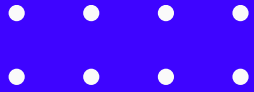
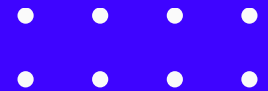



# UART





**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 white curved lines, 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.



```

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

```

```

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 zer

    );

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

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

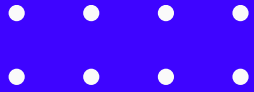
logic[$clog2(Dt_ticks)-1:0] s_reg,s_next;//to keep track of number of ticks

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

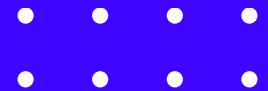
logic[Data_bits-2:0] sd_reg,sd_next; //data to be shifted

logic parity_reg,parity_next;

```

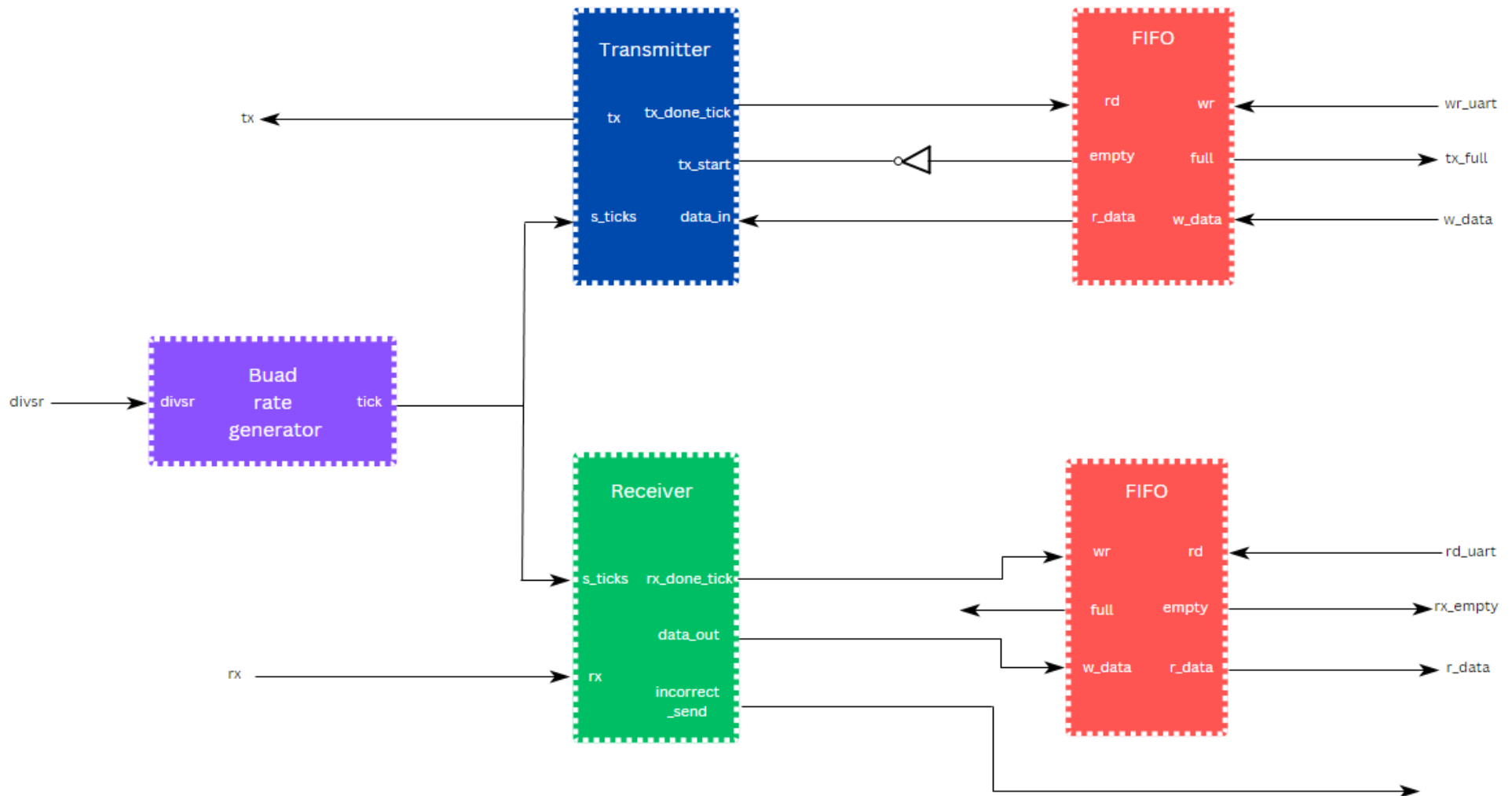
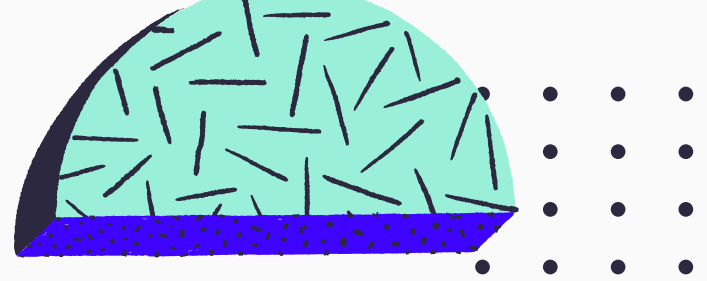


