DIGITAL SYSTEM DESIGN LAB CSE-308L

SEMESTER:6™



LAB REPORT # 8 DIGITAL LOCK USING FSM

Submitted By: Zainab Khalid **Registration No:** 19PWCSE1743

Section: A

Submitted to: *Mam Madeeha Sher*

DEPARTMENT OF COMPUTER SYSTEMS ENGINEERING UNIVERSITY OF ENGINEERING AND TECHNOLOGY PESHAWAR

LAB 8

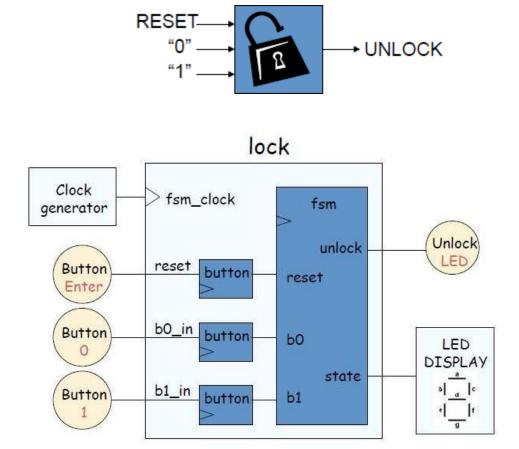
A DIGITAL LOCK

OBJECTIVE:

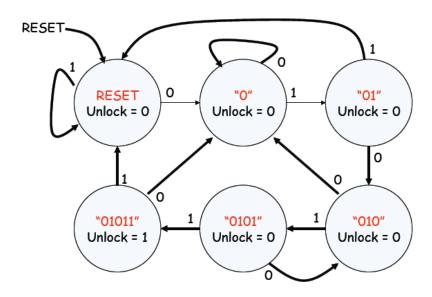
Build an electronic combination lock with a reset button, two number buttons (0 and 1), and an unlock output. The combination should be "01011"

BLOCK DIAGRAM:

A combinational digital lock has three input buttons for Reset, entering a "0" and entering a "1" and the output button UNLOCK and state which shows in which state the machine is currently in. The state output is connected to the seven-segment display on the S6BOARD. The Module button in the below diagram is an abstraction of the synchronizer and level-to-pulse converter from the previous lab. The state transition diagram is given in the following figures.



STATE TRANSITION DIAGRAM:



LAB TASKS:

1. Change the functionality of the lock such that it unlocks on the sequence of 11011.

CODE:

```
module lock(clk,rst,on,off,out,one,zero,segcode,en);
output reg out;
input clk,rst,on,off;
output one,zero,en;
output segcode;
wire synin, CLK_1hz;
reg [2:0]state, next_state;
wire [6:0]segcode;

CLOCK_Divider CD1(clk,rst,CLK_1hz);
synchronizer ss1(on,CLK_1hz,rst,synon);
synchronizer ss2(off,CLK_1hz,rst,synoff);
level2pulse t1(CLK_1hz,rst,synon,one);
```

level2pulse t2(CLK_1hz,rst,synoff,zero);

