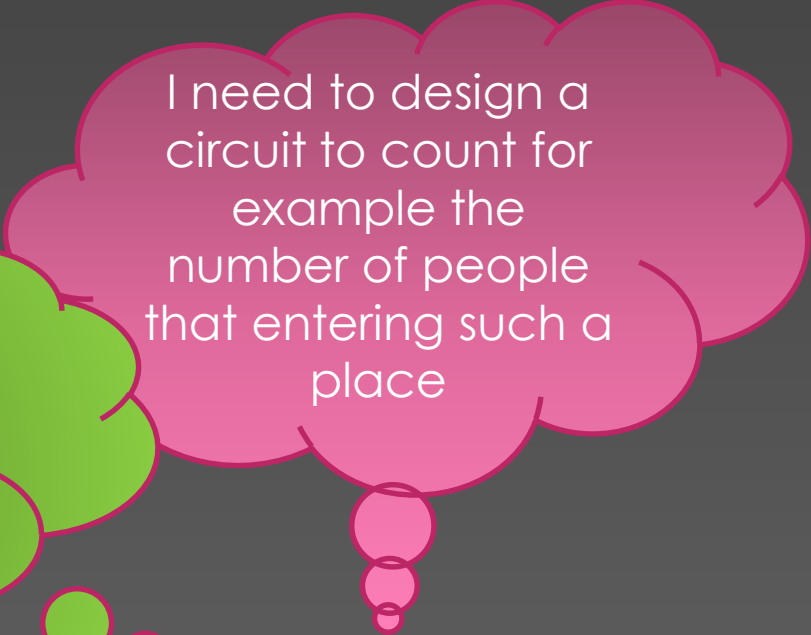




I need to design a  
timer circuit



I need to design a  
circuit to count for  
example the  
number of people  
that entering such a  
place



# Counter

Dr. Fatma Elfouly

# Timer

Number of counts  
needed=  
total time/clock period

What is the  
number of  
counts  
needed?

- Write a legal VHDL code for a 8 seconds stopwatch timer. The clock frequency is 2 Hz.

Clock period  
 $= 1/f_{clk} = 1/2\text{Hz}$   
 $= 0.5\text{ Sec}$

The number of  
counts =  
 $8\text{ sec}/0.5\text{ Sec} = 16$   
counts

# Timer

Signed or  
unsigned  
numbers

~~Count <= count + 1~~

clk →  
rst →

Counter\_4 bits

end\_time →  
4 count

0000

0001

0010

⋮  
⋮  
⋮

1111

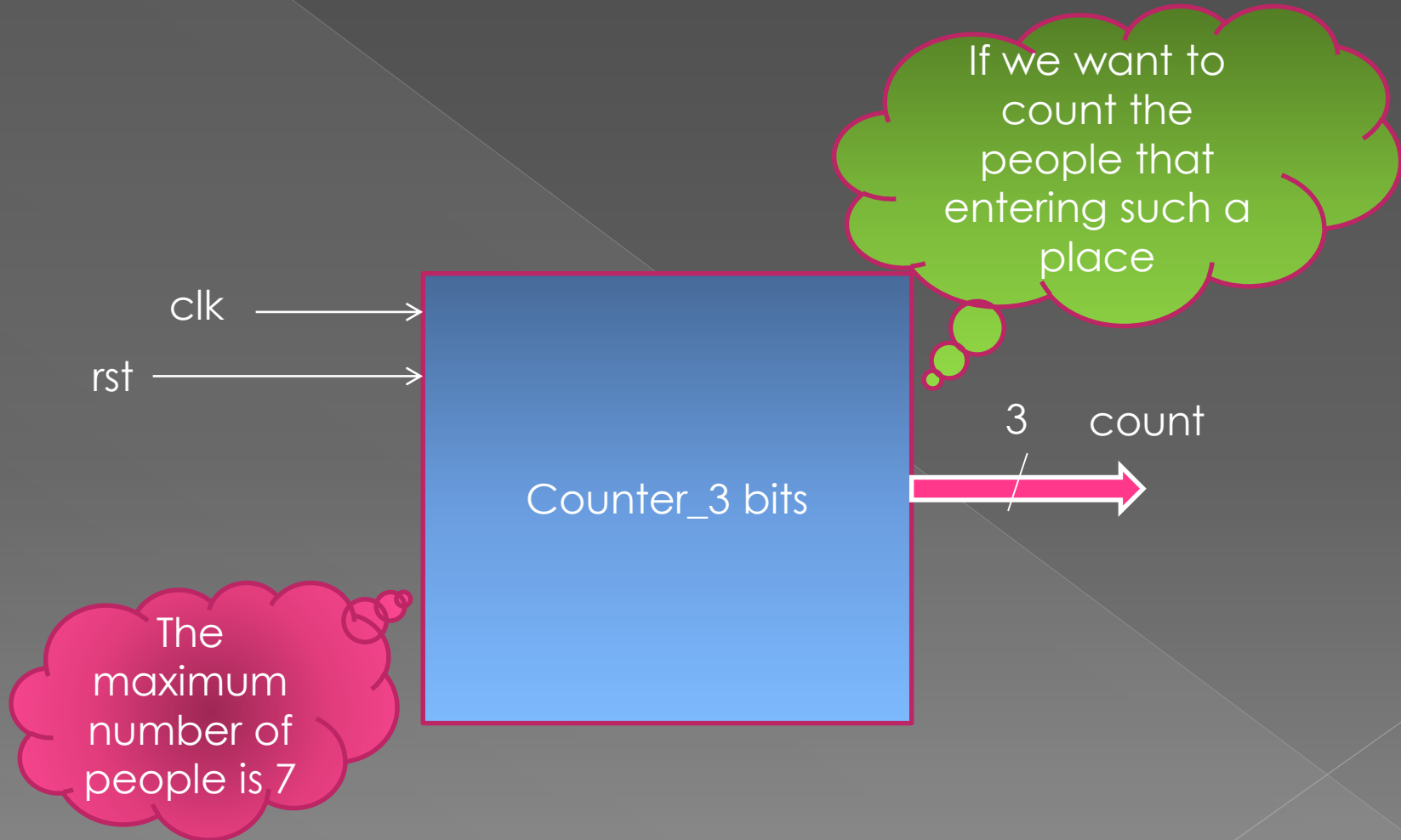
For example:  
Binary: 1010  
Signed : -6  
Unsigned : 10