**FOR MORE DETAILS CHECK MY  
GITHUB REPO**



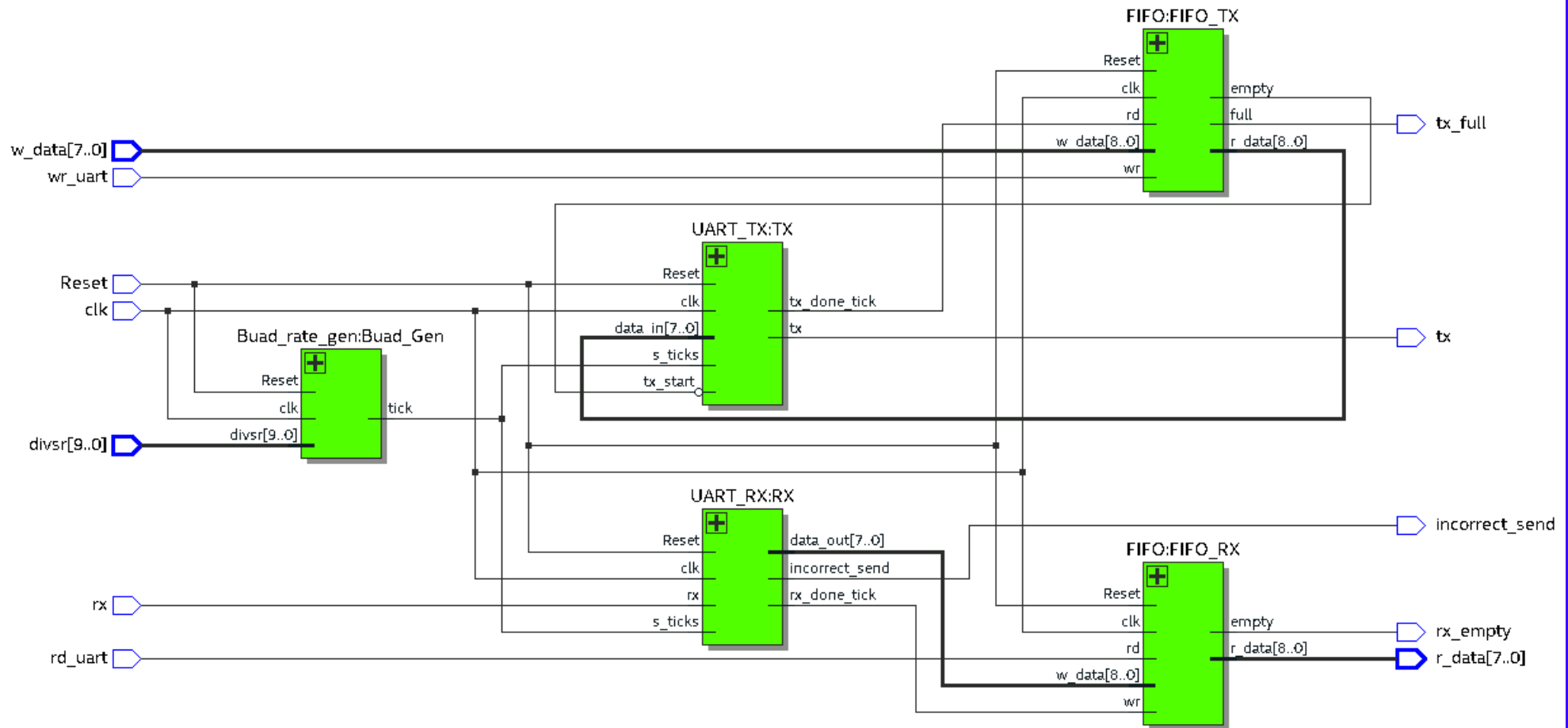


