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11/29/22

ECE-310

Lab4

### Model #1: 4-bit register with synchronous reset and load

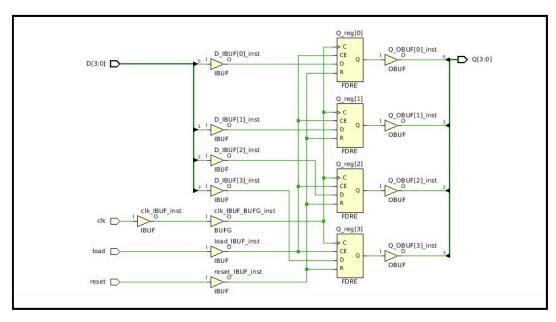


Figure 1: RTL Schematic of 4-bit register

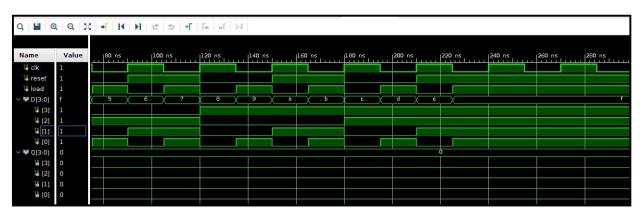


Figure 2: Post-Implementation Timing simulation waveform. It is very similar to the behavioral Simulation waveform.

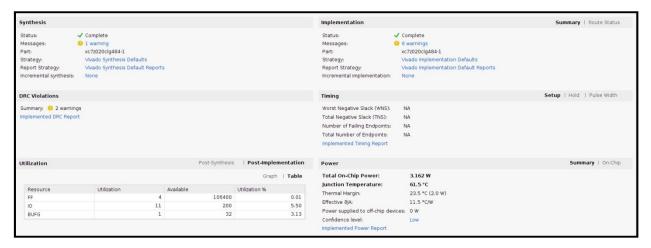


Figure 3: Project Summary and Utilization. Highest is IO.

### Model #2: 4-bit parallel in left shift register

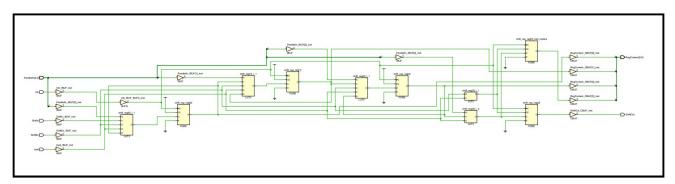


Figure 4: RTL Schematic of 4-bit parallel in left shift register

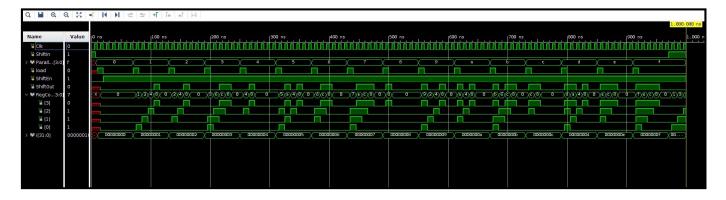


Figure 5: Post-Implementation Timing simulation waveform. Notice RegContent shifts the data as the clocks pulses



Figure 6: Project Summary and Utilization. Highest is IO with new utilization of LUT.

# Model #3: 8-bit counter using T flip-flops

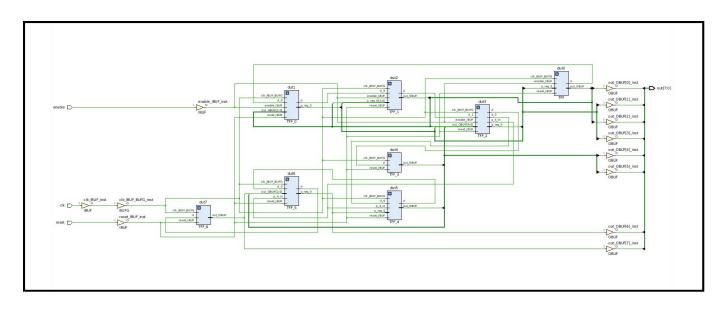


Figure 7: RTL Schematic of 8-bit counter using T flip-flops

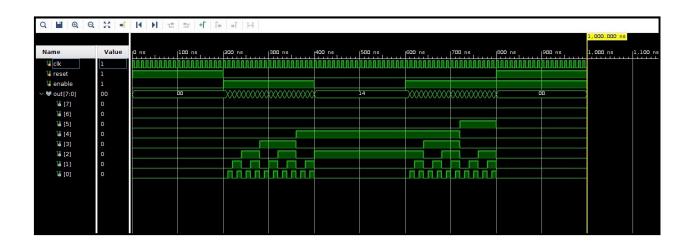


Figure 8: Post-Implementation Timing simulation waveform. Notice Counter value increases from 0 to 14 on positive edge of clock along with the enable and reset mode changes the output correspondingly

