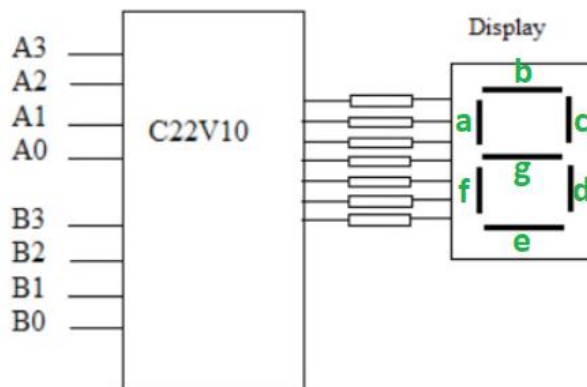


LAB 3 Grundkursnivå



Om A=B skall displayen visa



e,g

Om A<B skall displayen visa



e,f,g

Om A>B skall displayen visa



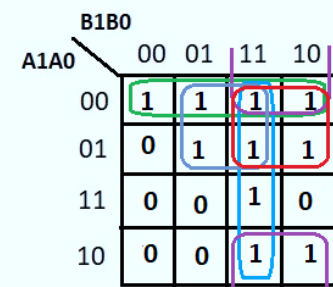
d,e,g

G1: Kombinatorisk VHDL:

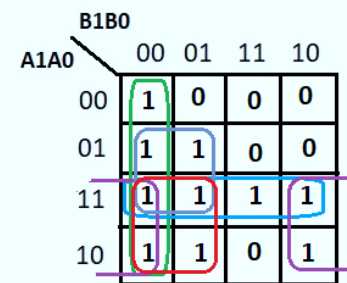
- En där A och B är tvåbitars binära tal $A=(A1,A0)$ och $B=(B1,B0)$. Utsignalerna ska här skrivas med Booleska uttryck (ta fram dem mha Karnaugh-diagram)

A1	A0	B1	B0	a	b	c	d	e	f	g
0	0	0	0	1	1	1	1	0	1	0
0	0	0	1	1	1	1	1	0	0	0
0	0	1	0	1	1	1	1	0	0	0
0	0	1	1	1	1	1	1	0	0	0
0	1	0	0	1	1	1	0	0	1	0
0	1	0	1	1	1	1	1	0	1	0
0	1	1	0	1	1	1	1	0	0	0
0	1	1	1	1	1	1	1	0	0	0
1	0	0	0	1	1	1	0	0	1	0
1	0	0	1	1	1	1	0	0	1	0
1	0	1	0	1	1	1	1	0	1	0
1	0	1	1	1	1	1	1	0	0	0
1	1	0	0	1	1	1	0	0	1	0
1	1	0	1	1	1	1	0	0	1	0
1	1	1	0	1	1	1	0	0	1	0
1	1	1	1	1	1	1	1	0	1	0

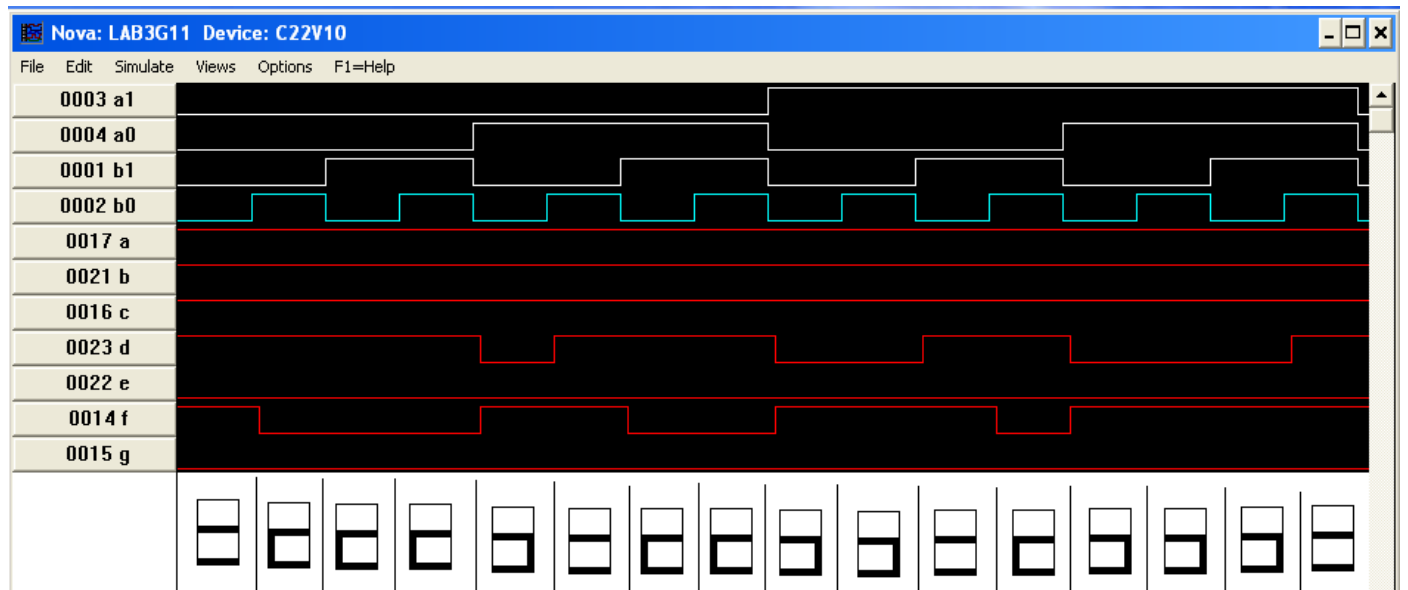
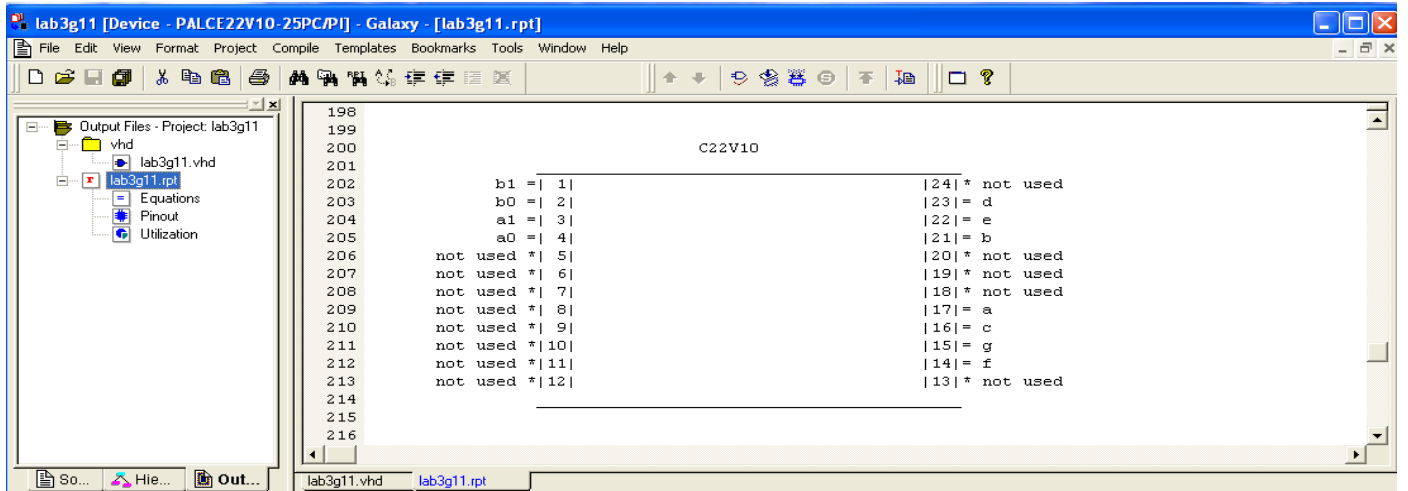
