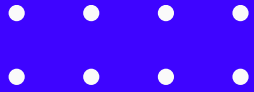
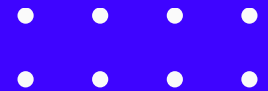



UART





**IT'S STANDS FOR UNIVERSAL
ASYNCHRONOUS
RECEIVER/TRANSMITTER**



The image features several abstract geometric shapes on the left side. At the top left is a dark blue trapezoid with a pattern of small white dashes. Below it is a blue trapezoid with a pattern of white zig-zags and the letter 'D'. To the right of these is a 4x3 grid of small black dots. At the bottom left is a light blue trapezoid with a pattern of small white circles, and below that is a blue trapezoid with a pattern of small white dashes. A thin black circle is partially visible on the far left edge.

UART is usually an individual (or part of an) integrated circuit (IC) used for serial communications over a computer or peripheral device serial port.

Hardware implementation of UART using SystemVerilog.



```
`timescale 1ns / 1ps
```

```
////////////////////////////////////////////////////////////////  
// Company:  
// Engineer: Youssef Ahmed  
//  
// Create Date: 03/17/2023 12:13:00 AM  
// Design Name:  
// Module Name: UART  
// Project Name:  
// Target Devices:  
// Tool Versions:  
// Description:  
// Additional Comments:  
//  
////////////////////////////////////////////////////////////////
```

```
module UART #(
    parameter Data_bits=9,
    parameter Sp_ticks=16,
    parameter St_ticks=8,
    parameter Dt_ticks=16,
    parameter addr_width=5,
    parameter divsr_width=10,
    parameter Read=2'b01,
    parameter Write=2'b10,
    parameter Read_and_Write=2'b11

)
    (
        input clk,Reset,
        input rd_uart,wr_uart,
        input rx,
        input[Data_bits-2:0] w_data,
        input[divsr_width-1:0] divsr,
        output rx_empty,tx_full,
        output tx,
        output[Data_bits-2:0] r_data,
        output incorrect_send
    );
```

```
module UART_TX #(
    parameter Data_bits=9, //including parity bit
    parameter Sp_ticks=16, //Stop_bit_ticks
    parameter St_ticks=8,  //Start_bit_ticks
    parameter Dt_ticks=16 //data ticks for transimting one data bit
)

(

    input clk,Reset,
    input[Data_bits-2:0] data_in,
    input tx_start,
    input s_ticks,
    output logic tx_done_tick,
    output logic parity_check,
    output logic tx

);

typedef enum { idle , start , data , stop } S_states;

S_states state_reg ,state_next; //to keep track of next state

logic tx_reg ,tx_next; //to keep track of transmitted data bit

logic[$clog2(Dt_ticks)-1:0] s_reg ,s_next; //to keep track of number of ticks

logic[$clog2(Data_bits)-1:0] n_reg ,n_next; //to keep track of number of transmitted bits

logic[Data_bits-2:0] sd_reg,sd_next; //data to be shifted

logic parity_reg,parity_next; //parity check bit
```

```

module UART_RX #(
    parameter Data_bits=9,
    parameter Sp_ticks=16,//Stop_bit_ticks
    parameter St_ticks=8,//Start_bit_ticks
    parameter Dt_ticks=16//data ticks for received one data bit
)

(
    input rx,
    input clk,Reset,
    input s_ticks,
    output logic rx_done_tick,
    output[Data_bits-2:0] data_out,
    output logic incorrect_send // if it equals logic one the data is correct ,if it equal to zero there is an error in the data that was received
);

typedef enum {idle , start , data , stop } S_states;

S_states state_reg ,state_next;//to keep track of next state

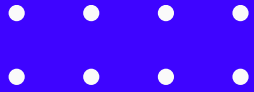
logic[$clog2(Dt_ticks)-1:0] s_reg,s_next;//to keep track of number of ticks

logic[$clog2(Data_bits)-1:0] n_reg,n_next; //to keep track of number of received bits

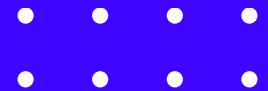
logic[Data_bits-2:0] sd_reg,sd_next; //data to be shifted

logic parity_reg,parity_next;

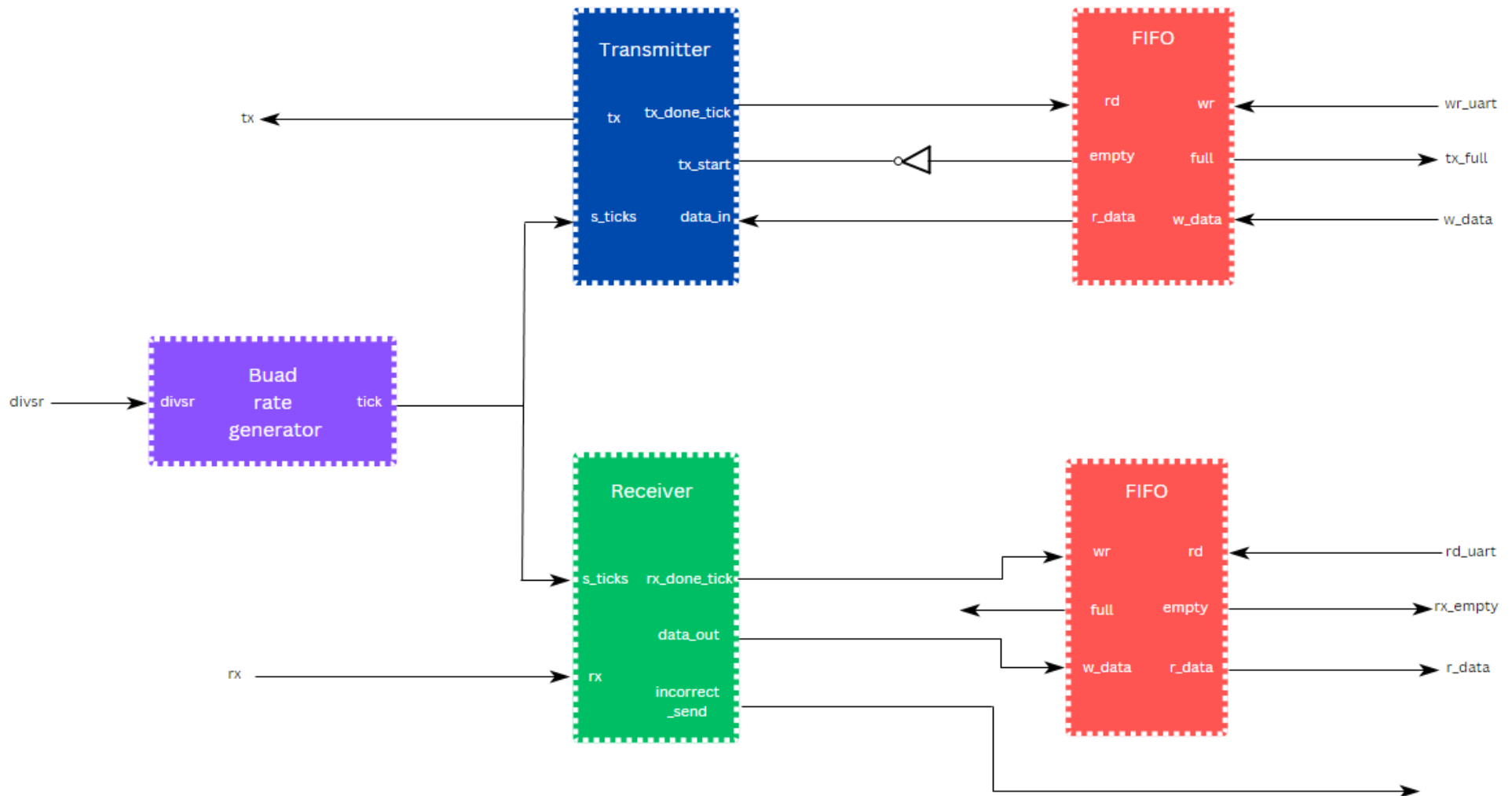
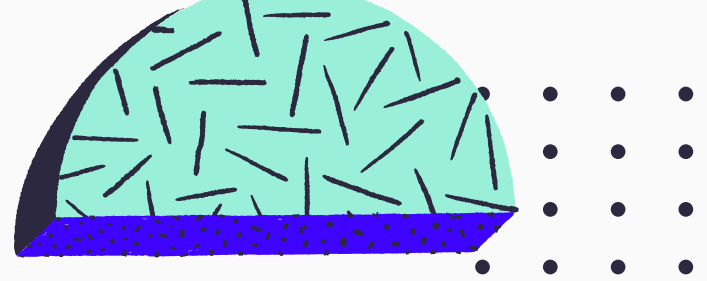
```