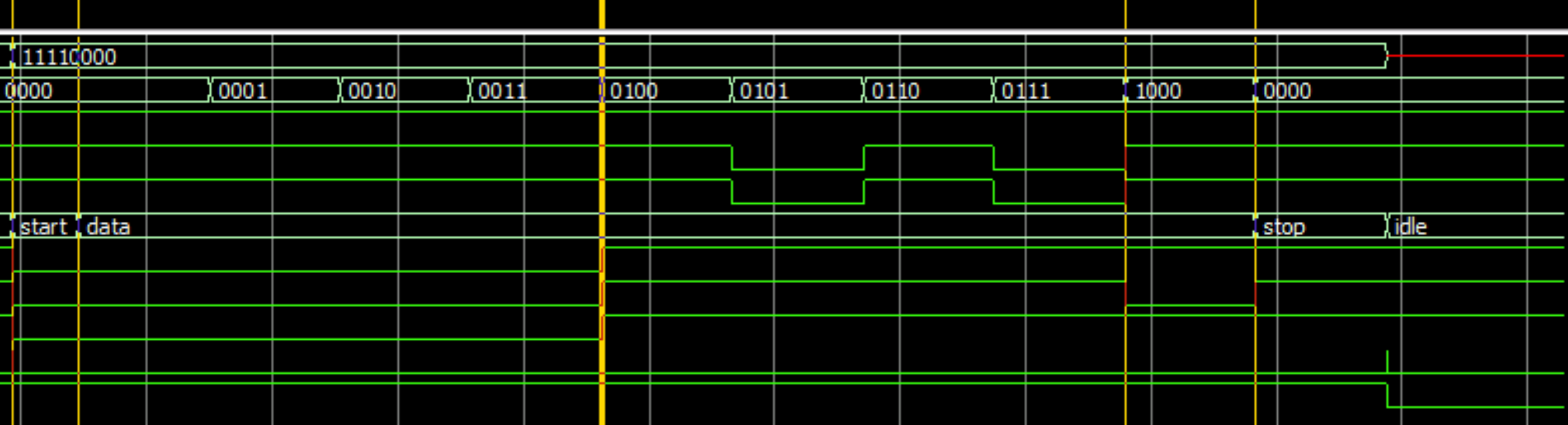
# THE SCHEMATIC DESIGN



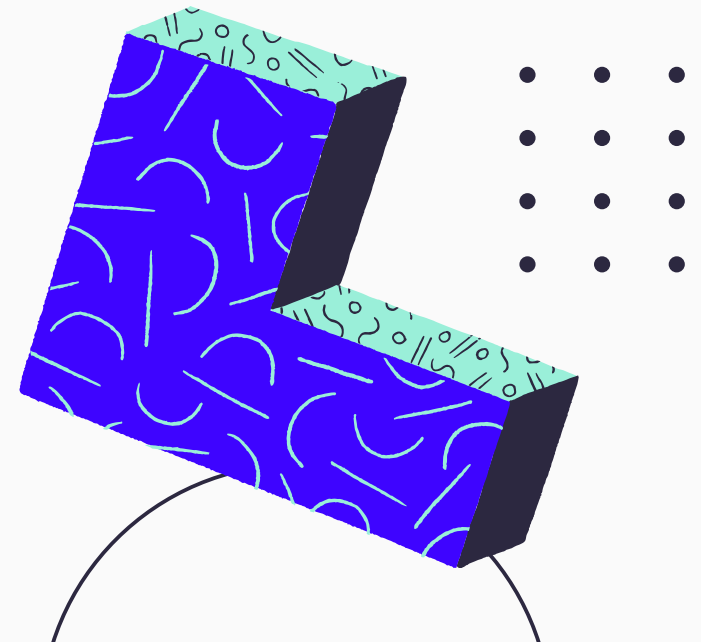


# The Synthesis Result

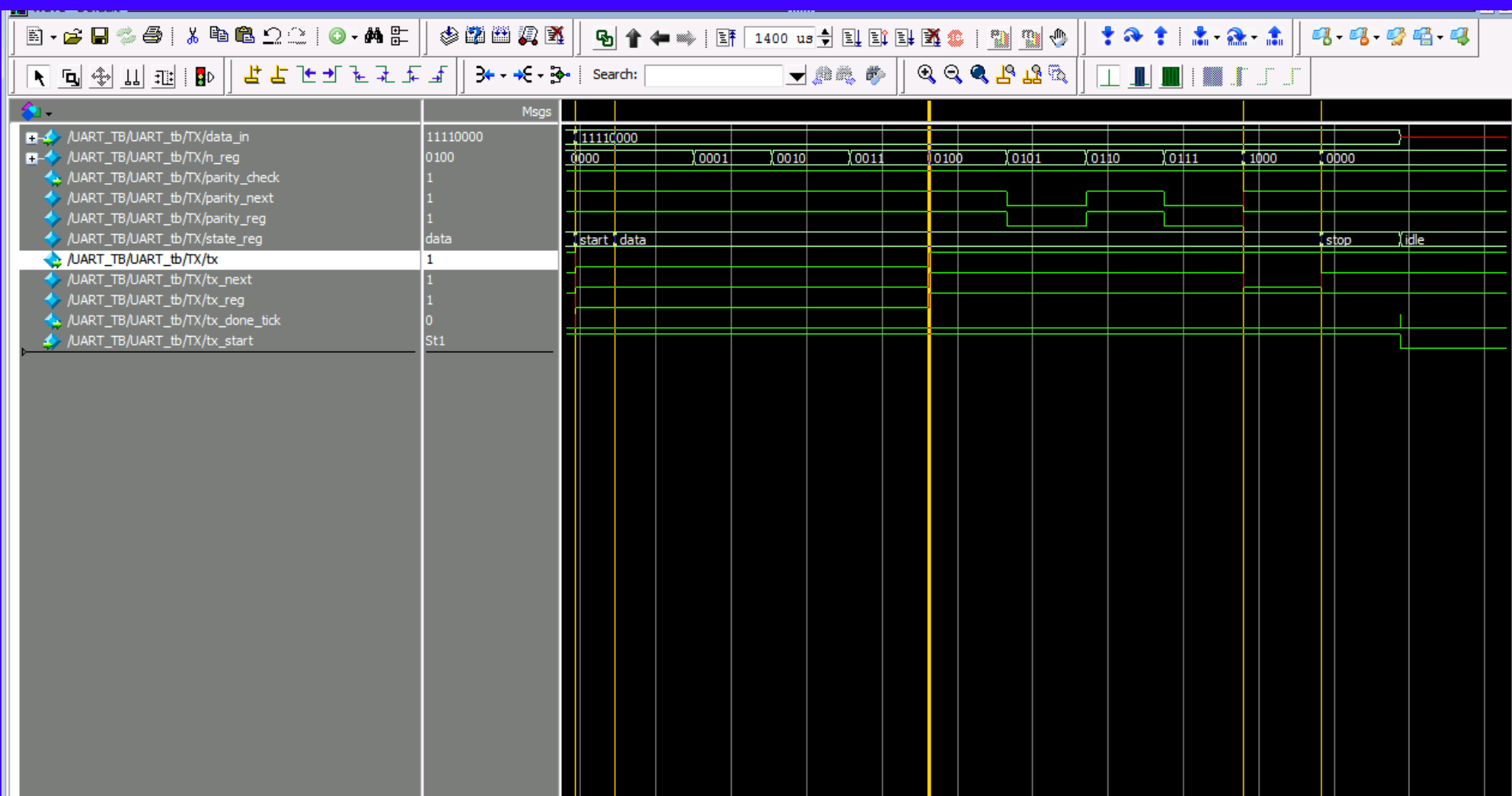




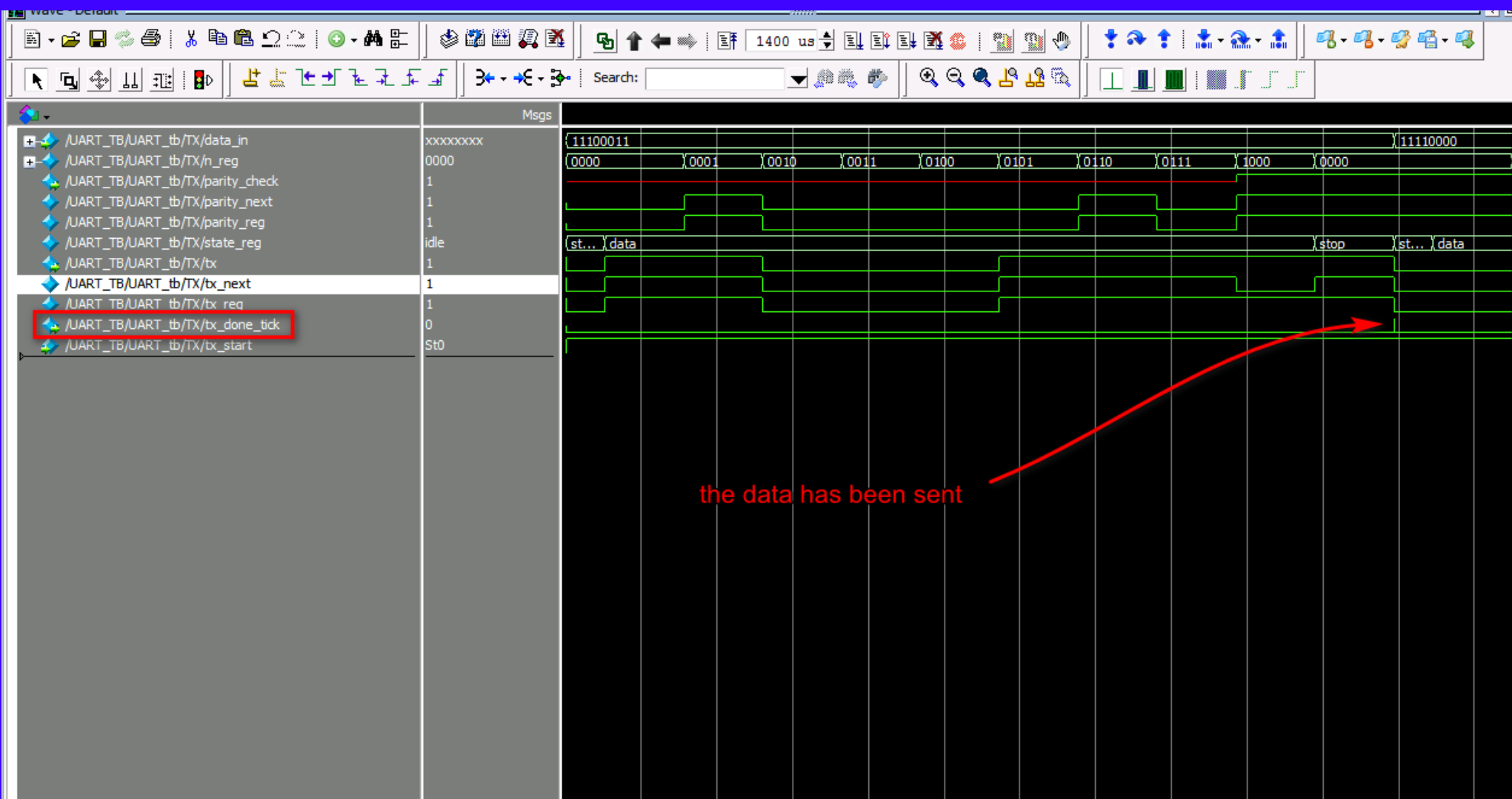