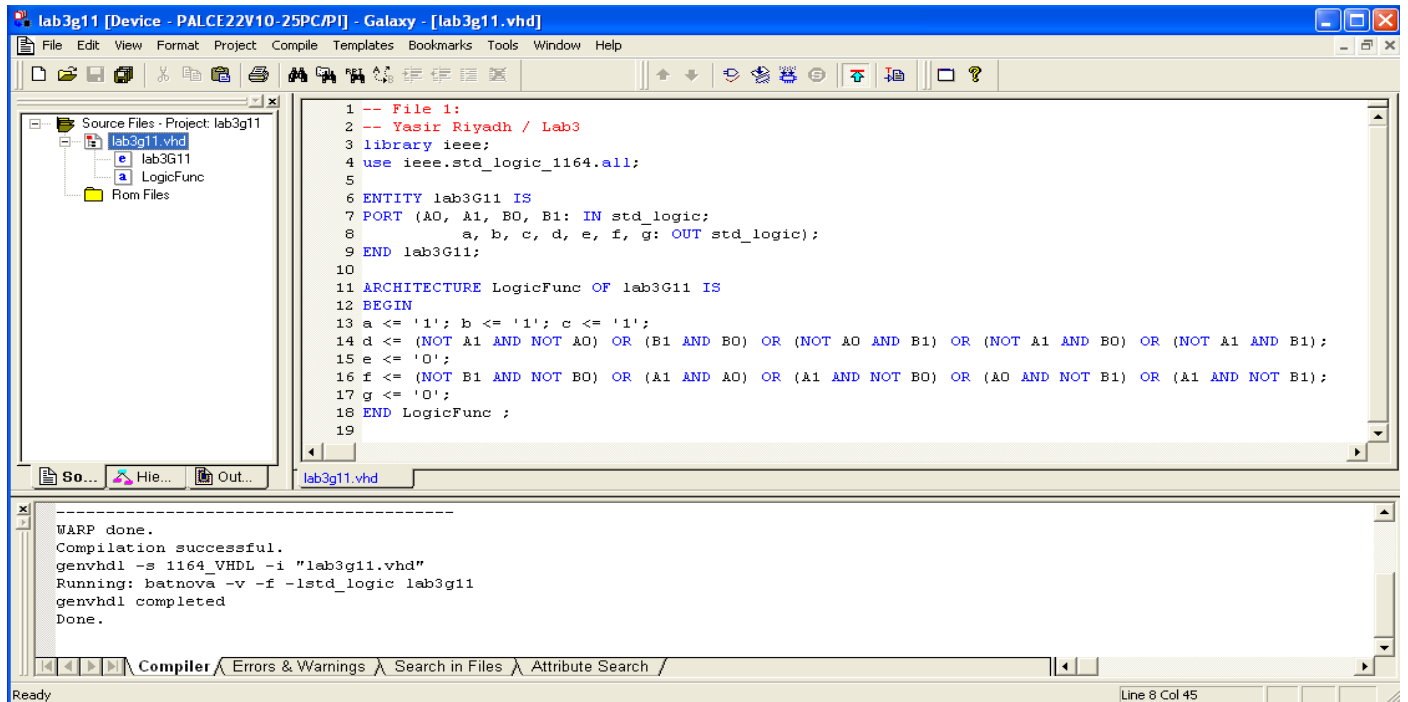
a=1 b=1 c=1 e=0 g=0