Count\_temp <= count\_temp + 1

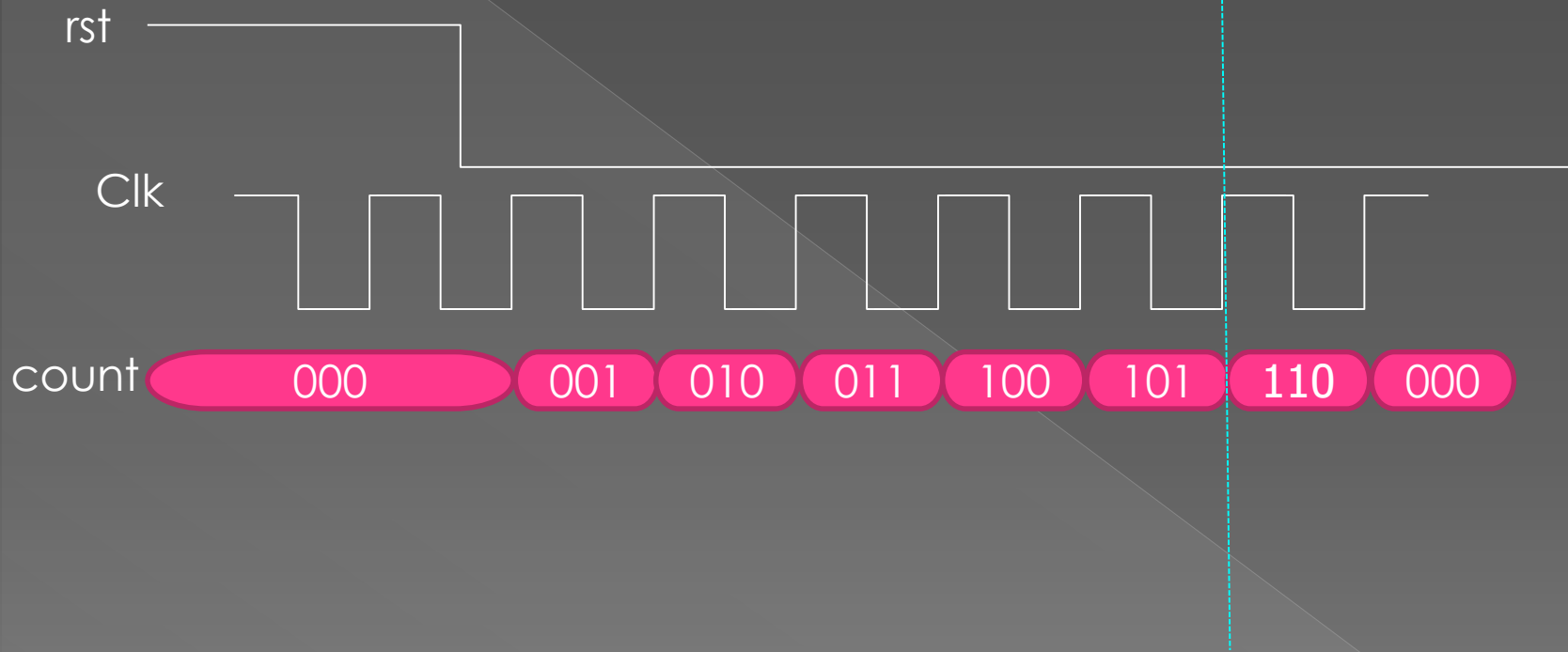
# Timer

- entity binary\_count is
- port (clk, rst: in std\_logic;
- end\_time :out std\_logic;
- Count : out std\_logic\_vector(3 downto 0));
- end entity binary\_count;
- architecture rtl of binary\_count is
- signal count\_temp: unsigned(3 downto 0);
- begin
- process (rst, clk)
- begin
- if (rst = '1') then
- count\_temp <= (others => '0');
- elsif (rising\_edge(clk)) then
- count\_temp <= count\_temp + 1;
- end if;
- end process;
- end\_time<= '1' when (count\_temp= 15) else '0';
- count<= std\_logic\_vector(count\_temp);
- end architecture rtl;

# How to a counter that counts a certain number ?



# How to a counter that counts a certain number ?



# How to a counter that counts a certain number ?

- entity binary\_count is
- port (clk, rst: in std\_logic;
- Count : out std\_logic\_vector(2 downto 0));
- end entity binary\_count;
- architecture rtl of binary\_count is
- signal count\_temp: unsigned(2 downto 0);
- begin
- process (rst, clk)
- begin
- if (rst = '1') then
- count\_temp <= (others => '0');
- elsif (rising\_edge(clk)) then
- count\_temp <= count\_temp + 1;
- If (count\_temp=6) then
- Count\_temp<=(others => '0');
- end if;
- end if;
- end process;
- count<= std\_logic\_vector(count\_temp);
- end architecture rtl;