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3
                   Ben Davis
                   2/13/24
EE 371
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                   Lab 4, Task 1
                   This module takes in an 8 bit input and outputs the number of
                   ones in the input data once it is done. It has a start enable
                   input, a shift right input, and an output zero when it is finished.
10
           */
11
12
13
           module lab4task1_ASM (
                                                input logic clk, //clock
input logic [7:0] in, //data input
14
15
16
17
                                                input logic start, //start enable
input logic shr, //shift enable
18
                                                output logic zero, //the data has all 0's
output logic [3:0] result //number of 1's in the data
19
20
21
22
23
                   logic [7:0] A; //intermediate data for the input
24
25
                   always_ff @(posedge clk) begin
                          /* continuously reset the result to zero
and A to the input if the start enable is off*/
26
27
28
29
                          if(~start) begin
  result <= 4'b0;</pre>
30
                                  A \leq in;
31
                           /*once started, checks if the lsb in A is equal
                          to 1 and adds one to the counter if true. Then,
33
34
35
                          regardless, it shifts right*/
end else if(start) begin
                                  if((A[0])==(1'b1)) begin
36
37
                                         result <= result + 1'b1;
                                  end
38
39
                                  zero <= ((A[7:0])==(8'b00000000));
                                  A <= A >> 1;
40
41
                   end
42
            endmodule
43
            //testbench
44
           module lab4task1_ASM_tb ();
45
46
                    //recall variables
47
                    logic clk, start, shr, zero;
48
                   logic [7:0] in;
                   logic [3:0] result;
49
50
51
52
53
54
55
                    //recall module
                   lab4task1_ASM dut (.clk, .in, .start, .shr, .zero, .result);
                   //clock setup
                   parameter clk_pd = 100;
56
                   initial begin
57
                          c1k \ll 0;
58
                          forever #(clk_pd /2) clk <= ~clk;</pre>
59
                   end //of clock setup
60
61
                   //tests instance where the input has four 1's
62
                    //and checks thoroughly through its contents
                   initial begin
63
                         in <= 8'b00011110; start <= 0; shr <= 0; @(posedge clk); in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk); in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk); in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk); in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk); in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk); in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk); in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk); in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk); in <= 1; ghr <= 1; @(posedge clk); in <= 1; ghr <= 1;
64
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69
                          in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk);
                          in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk);
                          in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk);
                          in <= 8'b00011110; start <= 1; shr <= 1; @(posedge clk);
                          in \leq 8'b00011110; start \leq 1; shr \leq 0; @(posedge clk);
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74 \$stop; 75 end //test 76 endmodule //testbench\*/