## SIMULATION RESULT ON MODELSIM



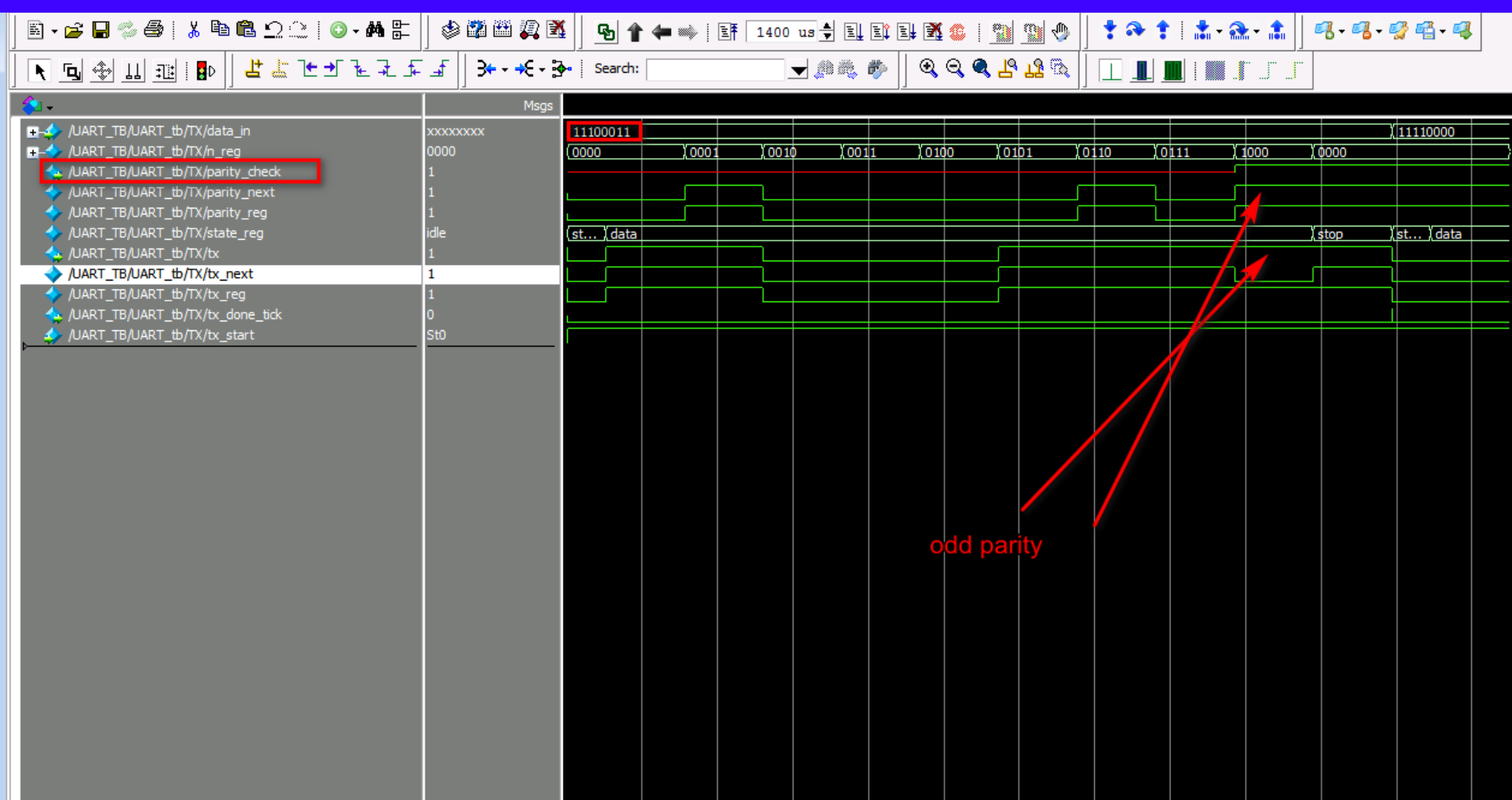
# FIRST CASE



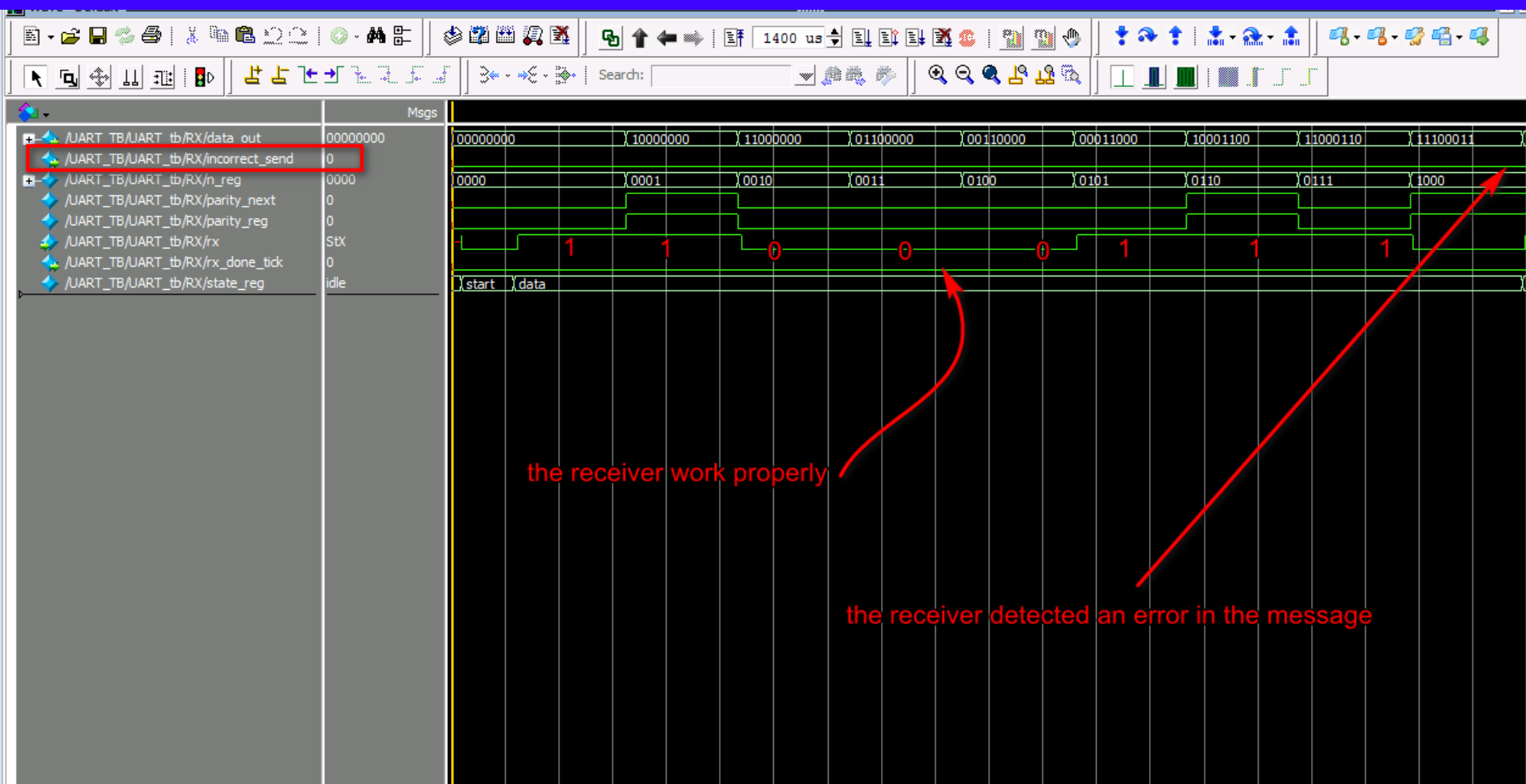
