out);  
input clk,rst;  
output reg[3:0]out;  
always@(posedge clk)  
begin  
if(rst==1|out==9)  
out=4'b0;  
else  
out=out+1;  
end  
endmodule
```



# OUTPUT



# LOGIC DIAGRAM

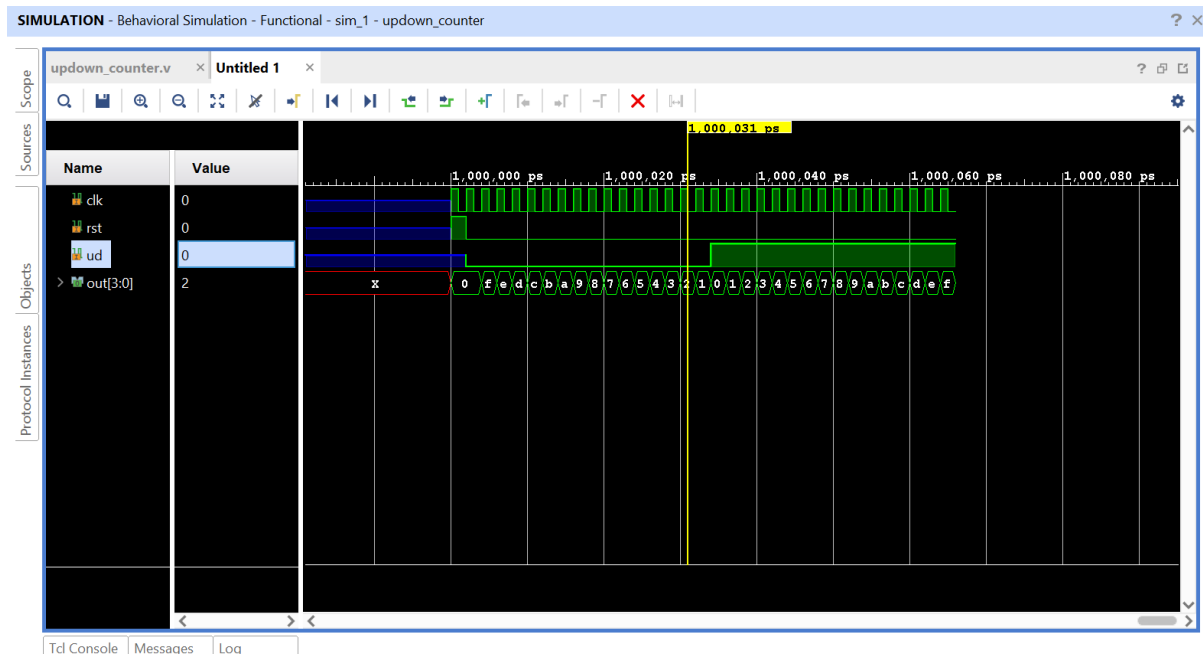
## \\UPDOWN COUNTER\\

COUNT-UP Mode				COUNT-DOWN Mode			
States	$Q_C$	$Q_B$	$Q_A$	States	$Q_C$	$Q_B$	$Q_A$
0	0	0	0	7	1	1	1
1	0	0	1	6	1	1	0
2	0	1	0	5	1	0	1
3	0	1	1	4	1	0	0
4	1	0	0	3	0	1	1
5	1	0	1	2	0	1	0
6	1	1	0	1	0	0	1
7	1	1	1	0	0	0	0

# VERILOG CODE

```
module updown_counter(clk,rst,ud,out);  
  
input clk,rst,ud;  
  
Output reg[3:0]out;  
  
always@(posedge clk)  
  
begin  
  
if(rst==1)  
  
out=4'b0;  
  
else if (ud==1)  
  
out=out+1;  
  
else if(ud==0)  
  
out=out-1;  
  
end  
  
endmodule
```

## OUTPUT



## RESULT

Thus The Simulate And Synthesis SR, Jk, T, D - Flipflop, Counter Design Using Xilinx Ise Are Verified Successfully