**FOR MORE DETAILS CHECK MY
GITHUB REPO**

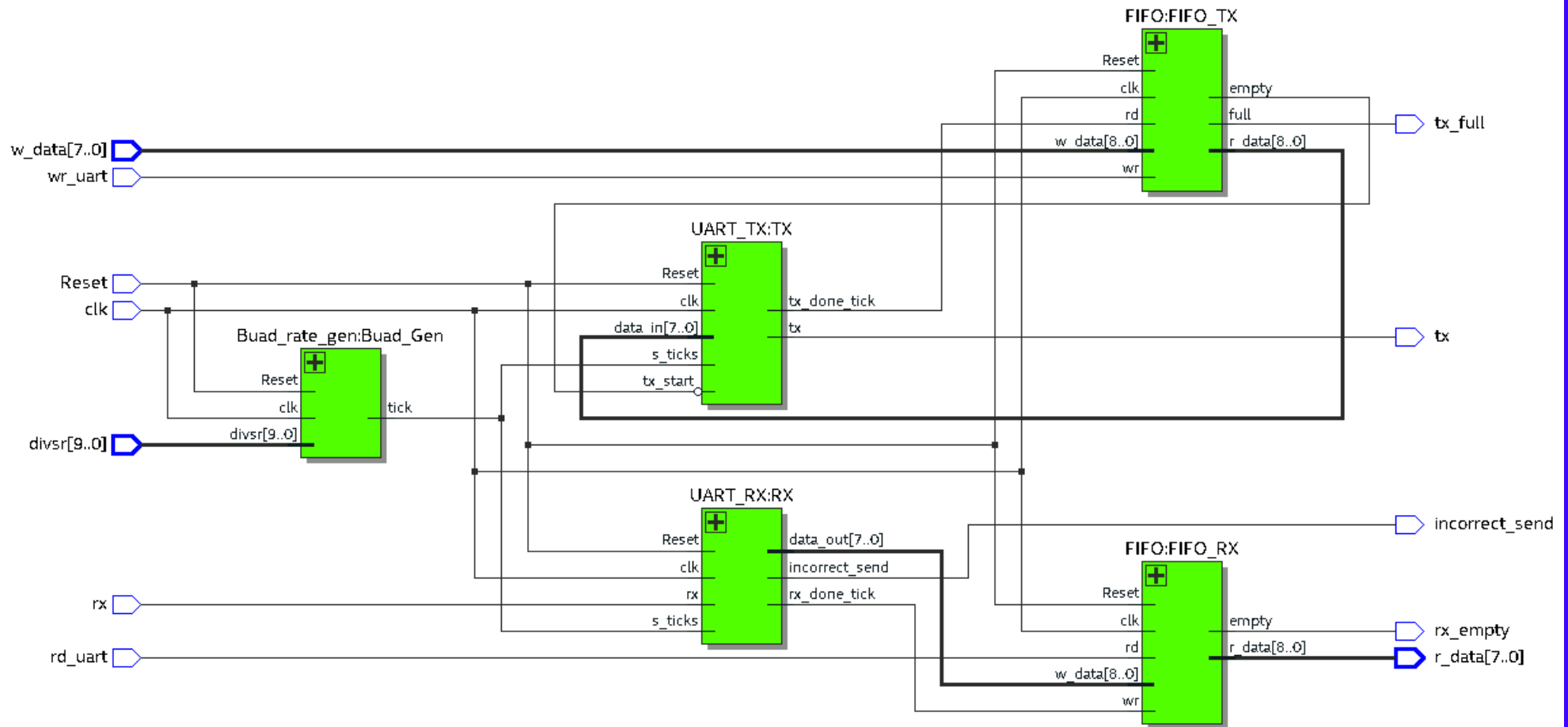