# FIRST CASE



# FIRST CASE

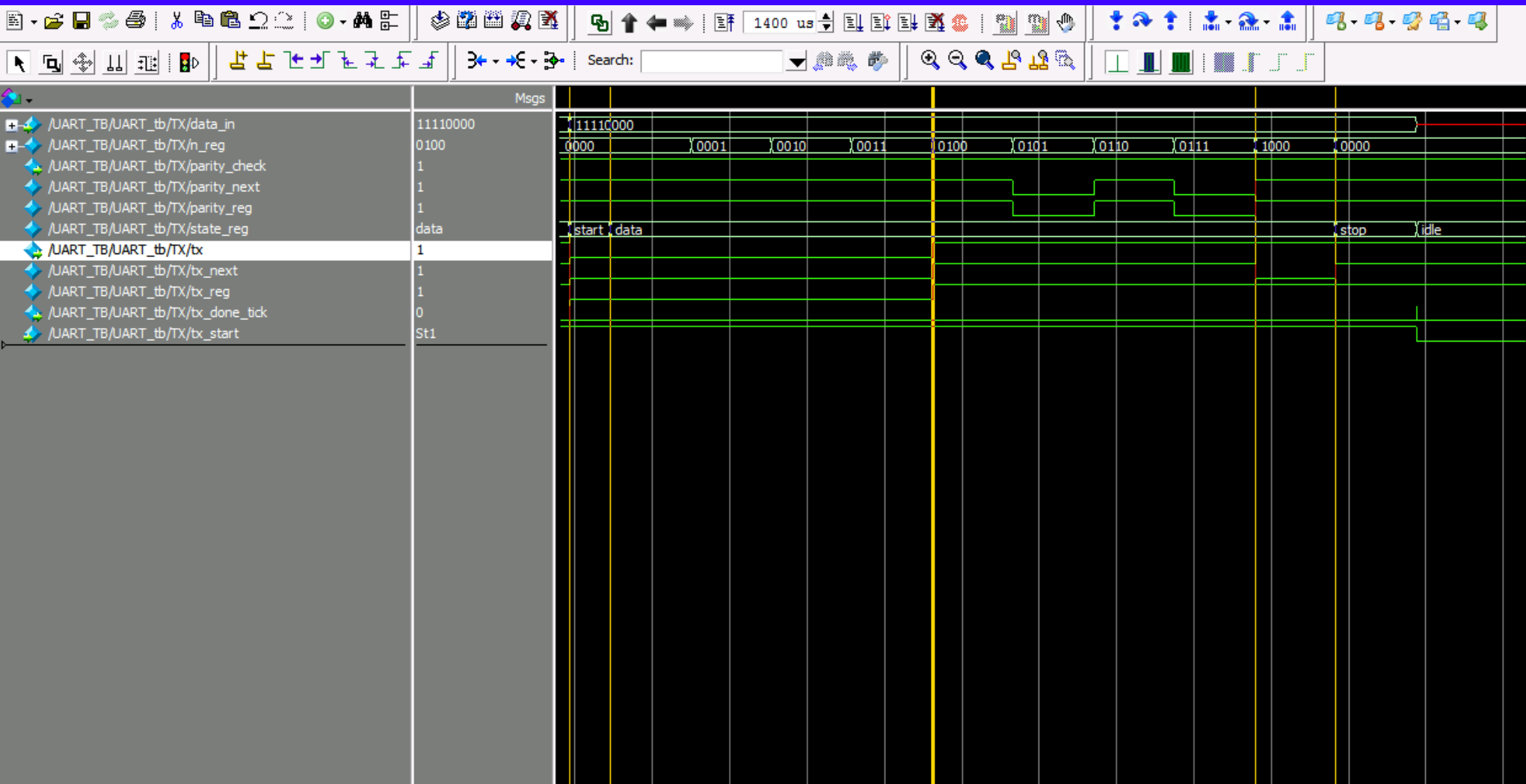


# FIRST CASE

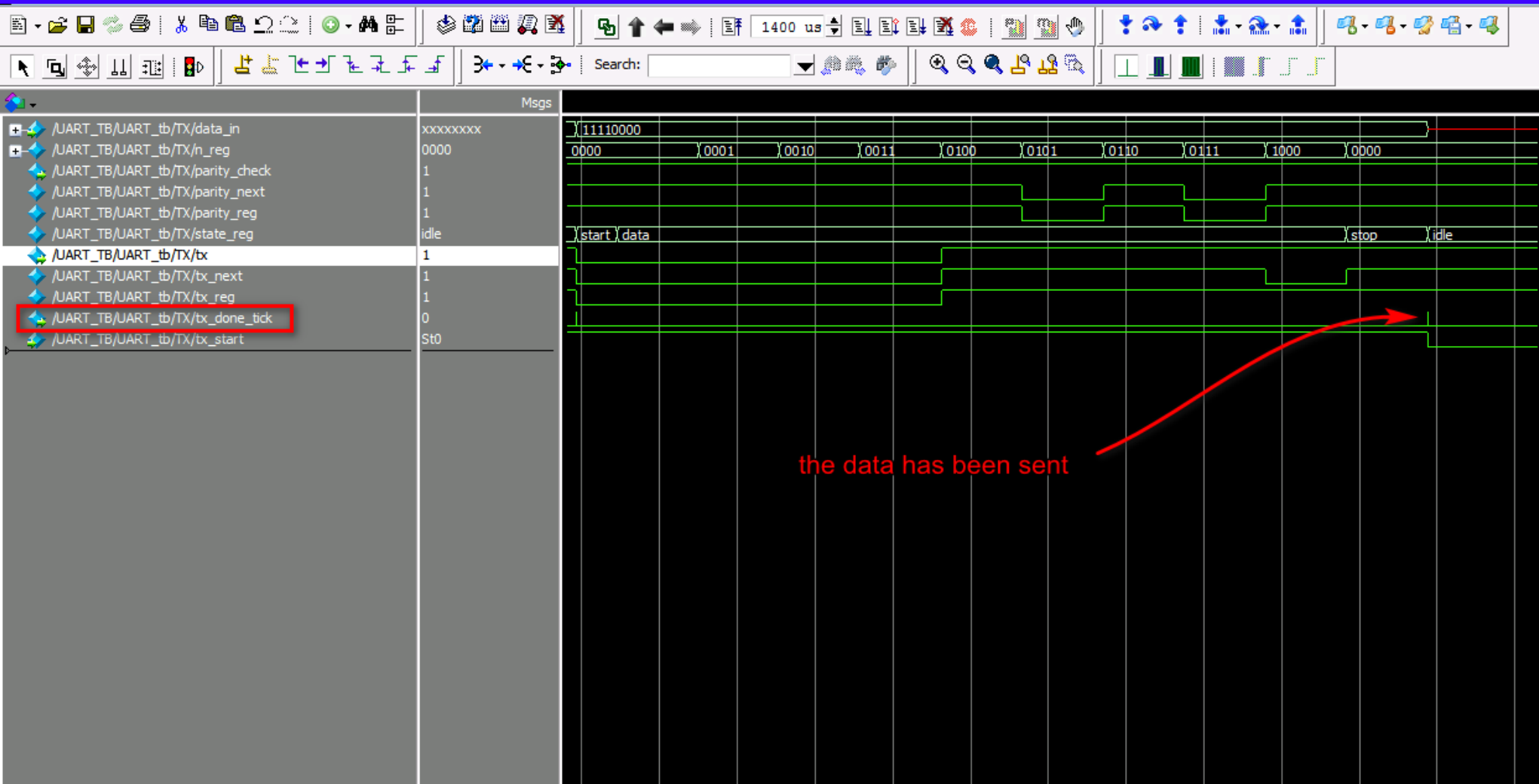




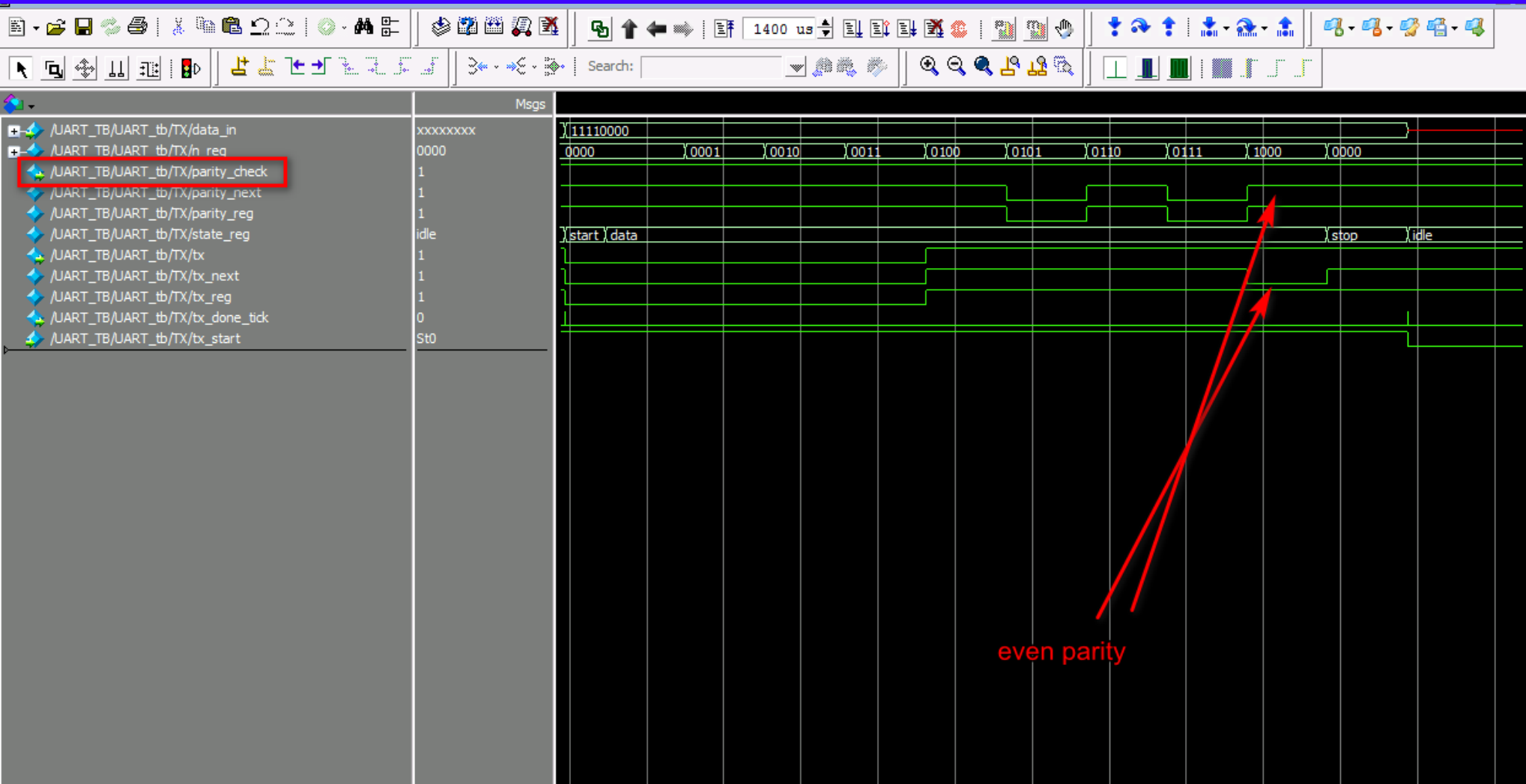
# SECOND CASE



