

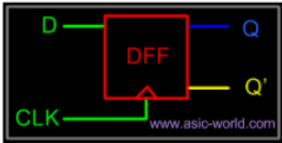
DAILY ASSESSMENT

Date:	05-06-2020	Name:	Yamunashree N
Course:	DIGITAL DESIGN USING HDL	USN:	4AL17EC097
Topic:	Verilog Tutorials and practice programs & Building/ Demo projects using FPGA	Semester & Section:	6 TH SEM & 'B' Section
Github Repository:	yamunashree-course		

FORENOON SESSION DETAILS

Introduction

Verilog is a **HARDWARE DESCRIPTION LANGUAGE (HDL)**. A hardware description Language is a language used to describe a digital system, for example, a network switch, a microprocessor or a memory or a simple flip-flop. This just means that, by using a HDL one can describe any hardware (digital) at any level.



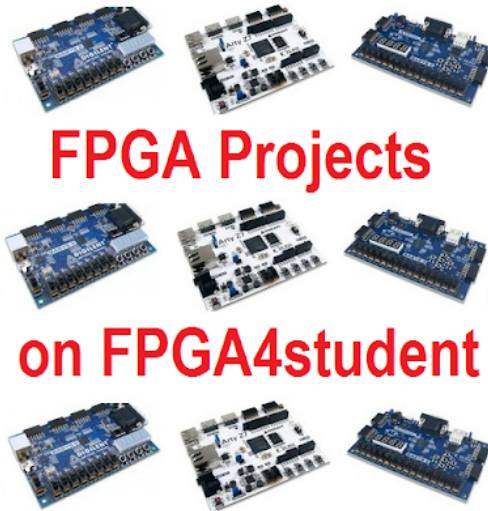
The diagram shows a D-type flip-flop (DFF) block. It has two inputs: 'D' (green line) and 'CLK' (green line with a triangle symbol). It has two outputs: 'Q' (blue line) and 'Q'' (yellow line). The block is labeled 'DFF' in red. A watermark 'www.asic-world.com' is visible at the bottom of the diagram.

```
1// D flip-flop Code
2module d_ff ( d, clk, q, q_bar);
3input d, clk;
4output q, q_bar;
5wire d_bar;
6reg q, q_bar;
7
8always @ (posedge clk)
9begin
10    q <= d;
11    q_bar <= !d;
12end
13
14endmodule
```



FPGA Projects

This page presents **FPGA** projects on fpga4student.com. The first **FPGA** project helps students understand the basics of **FPGAs** and how Verilog/ VHDL works on **FPGA**.



Rectangular Snip

Some of the **FPGA** projects can be **FPGA** tutorials such as [What is FPGA Programming](#), [image processing on FPGA](#), [matrix multiplication on FPGA](#) Xilinx using Core Generator, [Verilog vs VHDL: Explain by Examples](#) and [how to load text files or images into FPGA](#). Many others **FPGA** projects

Report

Introduction

Verilog is a **HARDWARE DESCRIPTION LANGUAGE (HDL)**. A hardware description Language is a language used to describe a digital system, for example, a network switch, a microprocessor or a memory or a simple flip-flop. This just means that, by using a HDL one can describe any hardware (digital) at any level.

// D flip-flop Code

```
module d_ff ( d, clk, q, q_bar);
```

```
input d ,clk;
```

```
output q, q_bar;
```



```

wire d ,clk;
reg q, q_bar;
always @ (posedge clk)
begin
    q <= d;
    q_bar <= !d;
end
endmodule

```

One can describe a simple Flip flop as that in above figure as well as one can describe a complicated designs having 1 million gates. Verilog is one of the HDL languages available in the industry for designing the Hardware. Verilog allows us to design a Digital design at Behavior Level, Register Transfer Level (RTL), Gate level and at switch level. Verilog allows hardware designers to express their designs with behavioral constructs, deterring the details of implementation to a later stage of design in the final design.