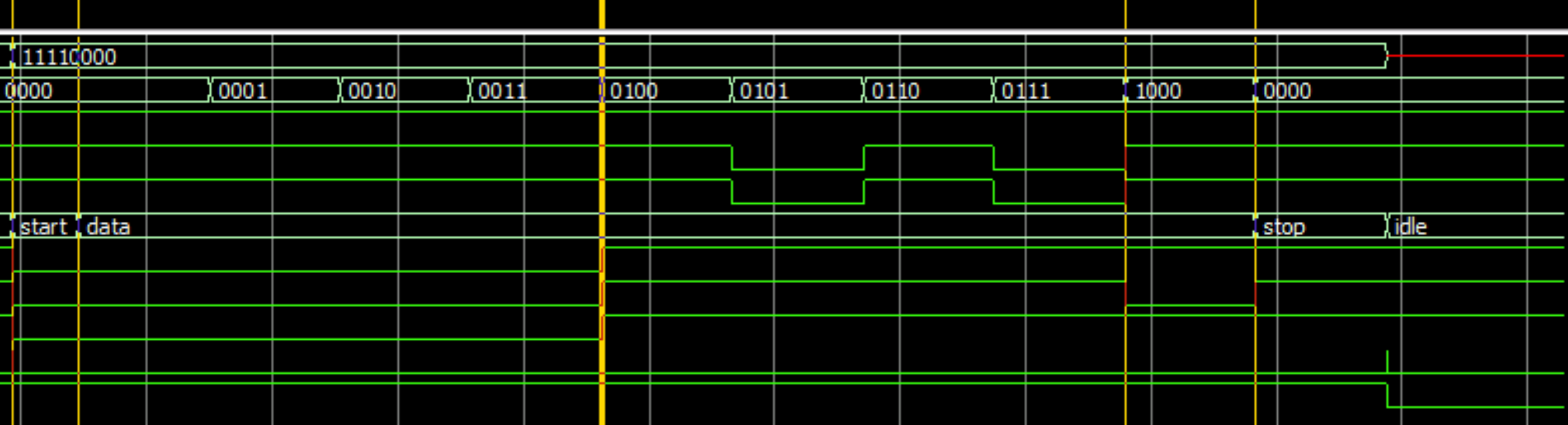
THE SCHEMATIC DESIGN



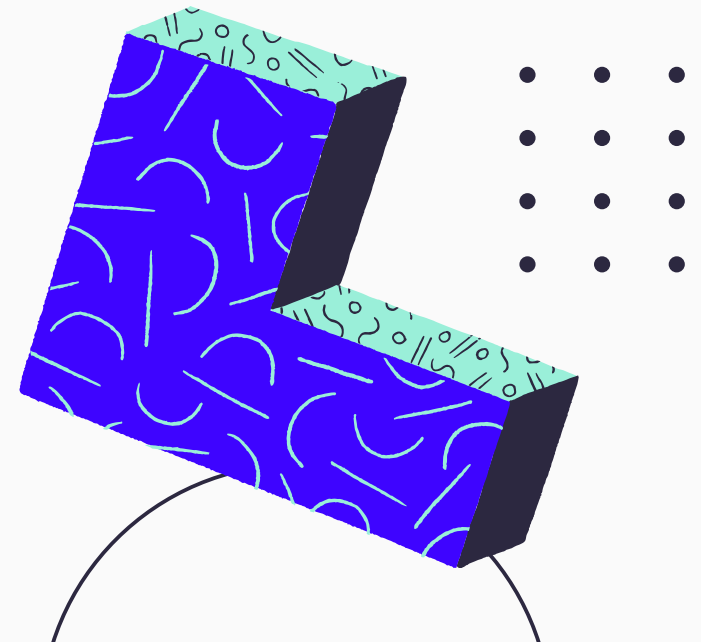


The Synthesis Result