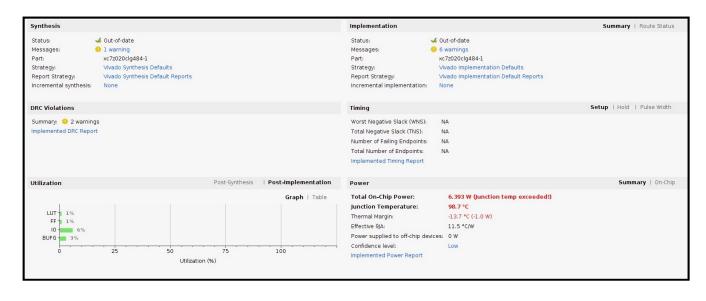


Figure 9: Project Summary and Utilization. Highest is IO and considerable power usage.

### Model #4: 8-bit counter using D flip-flops

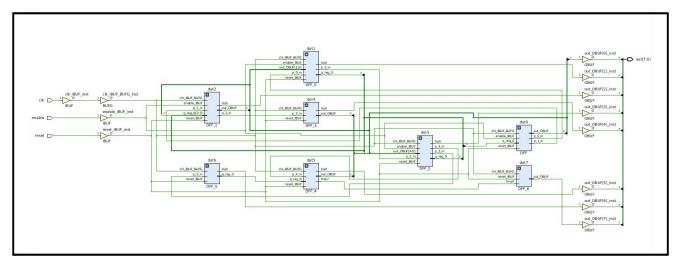


Figure 10: RTL Schematic of 8-bit counter using D flip-flops

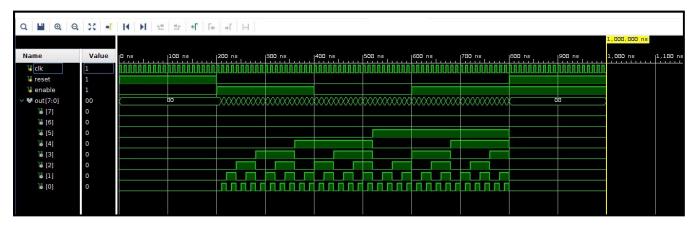


Figure 11: Post-Implementation Timing simulation waveform.



Figure 12: Project Summary and Utilization. Highest is IO and considerable power usage.

### Model #5: Counter with sequence: 000, 001, 011, 101, 111, 010

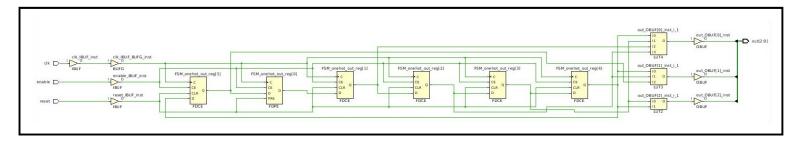


Figure 13: RTL Schematic of Counter

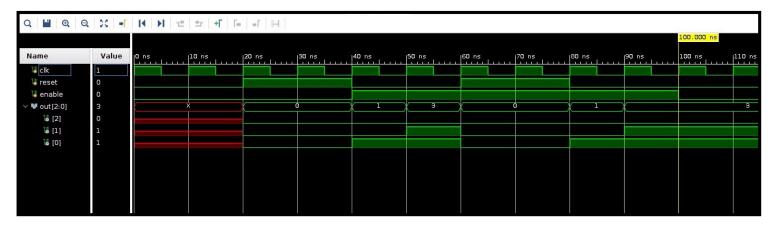


Figure 14: Post-Implementation Timing simulation waveform.

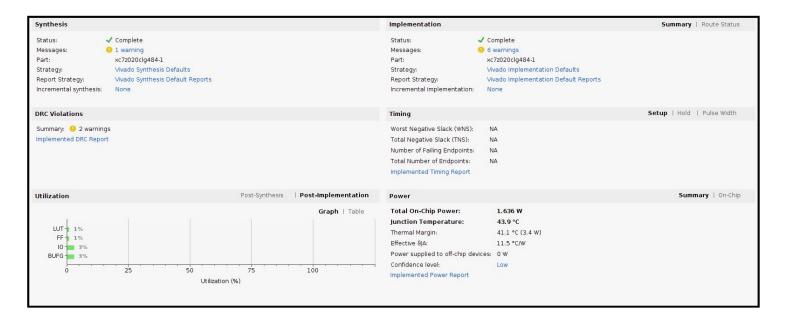


Figure 15: Project Summary and Utilization. Highest is IO and okay power usage.

# Model #6: 3bit Multiplier