Many engineers who want to learn Verilog, most often ask this question, how much time it will take to learn Verilog?, Well my answer to them is "It may not take more then one week, if you happen to know at least one programming language".

Design Styles Verilog like any other hardware description language, permits the designers to design a design in either Bottom-up or Top-down methodology.

Bottom-Up Design

The traditional method of electronic design is bottom-up. Each design is performed at the gate-level using the standard gates (Refer to the Digital Section for more details) With increasing complexity of new designs this approach is nearly impossible to maintain. New systems consist of ASIC or microprocessors with a complexity of thousands of transistors. These traditional bottom-up designs have to give way to new structural, hierarchical design methods. Without these new design practices it would be impossible to handle the new complexity.

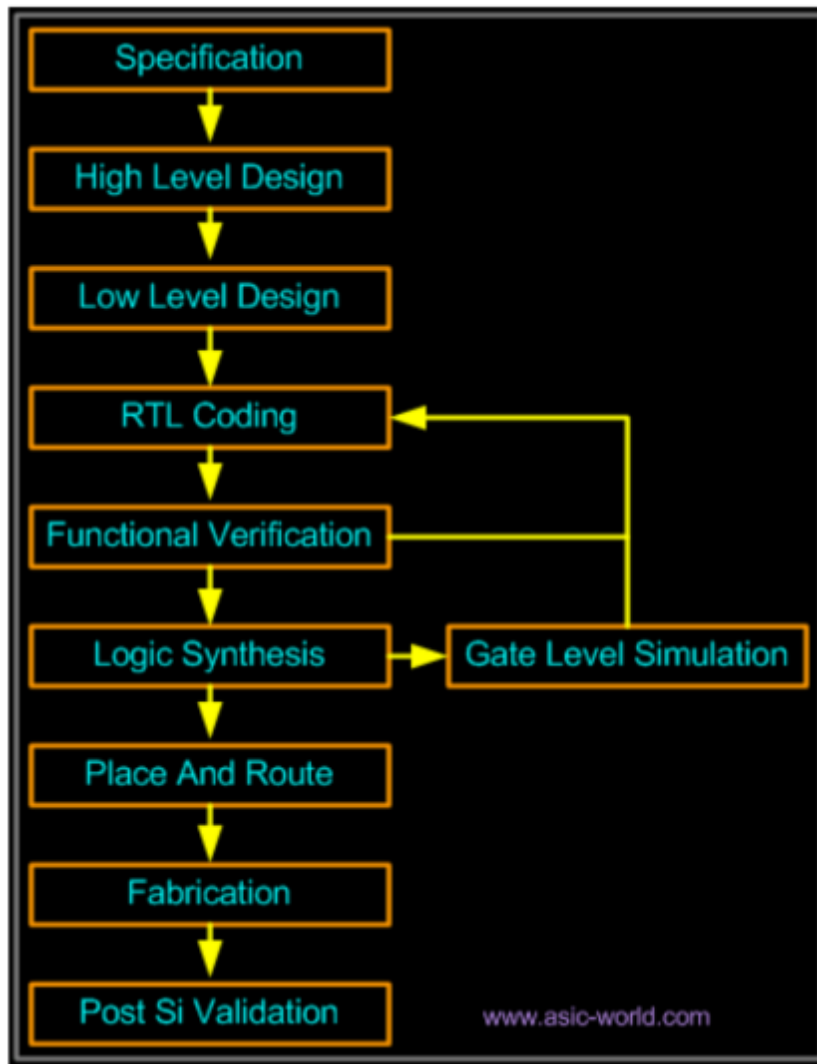
Top-Down Design

The desired design-style of all designers is the top-down design. A real top-down design allows early testing, easy change of different technologies, a structured system design and offers many other advantages. But it is very



difficult to follow a pure top-down design. Due to this fact most designs are mix of both the methods, implementing some key elements of both design styles.

Figure shows a Top-Down design approach.



Abstraction Levels of Verilog

Verilog supports a design at many different levels of abstraction. Three of them are very important:

- Behavioral level
- Register-Transfer Level
- Gate Level

Behavioral level

This level describes a system by concurrent algorithms (Behavioral). Each algorithm itself is sequential, that means it consists of a set of instructions that

are executed one after the other. Functions, Tasks and Always blocks are the main elements. There is no regard to the structural realization of the design.

Register-Transfer Level Designs using the Register-Transfer Level specify the characteristics of a circuit by operations and the transfer of data between the registers. An explicit clock is used. RTL design contains exact timing possibility, operations are scheduled to occur at certain times. Modern definition of a RTL code is "Any code that is synthesizable is called RTL code".

Gate Level

Within the logic level the characteristics of a system are described by logical links and their timing properties. All signals are discrete signals. They can only have definite logical values (`0', `1', `X', `Z'). The usable operations are predefined logic primitives (AND, OR, NOT etc gates). Using gate level modeling might not be a good idea for any level of logic design. Gate level code is generated by tools like synthesis tools and this netlist is used for gate level simulation and for backend.

Data Types

Verilog Language has two primary data types

- Nets – represents structural connections between components.
- Registers – represent variables used to store data.

Every signal has a data type associated with it:

- Explicitly declared with a declaration in your Verilog code.

Implicitly declared with no declaration but used to connect structural building blocks in your code.

- Implicit declaration is always a net type "wire" and is one bit wide.

Types of Nets

Each net type has functionality that is used to model different types of hardware (such as PMOS, NMOS, CMOS, etc)



Net Data Type	Functionality
wire, tri	Interconnecting wire – no special resolution function
wor, trior	Wired outputs OR together (models ECL)
wand, triand	Wired outputs AND together (models open–collector)
tri0, tri1	Net pulls–down or pulls–up when not driven
supply0, supply1	Net has a constant logic 0 or logic 1 (supply strength)
trireg	

Register Data Types

Registers store the last value assigned to them until another assignment statement

changes their value.

- Registers represent data storage constructs.
- You can create arrays of the regs called memories.
- register data types are used as variables in procedural blocks.
- A register data type is required if a signal is assigned a value within a procedural block
- Procedural blocks begin with keyword initial and always.

Data Types	Functionality
reg	Unsigned variable
integer	Signed variable – 32 bits
time	Unsigned integer – 64 bits
real	Double precision floating point variable

Some of the FPGA projects can be FPGA tutorials such as What is FPGA Programming, image processing on FPGA, matrix multiplication on FPGA Xilinx using Core Generator, Verilog vs VHDL: Explain by Examples and how to load text files or images into FPGA. Many others FPGA projects provide students with full Verilog/ VHDL source code to practice and run on FPGA boards. Some of them can be used for another bigger FPGA projects.

Task



code

```
module num_zero(input [15:0]A, output reg [4:0]zeros);  
    integer i;  
    always@(A)  
    begin  
        zeros=0;  
        for(i=0;i<16;i=i+1)  
            zeros=zeros+A[i];  
    end  
endmodule
```

test bench code

```
module test;  
    reg [15:0]A;  
    wire [4:0] zeros;  
    num_zero out (.A(A), .zeros(zeros));  
    initial begin  
        $dumpfile("dumo.vcd");  
        $dumpvars(1,test);  
        A=16'hFFFF; #100;  
        A=16'hF56F; #100;  
        A=16'h3FFF; #100;  
        A=16'h0001; #100;  
        A=16'hF10F; #100;  
        A=16'hF822; #100;  
        A=16'h7ABC; #100;  
    end  
endmodule
```



EDA Edit code - EDA Playground

edaplayground.com/home

EDA playground

Run

Save

Cadence Xcelium 19.0 is here! BTW: Mentor Precision examples: for VHDL and for (System)Verilog.

?