sevensegment seg(state, segcode);

```
assign en = 0;
parameter s0=0;
parameter s1=1;
parameter s2=2;
parameter s3=3;
parameter s4=4;
parameter s5=5;
always @(posedge CLK_1hz)
begin
             if(~rst)
              begin
                     state=s0;
              end
             else
              state=next_state;
end
always @(*)
begin
             case(state)
              s0:
              begin
                     if(one)
                     begin
                            next_state=s0;
                            out=0;
                     end
                     else if (zero)
                     begin
                            next_state=s1;
                            out=0;
                     end
                     else
                     begin
                            next_state = state;
                            out = out;
                     end
              end
```

```
s1:
begin
       if(one)
       begin
              next_state=s2;
              out=0;
       end
       else if(zero)
       begin
              next_state=s1;
              out=0;
       end
       else
       begin
              next_state = state;
              out = out;
       end
end
s2:
begin
       if(one)
       begin
              next_state=s0;
              out=0;
       end
       else if(zero)
       begin
              next_state=s3;
              out=0;
       end
       else
       begin
              next_state = state;
              out = out;
       end
end
s3:
begin
       if(one)
       begin
```

```
next_state=s4;
              out=0;
       end
       else if(zero)
       begin
              next_state=s1;
              out=0;
       end
       else
       begin
              next_state = state;
              out = out;
       end
end
s4:
begin
       if(one)
       begin
              next_state=s5;
              out=1;
       end
       else if(zero)
       begin
              next_state=s1;
              out=0;
       end
       else
       begin
              next_state = state;
              out = out;
       end
end
s5:
begin
       if(one)
       begin
              next_state=s0;
              out=1;
       end
       else if(zero)
```

```
begin
                            next_state=s1;
                            out=1;
                     end
                     else
                     begin
                            next_state = state;
                            out = 0;
                     end
              end
              default:
              begin
                     next_state = s0;
                     out = 0;
              end
             endcase
end
endmodule
module level2pulse(CLK_1hz,rst,synin,out);
input rst,CLK_1hz,synin;
output out;
parameter s0=0;
parameter s1=1;
reg state, next_state,out;
always @(posedge CLK_1hz)
begin
             if(~rst)
             begin
              state=s0;
              end
             else
              state=next_state;
end
always @(*)
begin
             case(state)
              s0:
```

```
begin
                     if(synin==0)
                     begin
                            next_state=s0;
                            out=0;
                             end
                     else
                     begin
                             next_state=s1;
                            out=1;
                             end
              end
              s1:
              begin
                     if(synin==1)
                     begin
                            next_state=s1;
                            out=0;
                     end
                     else
                     begin
                            next_state=s0;
                             out=0;
                     end
              end
             endcase
end
endmodule
module synchronizer(in, clk, rst,synin);
input in,clk,rst;
output synin;
wire out;
D_FF ff1(out,in,clk,rst);
D_FF ff2(synin,out,clk,rst);
endmodule
```

```
module D_FF (q, d, clock, reset);
             output q;
            input d, clock, reset;
            reg q;
            always @(posedge clock)
            begin
             if (~reset)
                    q = 1'b0;
             else
                    q = d;
             end
endmodule
module CLOCK_Divider(input CLK_100MHz,input RESET,output reg CLK_1hz);
             integer c=0;
            always @(posedge CLK_100MHz)
            begin
             if(~RESET)
             begin
                    c = 0;
                    CLK_1hz=1;
             end
             else
             begin
                    c = c+1;
                    if(c==10000000)
                    begin
                           CLK_1hz = \sim CLK_1hz;
                           c=0;
                    end
             end
             end
endmodule
```

```
module sevensegment(in, out);

output [6:0] out;
input [2:0] in;
assign out =
  (in==0)?(7'b1000000):
  (in==1)?(7'b1111001):
  (in==2)?(7'b0100100):
  (in==3)?(7'b0110000):
  (in==4)?(7'b0011001):
  (in==5)?(7'b0010010):
  (in==6)?(7'b0000010):
  (in==7)?(7'b1111000):
        (in==8)?(7'b00000000):
        (in==9)?(7'b0010000): (7'b11111111);
endmodule
```

UCF FILE:

```
NET "clk_100Mhz" LOC = V10;
NET " seg7[0] " LOC = A3;
NET " seg7[2] " LOC = A4;
NET " seg7[1] " LOC = B4;
NET " seg7[6] " seg7[6] " seg7[6]
NET "seg7[5]" LOC = D6;
NET " seg7[4] &
NET " seg7[3] " LOC = C4;
NET "one" LOC = F17;
NET "reset" LOC = E16;
NET "zero" LOC = F18;
NET "clk_100Mhz" PULLUP;
NET " one" PULLUP;
NET "zero" PULLUP;
NET "reset" PULLUP;
# PlanAhead Generated physical constraints
NET "out" LOC = P15;
```

OUTPUT:

