EEL 3701 — Digital Logic & Computer Systems Revision 1

Lab # Report: Lab Title

Last Name, First Name Class #: <5-digit class number> PI Name Month Day, Year

PRE-LAB QUESTIONS OR EXERCISES

<insert copy of pre-lab exercises from lab document, as well as an answer directly following each of the questions (if not applicable, write "N/A")>

THE ABOVE SHOULD BE FOLLOWED BY A PAGE BREAK (ALREADY INCLUDED), AND THIS SENTENCE OF TEXT SHOULD BE REMOVED.

PROBLEMS ENCOUNTERED

<insert a brief summary of all problems encountered>

REQUIREMENTS NOT MET

<insert any requirements not met, if applicable (if not applicable, write "N/A")>

FUTURE WORK/APPLICATIONS

<insert a brief paragraph describing how the topics covered in this lab could potentially be used for other applications>

THE ABOVE SHOULD BE FOLLOWED BY A PAGE BREAK (ALREADY INCLUDED), AND THIS SENTENCE OF TEXT SHOULD BE REMOVED.

PRE-LAB REQUIREMENTS (Design, Schematic, ASM Chart, VHDL, etc.)

Each section of the pre-lab requirements should be completed separately, and in order. Include each of the following items in order. Note that some of these items will not apply to every lab. Anything scanned or copied *must be clear and legible*.

- Logic equations. (Note that logic equations do not contain activation levels.)
- When applicable, include Karnaugh Maps (i.e., K-Maps).
- Include hand-drawn circuits (when required). Label all input and output activation-levels and intermediate equations in the circuits.
- Include screenshots of the BDF designs of circuits.
 - o Label all input and output activation-levels, i.e., use _L suffix for active-low signals and no suffix for active-high signals. Add chip and pin numbers to any schematic that will be constructed.
 - o Images should be large enough so that inputs, outputs, labels, and parts are clearly visible and distinguishable to any reader.
 - o Each BDF should have the following info on the top left corner (similar to the top right of this page):

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- o In Windows, I use the *Snipping Tool*, which is now built into Windows. Just type "snip" in the *Cortona* search box and then select *Snipping Tool*.
- When necessary, include ASM Charts. These can be hand-drawn, but clear and legible. We recommend that you use resources like https://www.draw.io/ to create computer-generated ASMs.
- Include truth tables or next-state truth tables.
 - o Can be either typed or hand-written and scanned (must be clear and legible)
 - Must be in counting order (i.e., inputs of 000, 001, 010, 011, ..., 111)
 - Clearly distinguish inputs from outputs (see the example below that uses a thick line)
 - If you are designing a state machine or a controller, clearly indicate and separate signal values both before the clock and after the clock (i.e., Q1 and Q1⁺)
 - Tip: divide rows into consecutive groups of 4 (or 2 or 8) to make it easier for both you and your PI to read.
 - Example

| A | В | C | Y |
|---|---|---|---|
| 0 | 0 | 0 | 0 |
| 0 | 0 | 1 | 0 |
| 0 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 |
| 1 | 0 | 0 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 |
| 1 | 1 | 1 | 0 |

- Include voltage tables
 - o Must be in counting order (i.e., inputs of LLL, LLH, LHL, ..., HHH)
 - Use similar formatting to truth tables (described above)
 - Example

| A(H) | B(H) | C(L) | Y(L) |
|------|------|------|------|
| L | L | L | Н |
| L | L | Н | Н |
| L | Н | L | L |
| L | Н | Н | Н |
| Н | L | L | Н |
| Н | L | Н | Н |
| Н | Н | L | Н |
| Н | Н | Н | L |

- Include every line of VHDL programs including both *architecture* and *behavior* sections.
- Include every line of any MIF files. If these are associated with assembly language programs, you can either put the assembly code as comments or separately include assembly language programs
- Include meaningfully annotated functional simulations.
 - O Using the grouping tool, group as many signals together as possible (when it makes sense to group them)! If you are simulating a basic logic equation, group all the inputs together. If you are simulating a circuit that includes MSI elements, group signals of the form X_{N-0} . The most-significant bit should appear first, ending with the least-significant bit. If you are simulating an ALU, group the buses together as just described.
 - o Not every row of your voltage table must be annotated in the waveform simulation, but your choices of rows that you annotate must be encompassing
 - o If you are designing a state machine or a controller, your CLK signal should appear at the top of your inputs and outputs. The general order is CLK -> Reset -> state bits -> inputs -> outputs.
 - Tip: Use Microsoft Paint to annotate your waveforms. An alternative is to print out the waveforms, annotate them by hand, then scan and upload

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O *Hint*: Consider a truth table where the output is true in significantly less cases than it is false (or vice versa). If the output signal is active-high, it would be wise to annotate only the cases where the output voltage is HIGH.