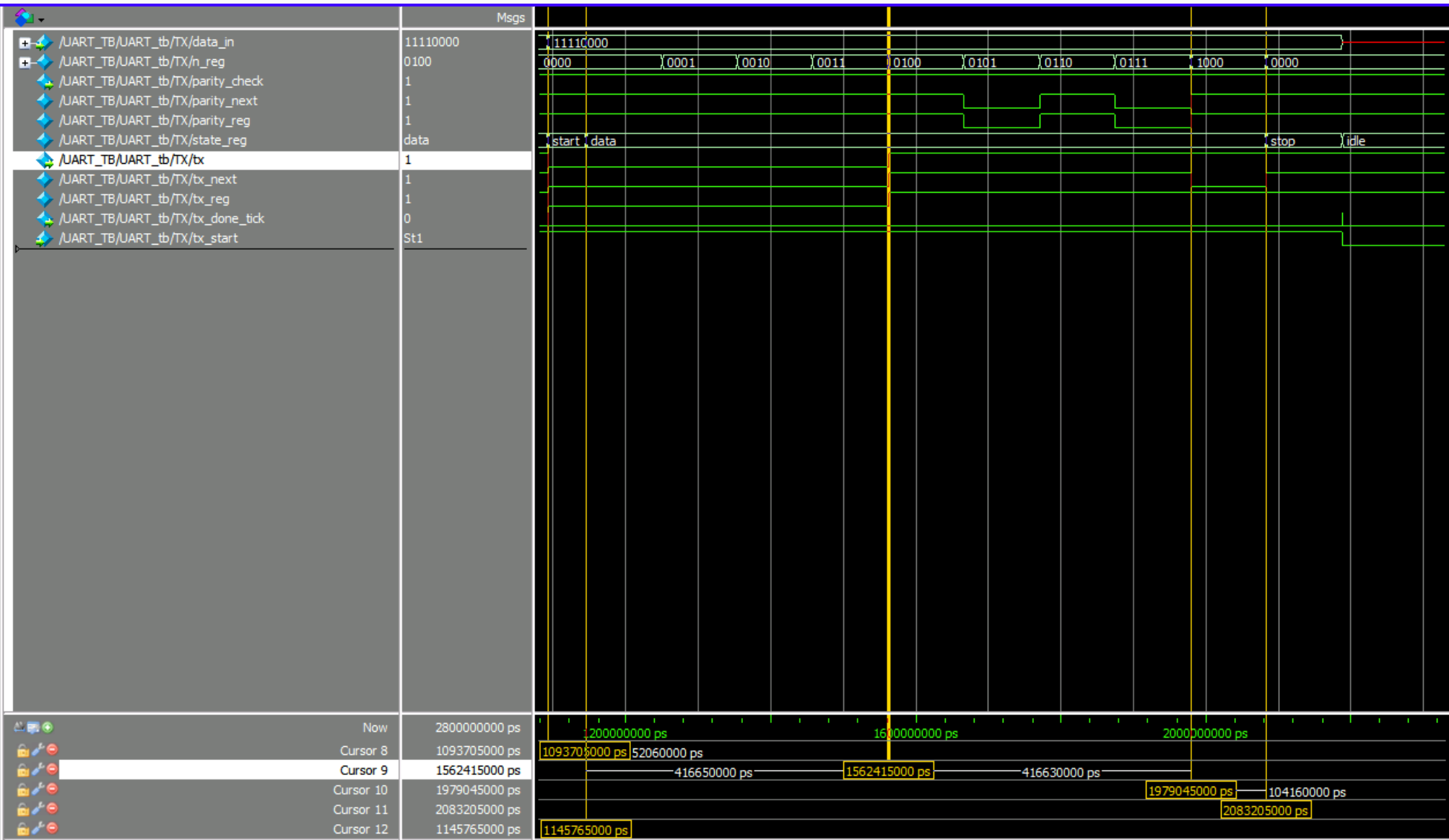




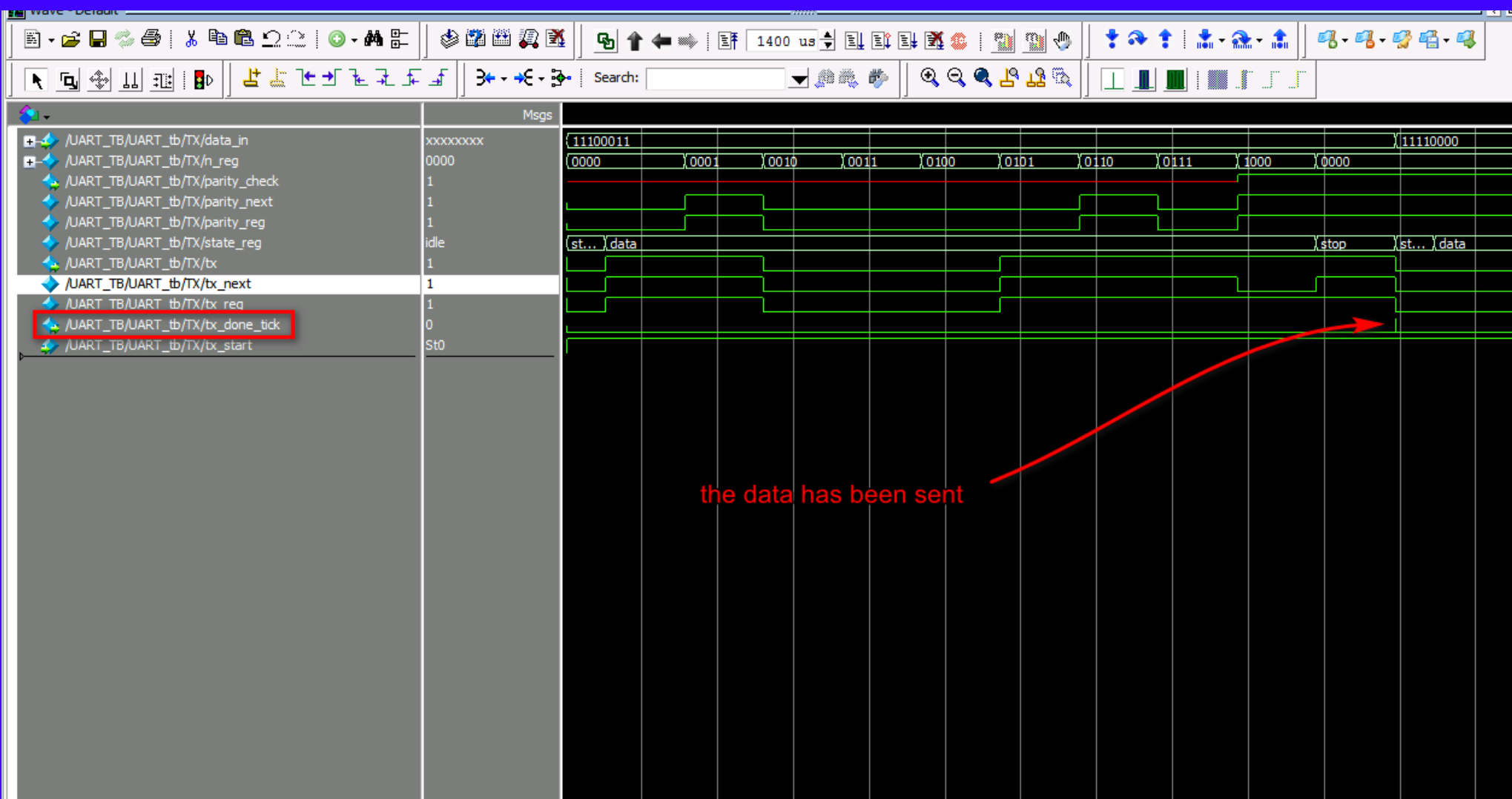