$$d = \overline{A1} \overline{A0} + \overline{B1} \overline{B0} + \overline{A0} B1 + \overline{A1} B0 + \overline{A1} B1$$



$$f = \overline{B1} \overline{B0} + \overline{A1} \overline{A0} + \overline{A1} B0 + \overline{A0} B1 + \overline{A1} B1$$



- En där A och B är fyra bitars binära tal $A=(A_3,A_2,A_1,A_0)$ och $B=(B_3,B_2,B_1,B_0)$.
Utsignalerna ska här skrivas med villkorssatser (IF, CASE eller motsvarande).

lab3g12 [Device - PALCE22V10-25PC/PJ] - Galaxy - [lab3g12.vhd]

File Edit View Format Project Compile Templates Bookmarks Tools Window Help

Source Files - Project: lab3g12

- lab3g12.vhd
- lab3g12
- algor
- Rom Files

```

1 -- File 2;
2 -- Yasir Riyad / Lab3
3 Library ieee;
4 use ieee.std_logic_1164.all;
5
6 ENTITY lab3g12 IS
7   PORT (Ain,Bin : IN std_logic_vector(3 downto 0);
8         a,b,c,d,e,f,g : OUT std_logic);
9 END lab3g12;
10
11 ARCHITECTURE algor OF lab3g12 IS
12 BEGIN
13   process(Ain,Bin)
14   BEGIN
15     if (Ain>Bin) then
16       a<='1'; b<='1'; c<='1'; d<='0'; e<='0'; f<='1'; g<='0';
17     elsif (Ain<Bin) then
18       a<='1'; b<='1'; c<='1'; d<='1'; e<='0'; f<='0'; g<='0';
19     else
20       a<='1'; b<='1'; c<='1'; d<='1'; e<='0'; f<='1'; g<='0';
21     end if;
22   end process;
23 END algor;

```

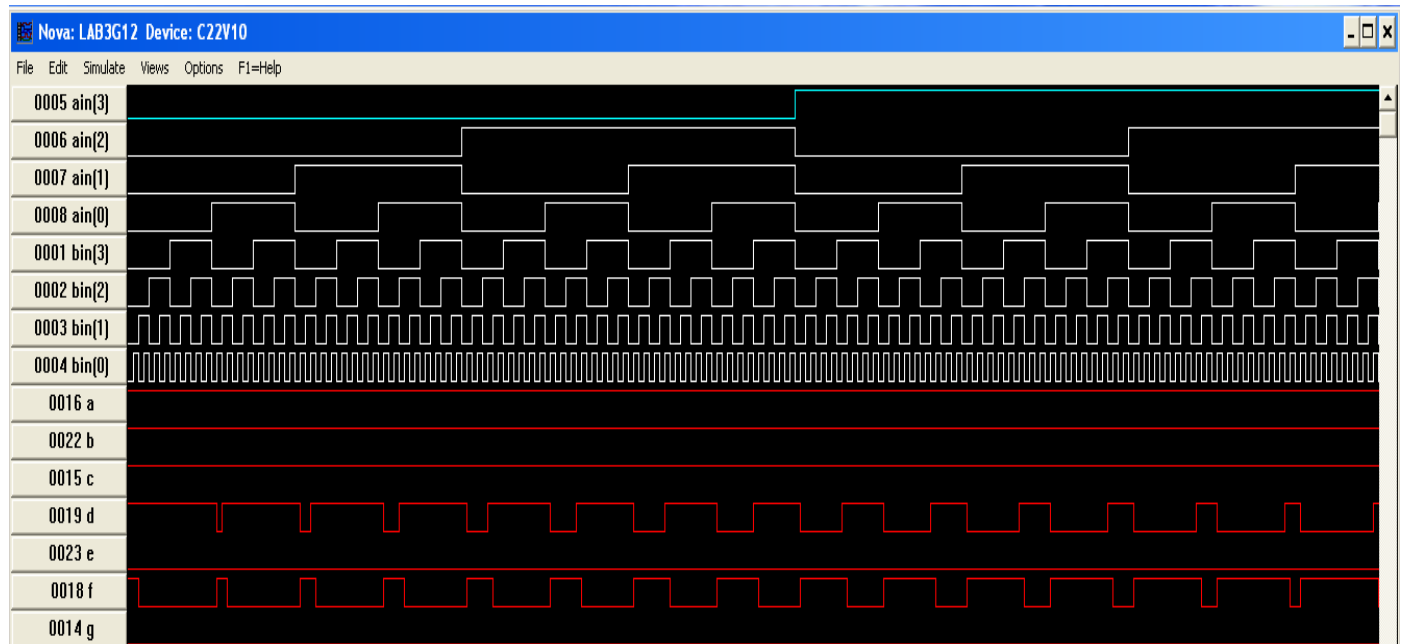
So... Hie... Out...