Playgrounds

Log In

Brought to you by DOULOS

Languages & Libraries

Testbench + Design

SystemVerilog/Verilog

UVM / OVM

None

Other Libraries

None

OVL 2.8.1

SVUnit 2.11

Enable TL-Verilog

Enable Easier UVM

Enable VUnit

Tools & Simulators

Examples

Community

Collaborate

Forum

Follow @edaplayground

testbench.sv

SV/Verilog Testbench

```

1 // Code your testbench here
2 // or browse Examples
3 module test;
4 reg [15:0] A;
5 wire [4:0] zeros;
6 num_zero out (.A(A), .zeros(zeros));
7 initial begin
8   $dumpfile("dumo.vcd");
9   $dumpvars(1,test);
10  A=16'hFFFF; #100;
11  A=16'hF56F; #100;
12  A=16'h3FFF; #100;
13  A=16'h0001; #100;
14  A=16'hF10F; #100;
15  A=16'hF822; #100;
16  A=16'h7ABC; #100;
17 end
18 endmodule
19

```

design.sv

SV/Verilog Design

```

1 // Code your design here
2 module num_zero(input [15:0]A, output reg [4:0]zeros);
3 integer i;
4 always@(A)
5 begin
6   zeros=0;
7   for(i=0;i<16;i=i+1)
8     zeros=zeros+A[i];
9   end
10 endmodule

```

Log

Share

Add a title to help you find your playground

Public (anyone with the link can view)

Save

B I H

A short description will be helpful for you to remember your playground's details

EDA (1) - EDA Playground

edaplayground.com/x/2vsb#

EDA playground

Run

Save

Copy

Cadence Xcelium 19.0 is here! BTW: Mentor Precision examples: for VHDL and for (System)Verilog.

?

Playgrounds

Profile

EPWave

From: 0s To: 700s

Get Signals Radix 100%

	0	100	200	300	400	500	600
A[15:0]	ffff	f56f	3fff	1	f10f	f822	7abc
zeros[4:0]	10	e	e	1	9	7	a

Note: To revert to EPWave opening in a new browser window, set that option on your user page.

Rectangular Snip

Edit with WPS Office

DAILY ASSESSMENT

Date:	05-06-2020	Name:	Yamunashree N
Course:	PYTHON	USN:	4AL17EC097
Topic:	Application 9: Build a Data Collector Web App with PostGreSQL and Flask	Semester & Section:	6 TH SEM & 'B' Section

