

ECE 426/516 Implementation of VLSI Systems Fall 2016

Mid-Term Practice Paper

Question 1 (10 marks)

(a) Complete the timing diagram for the following piece of code. Assume Q starts at 1 and that Q is a signal. Assume that all delays are negligible. (4 marks)

```
always @ (reset, enable, clock, D)
```

```
if (reset == '0') then
```

```
    Q <= '0';
```

```
else if (enable == '1' and clock == '1') then
```

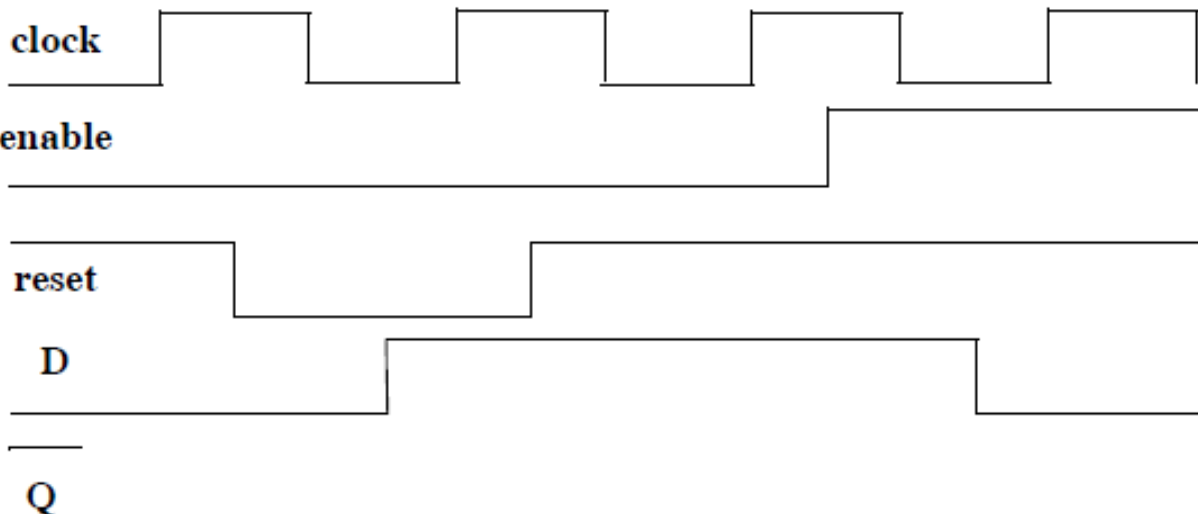
```
    Q <= D;
```

```
else
```

```
    Q <= Q;
```

```
end;
```

```
end;
```



(b) Draw the circuit for the following Verilog code. (6 marks)

```
module combinational (a, b, sel, out);  
input a, b;  
input sel;  
output out;  
reg out;  
  
always @ (a or b or sel)  
begin  
    if (sel) out = a & b;  
    else out = b;  
end  
  
endmodule
```

```
module combinational (a, b, sel, out);  
input a, b;  
input sel;  
output out;  
reg out;  
  
always @ (a or b or sel)  
begin  
    if (sel) out = a & b;  
end  
  
endmodule
```

Question 2 (10 marks)

(a) Complete the behavioral description in Verilog for a synchronous 4-bit counter. When $\text{RESET} = 0$, output will become to 0 at the next rising edge of clock. When output = 14, output will become to 0 at the next rising edge of clock.

The basic template is shown below – fill in the necessary code to complete the description. (4 marks)

```
module counter (CLK, Q, RESET);
```

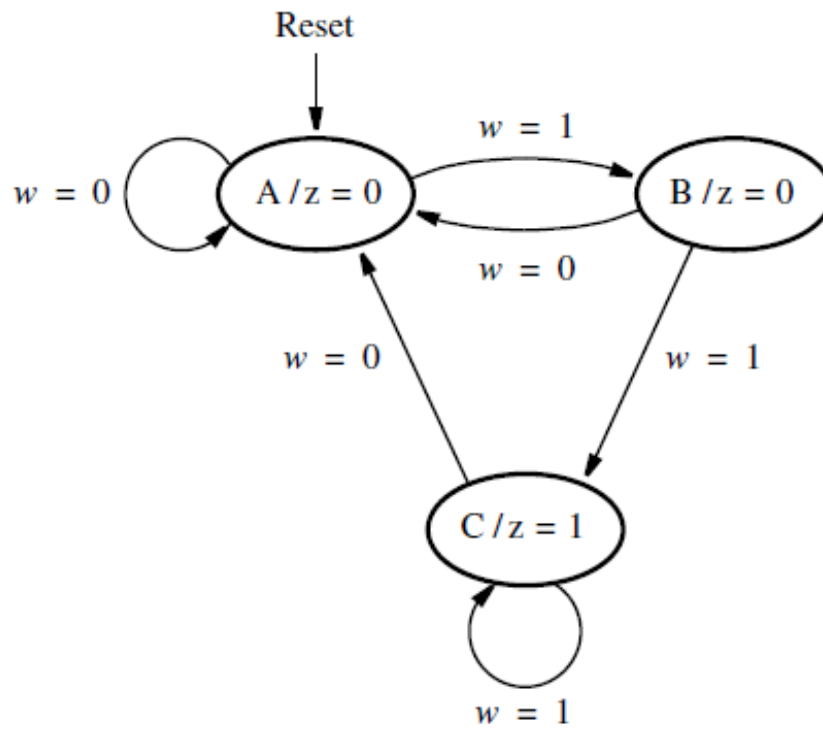
```
input RESET, CLK;
```

```
output [3:0] Q;
```

```
reg [3:0] Q;
```

```
endmodule
```

(b) Fill in the follow Verilog code to realize the following state transition diagram (6 marks)



Module simple (w, Clock, Resetn, z);

Input Clock, Resetn, w;

Output z;

Reg [2:1] y, Y;

Parameter [2:1] A=2' b00, B=2' b01, C=2' b10;

// define the next state combinational circuit

always@ (w, y)

case (y)

A: **if** (w) _____ (your code here)

else _____ (your code here)

B: **if** (w) _____ (your code here)

else _____ (your code here)

```

C: if (w)          _____ (your code here);
    else          _____ (your code here);
    _____ (your code here)

endcase

// define the sequential block
always@ ( _____ ) (your code here)
    if (Resetn == 0)
        _____ (your code here)
    else          _____ (your code here)

// define output
_____ (your code here)

endmodule

```