SIMULATION RESULT ON MODELSIM



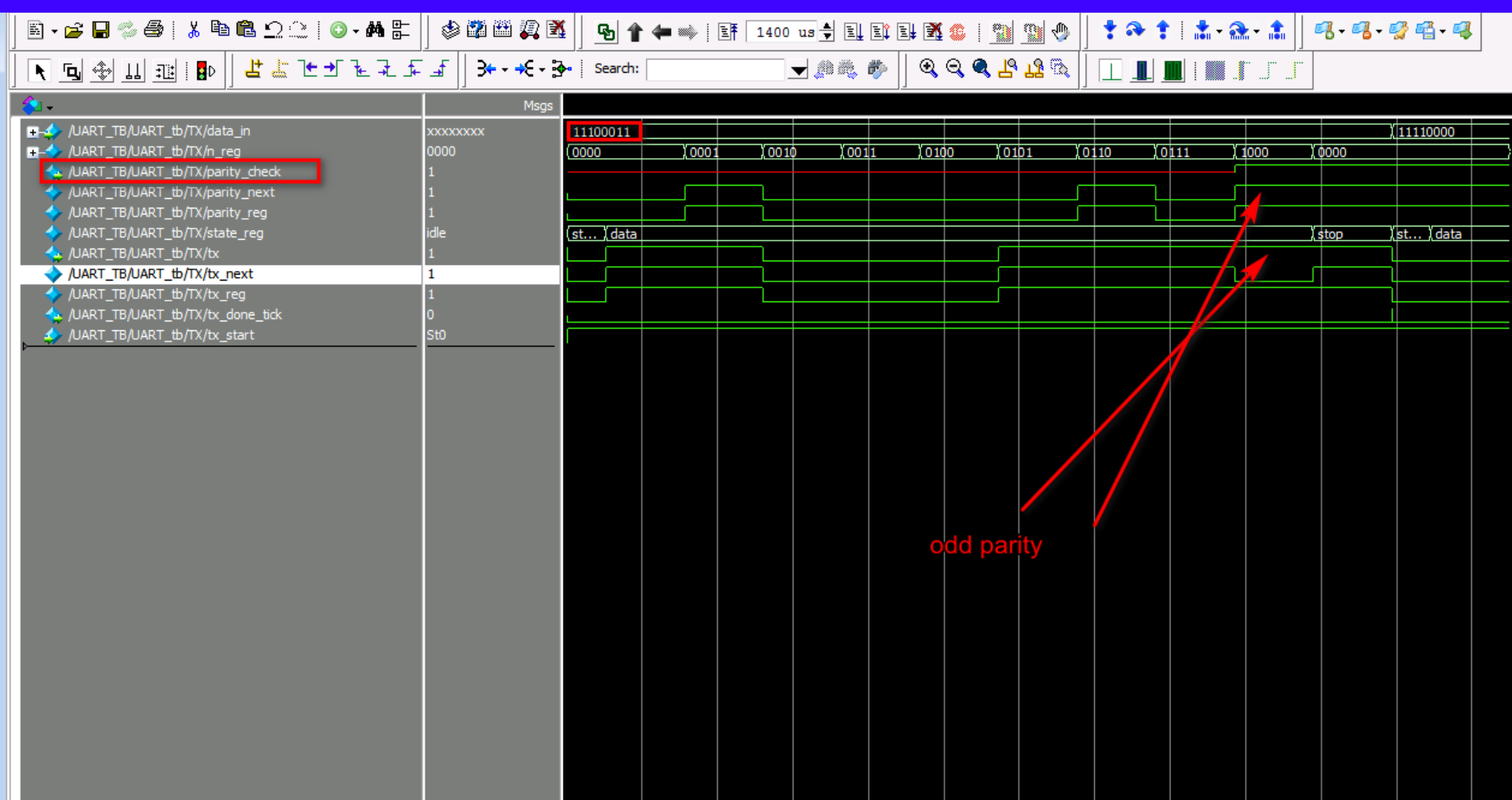
FIRST CASE



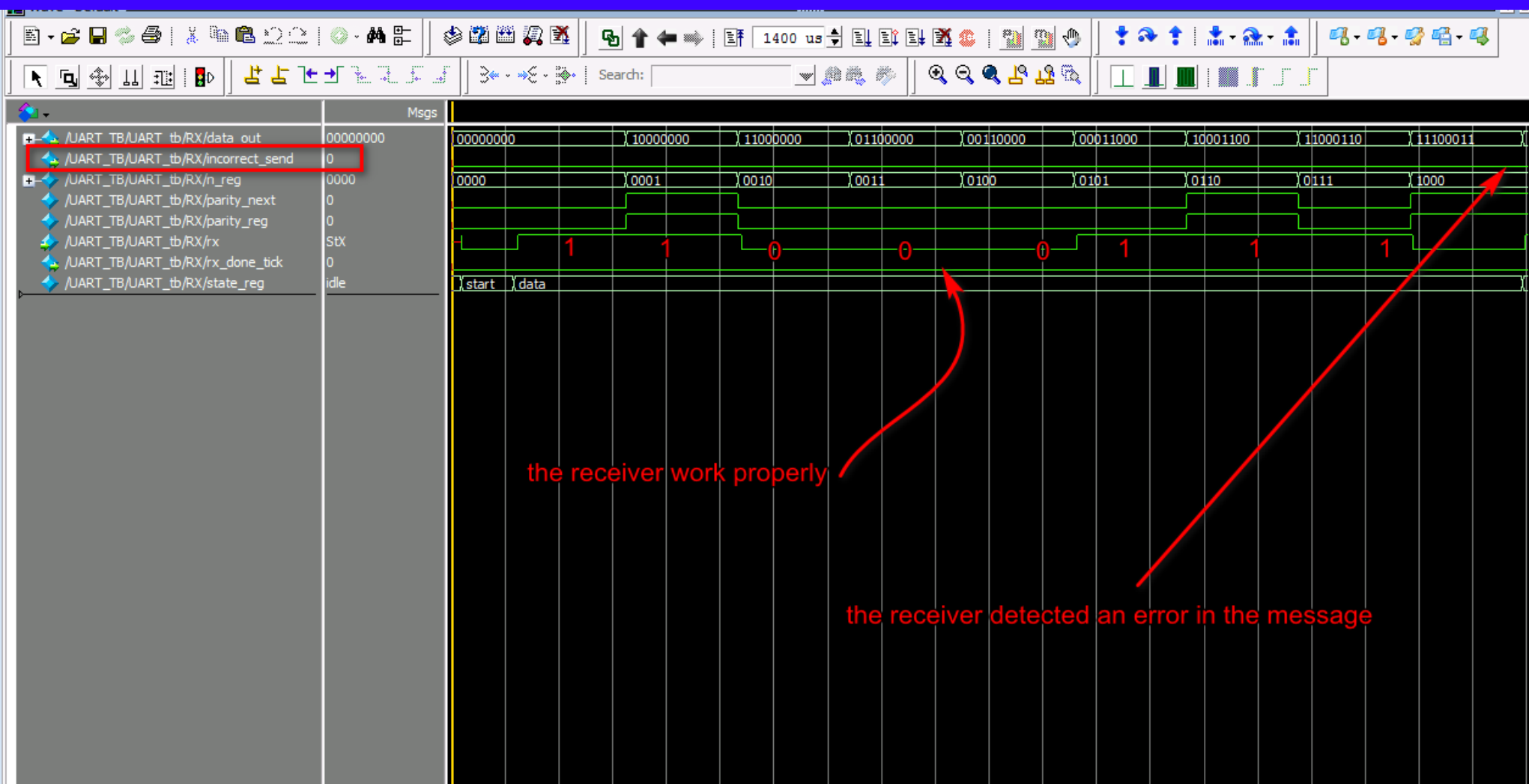
FIRST CASE



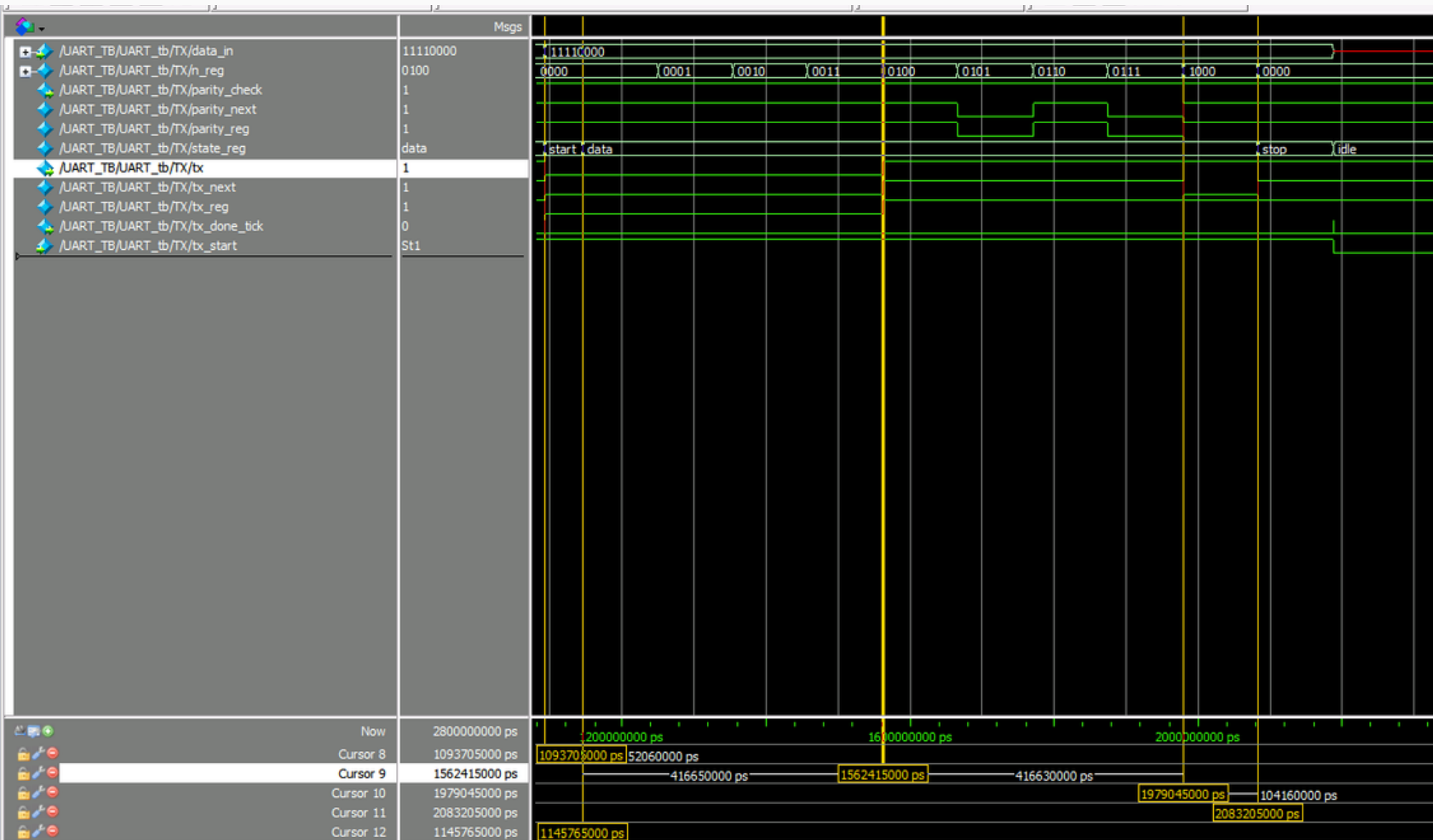
FIRST CASE