lab3g12.vhd

WARP done.
Compilation successful.
genvhdl -s 1164_VHDL -i "lab3g12.vhd"
Running: batnova -v -f -lstd_logic lab3g12
genvhdl completed
Done.

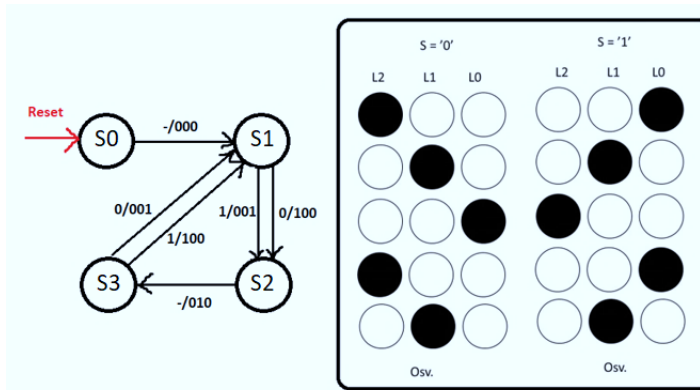
Compiler Errors & Warnings Search in Files Attribute Search

Ready Line 22 Col 17



G2: Sekventiell VHDL:

Skriv en VHDL-fil som realiserar samma tillståndsmaskin som du byggde i lab 2 (alltså den med det "rullande" ljuset).



```
lab3g2 [Device - PALCE22V10-25PC/PJ] - Galaxy - [lab3g2.vhd]
File Edit View Format Project Compile Templates Bookmarks Tools Window Help
Source Files - Project: lab3g2
  lab3g2.vhd
  rullande
  FSM
  Rom Files
1 -- File 3
2 -- Yasir Riyadh / Lab3
3 LIBRARY ieee ;
4 USE ieee.std_logic_1164.all ;
5 ENTITY rullande IS
6   PORT (Clock, Rst, S: IN std_logic;
7         Ljus: OUT std_logic_vector (2 DOWNTO 0));
8 END rullande;
9 ARCHITECTURE FSM OF rullande IS
10  TYPE Statetype IS (S0, S1, S2, S3);
11  SIGNAL PS, NS: Statetype;
12 BEGIN
13  PROCESS (Clock, Rst)
14  BEGIN
15    IF (Rst = '1') THEN PS <= S0;
16    ELSIF (Clock = '1' AND Clock'EVENT) THEN PS <= NS;
17    END IF;
18  END PROCESS;
19  PROCESS (PS, S)
20  BEGIN
21    NS <= S0;
22    CASE PS IS
23      WHEN S0 => NS <= S1; Ljus <= "000";
24      WHEN S1 => IF (S = '1') THEN NS <= S2; Ljus <= "001";
25                  ELSE NS <= S2; Ljus <= "100";
26      END IF;
27      WHEN S2 => IF (S = '1') THEN NS <= S3; Ljus <= "010";
28                  ELSE NS <= S3; Ljus <= "010";
29      END IF;
30      WHEN S3 => IF (S = '1') THEN NS <= S1; Ljus <= "100";
31                  ELSE NS <= S1; Ljus <= "001";
32      END IF;
33    END CASE;
34  END PROCESS;
35 END FSM;
```

WARP done.
Compilation successful.
genvhdl -s 1164 VHDL -i "lab3g2.vhd"
Running: batnova -v -f -lstd_logic lab3g2
genvhdl completed

Compiler Errors & Warnings Search in Files Attribute Search /

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