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          2/2/24
EE 371
 456789
           Lab 3, Task 2
          This is a module that takes in eight inputs. Four of them are for the start and end coordinates of the beginning of
          the animation, and the other four are four the end coordinates
10
           of the animation. This module is fo task 2, so it has only
11
          been programmed to draw a straight line moving.
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      */
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      module_animator_(
              input logic clk, reset, input logic [9:0] x0, x1, w0, w1, //all x coordinates output logic [9:0] a0, a1 //next x coordinates
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      );
           int xw0_step;
           int xw1_step;
           assign xw0_step = (w0 > x0) ? 1 : -1;
          assign xw1_step = (w1 > x1) ? 1 : -\frac{1}{1};
           always_ff @(posedge clk) begin
              if (reset) begin
                   a0 <= x0;
                   a1 <= x1;
              end else begin
                   //expanding to the left
                   if(a0 > w0) begin
                       a0 <= a0 - 1;
                   end else begin
                       a0 <= a0;
                   end
                   //expanding to the right
if(a1 < w1) begin</pre>
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                       a1 <= a1 + 1;
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                   end else begin
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                       a1 <= a1;
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                  end
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              end
           end //of ff
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      endmodule
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      //testbench
      module animator_testbench();
           logic clk, reset;
           logic [9:0] x0, x1, w0, w1, a0, a1;
           animator dut (.clk, .reset, .x0, .x1, .w0, .w1,
                                                   .a0, .a1);
           parameter clk_p = 100;
60
           initial begin
61
               clk <= 0
62
               forever #(clk_p /2) clk <= ~clk;</pre>
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           end
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          //testing the instance of drawing a horizontal line that //is always at y = 80, and moves from an initial x 200 to //200 to a line that spans 100 to 300
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           initial begin
              reset = 1; x0 = 200; x1 = 200; w0 = 100; w1 = 300;
69
70
                                                              @(posedge clk);
71
                                              reset <= 0; @(posedge clk);</pre>
                                                              @(posedge clk);
73
                                                              @(posedge clk);
```

endmodule //testbench

Project: DE1\_SoC