AFTERNOON SESSION DETAILS

Udemy | The Python Mega Course: Build 10 Real World Applications

265. Backend: Sending Statistics to Users

Leave a rating Your progress Share

Collecting height

Please fill the entries to get population statistics on height

Enter your email address

```

# Create a new database and connect to it
db = SQLAlchemy(app)

# Create a new table named 'users'
class User(db.Model):
    __tablename__ = 'users'
    id = db.Column(db.Integer, primary_key=True)
    email = db.Column(db.String(120), unique=True)
    height = db.Column(db.Integer)

    def __init__(self, email, height):
        self.email = email
        self.height = height

    def __repr__(self):
        return f'User(email={self.email}, height={self.height})'

# Create the database tables
db.create_all()

# Define the routes
@app.route("/")
def index():
    return render_template("index.html")

@app.route("/success", methods=['POST'])
def success():
    if request.method == 'POST':
        email = request.form["email_name"]
        height = request.form["height_name"]
        send_email(email, height)

        if db.session.query(data).filter(data.email == email).count() == 0:
            data = User(email=email, height=height)
            db.session.add(data)
            db.session.commit()

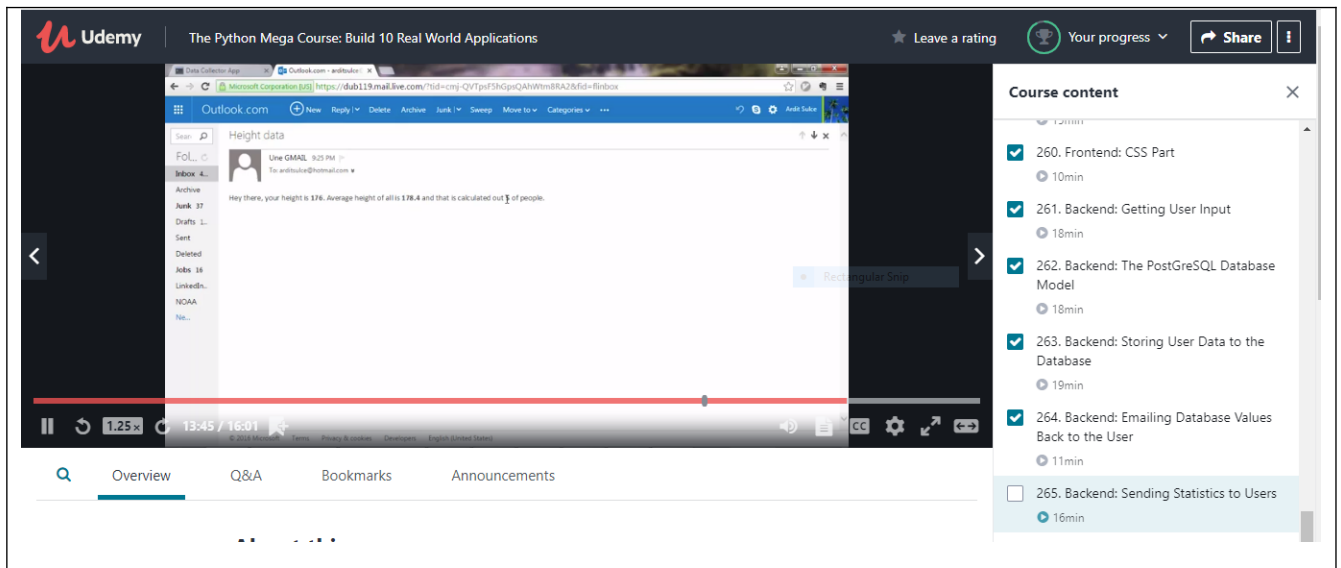
        average_height = db.session.query(func.avg(data.height)).
        return render_template("index.html")

    return "Seems like we've got something from that email address already!"

if __name__ == '__main__':
    app.debug = True
    app.run()

```

Course content Overview Q&A Bookmarks Announcements



Report-

Flask startup and configuration Like most widely used Python libraries, the Flask package is installable from the Python Package Index (PPI). First create a directory to work in (something like flask_todo is a fine directory name) then install the flask package. You'll also want to install flask-sqlalchemy so your Flask application has a simple way to talk to a SQL database. A good way to get moving is to turn the codebase into an installable Python distribution. At the project's root, create setup.py and a directory called todo to hold the source code. The setup.py should look something like this:

```
requires = [
    'flask',
    'flask-sqlalchemy',
    'psycopg2',
]

setup(
    name='flask_todo',
    version='0.0',
    description='A To-Do List built with Flask',
    author='<Your actual name here>',
    author_email='<Your actual e-mail address here>'
```



```
keywords='web flask',  
packages=find_packages(),  
include_package_data=True,  
install_requires=requires  
)
```

This way, whenever you want to install or deploy your project, you'll have all the necessary packages in the requires list. You'll also have everything you need to set up and install the package in sitepackages. For more information on how to write an installable Python distribution, check out the docs on [setup.py](#). Within the todo directory containing your source code, create an app.py file and a blank __init__.py file. The __init__.py file allows you to import from todo as if it were an installed package. The app.py file will be the application's root. This is where all the Flask application goodness will go, and you'll create an environment variable that points to that file. If you're using pipenv (like I am), you can locate your virtual environment with `pipenv --venv` and set up that environment variable in your environment's activate script.