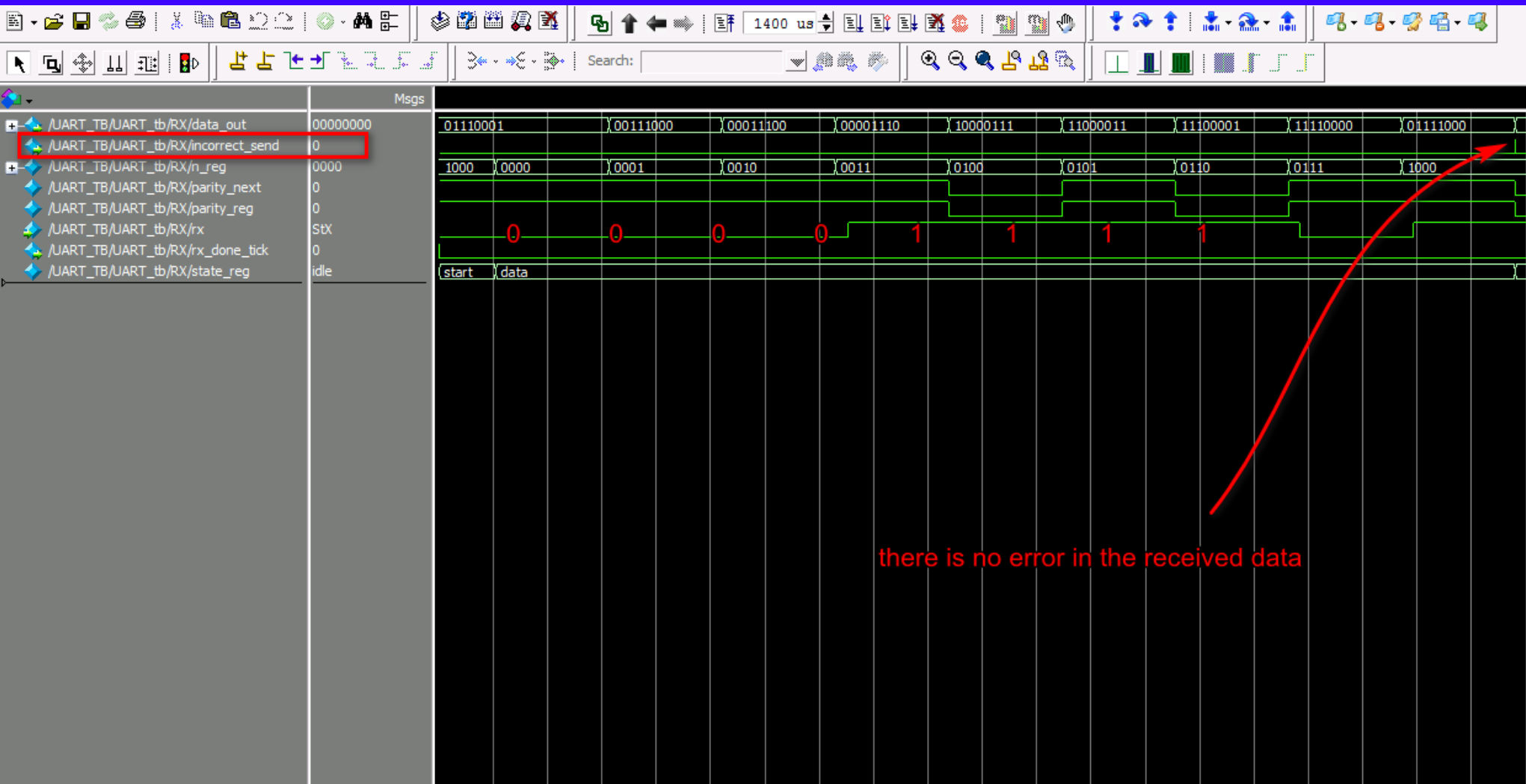
# SECOND CASE



# SECOND CASE



# SECOND CASE





**THANK YOU FOR WATCHING!**