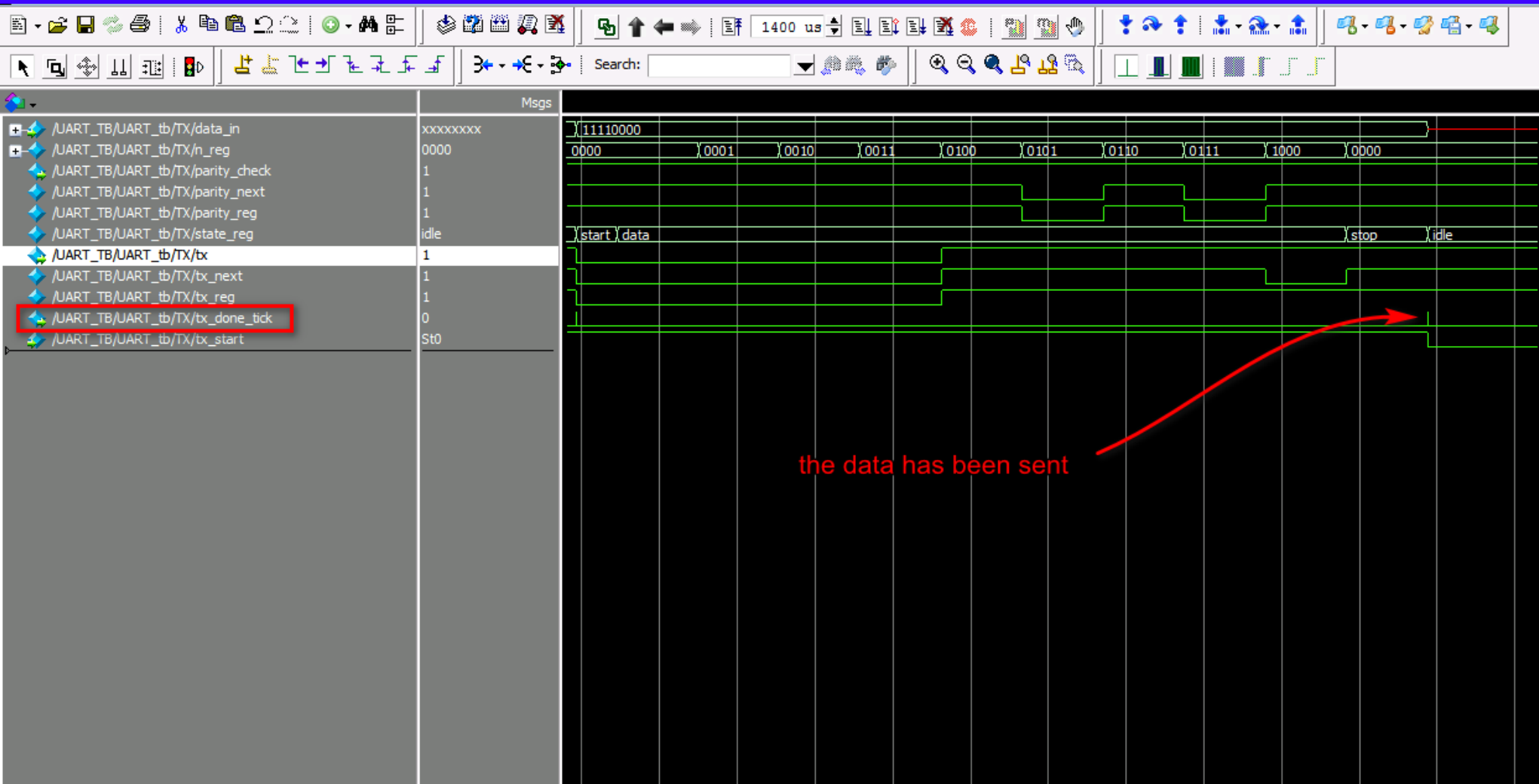
FIRST CASE



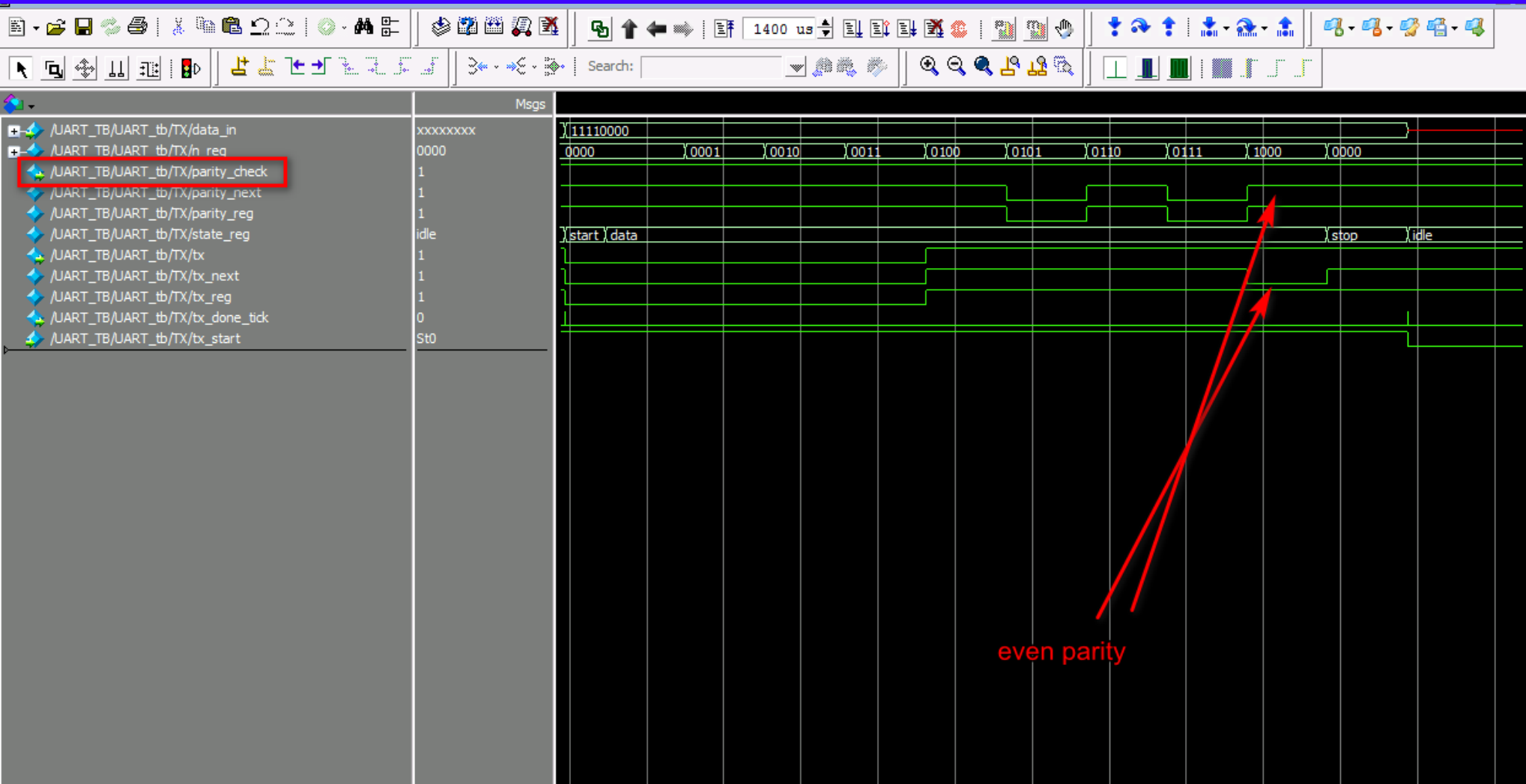
SECOND CASE



