# Lab 6- Sequential Circuits (I): Using VHDL

The goal of this lab is to design basic sequential circuits using VHDL PROCESS statements.

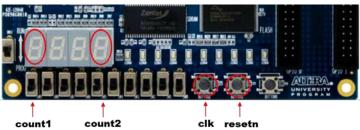
#### Lab 6.1:

### Counters with SIGNAL and VARIABLE

Write a VHDL code that implements a regular 0-to-9 binary counter. A suggested skeleton of the code is presented below. Counter 1 employs a signal, while counter 2 uses a variable.

- ➤ Use Button1 as an active-low asynchronous reset, and Button2 as a manual clock input.
- The counts are shown on two 7-segment displays, respectively.
- Does the suggested code implement counters with the same counting range? If not, modify it, and explain the reason in your lab-report.

```
ARCHITECTURE dual counter OF counter IS
   SIGNAL temp1: INTEGER RANGE 0 TO 10;
BEGIN
   ----counter 1: with signal:----
   PROCESS(clk)
   BEGIN
      IF (clk'EVENT AND clk='1') THEN
         temp1 <= temp1 + 1;
         IF (temp1=10) THEN
            temp1 <= 0;
         END IF;
      END IF;
      count1 <= temp1;</pre>
   END PROCESS;
   ----counter 2: with variable:----
  PROCESS(clk)
      VARIABLE temp2: INTEGER RANGE 0 TO 10;
  BEGIN
      IF (clk'EVENT AND clk='1') THEN
         temp2 := temp2 + 1;
         IF (temp2=10) THEN
            temp2 := 0;
         END IF;
      END IF;
      count2 <= temp2;
   END PROCESS;
END dual counter;
```

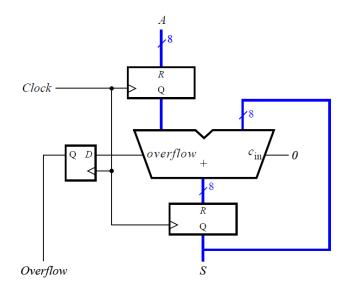


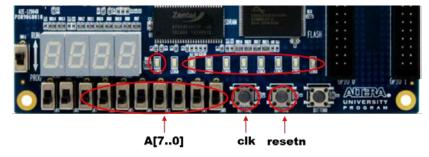
### Lab 6.2:

## Design a signed 8-bit accumulator:

The block diagram of the signed 8-bit accumulator is seen below.

- ➤ Use Button1 as an active-low asynchronous reset, and Button2 as a manual clock input.
- ➤ Connect input A to switches SW<sub>7-0</sub>.
- ➤ The sum output **S** would be displayed on green LEDG<sub>7-0</sub> lights and the overflow would be displayed on the green LEDG<sub>9</sub> light.





## **Lab-report:**

Submit a lab report on **ilearn** by 11:59pm the day before of next lab. (The lab report must be a **PDF** file.) Your Lab report should include the following items:

- 1) VHDL code and discussion for Lab 6.1.
- 2) VHDL code for Lab 6.2.