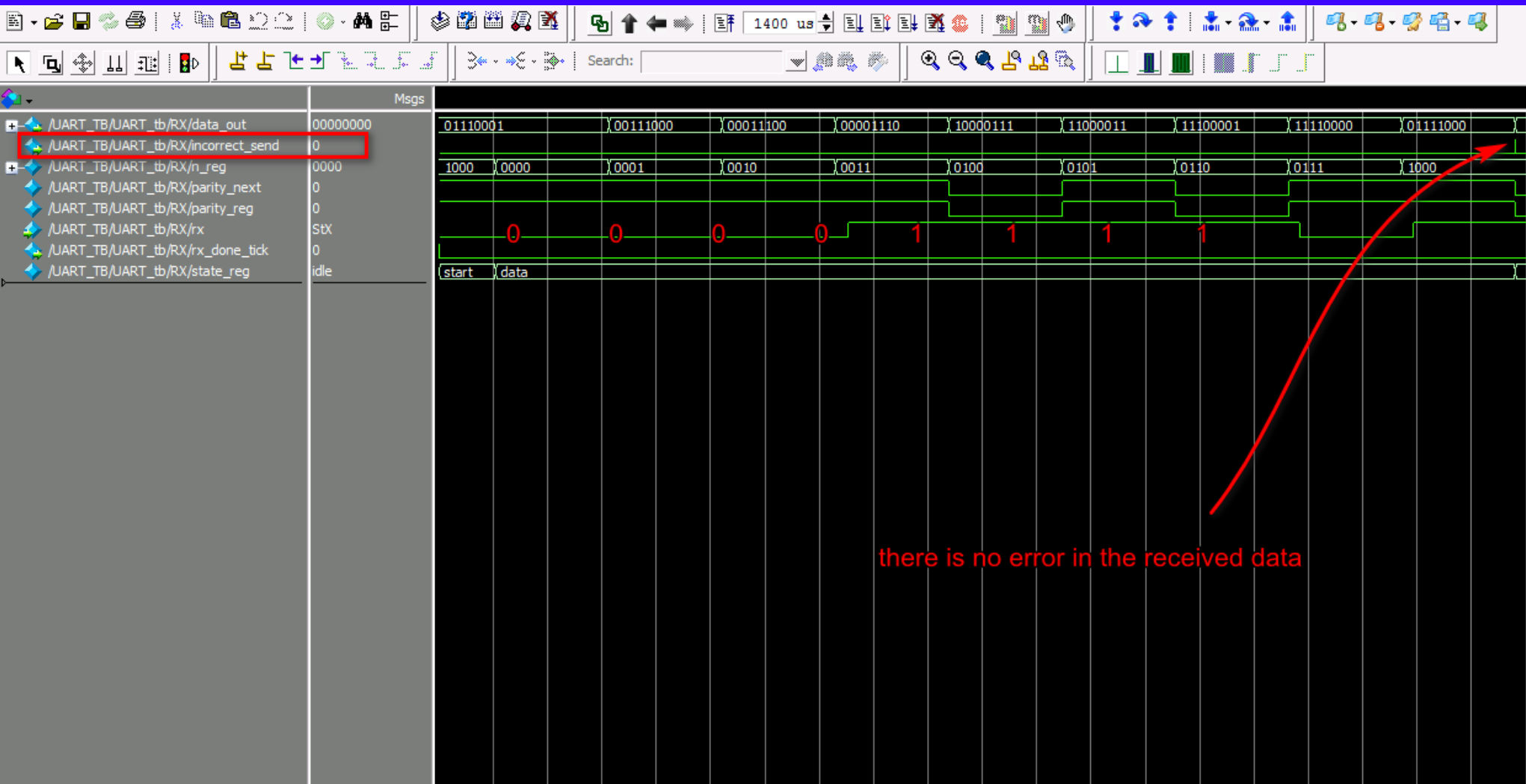
SECOND CASE



SECOND CASE



SECOND CASE





THANK YOU FOR WATCHING!