

EECS 3216 LAB-2

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LAB NUMBER:02

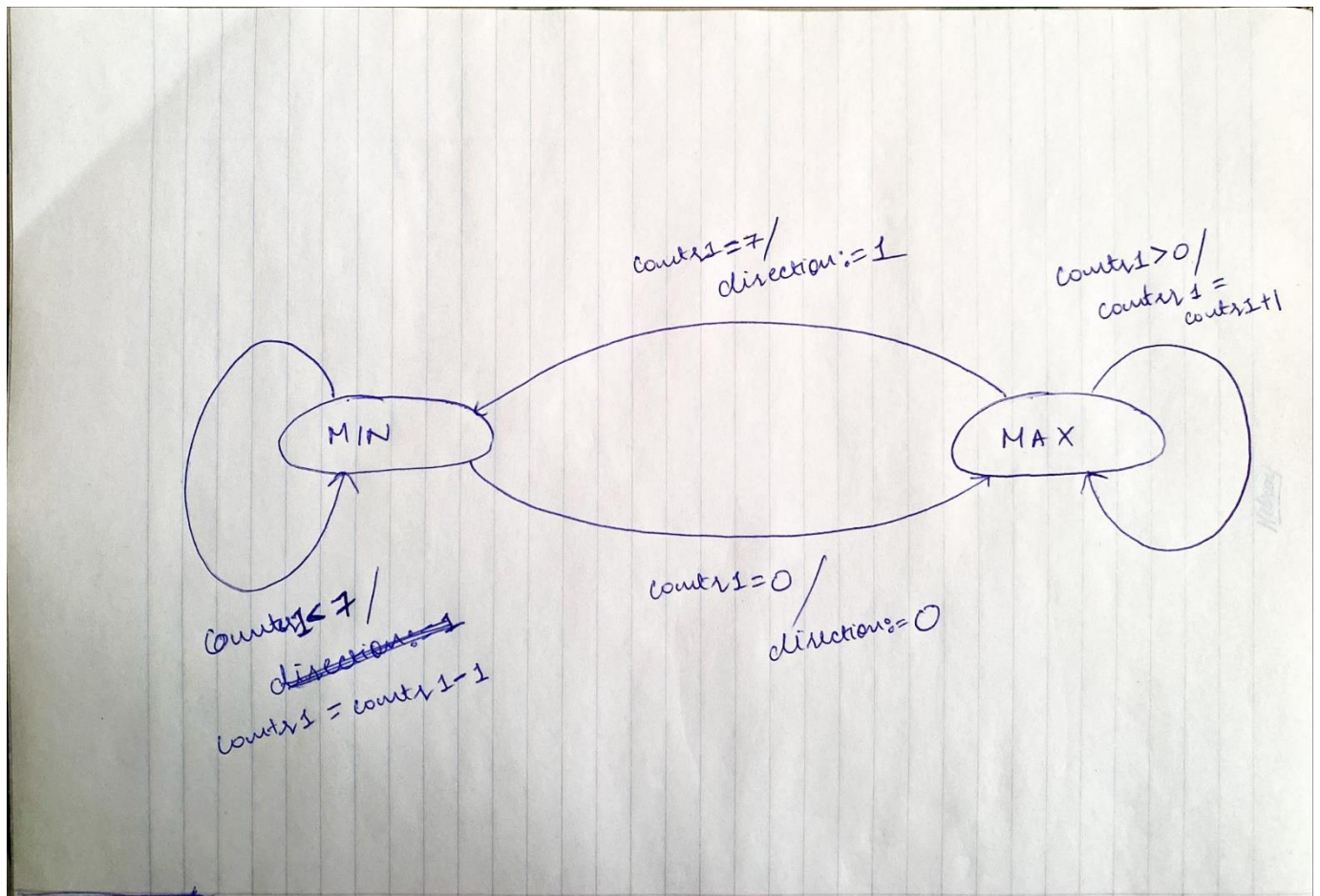
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Design

B)

As a clock divider slows down the clock, I used that for slowing down the cycles of original clock 50MHz to 1Hz. Then I used a counter that goes from 0 to 25000 to divide 50,000,000 into 1 cycles. When the counter reaches 0, I increment or decrement another counter (Counter 1) based on the direction variable. On every posedge of the clock cycle I check if the counter 1 is 7 or 0 and change direction variable according to that.

FSM



Verilog Code

C)

```
module Lab1(clk,ledo);
input clk;
reg clkout;
output [3:0] ledo;

reg[31:0] counter = 32'd0 ;
parameter frequency = 32'd50000000 ;
reg[3:0] counter1 = 4'd0 ;
reg value = 1'd0 ;
reg direction = 1'd0 ;

always @(posedge clk)
begin
    counter <= counter + 32'd1;
    if (counter >= frequency - 1)
    begin
        counter <= 32'd0;
    end
    if (counter == 250000000)
    begin
        if (direction == 0)
        begin
            counter1 <= counter1 + 4'd1;
        end
        if (direction == 1)
        begin
            counter1 <= counter1 - 4'd1;
        end
    end
    if (counter1 >= 4'd7)
    begin
        direction <= 1'b1;
    end
    if (counter1 <= 4'd0)
    begin
        direction <= 1'b0;
    end
end

assign ledo = counter1;

endmodule
```

Test Bench Verilog Code

C)

```
`timescale 1 ns/1 ps
```

```
module Lab1tb();
```

```
reg clk;
```

```
wire [3:0] led0;
```

```
Lab1 dut(.clk(clk),.led0(led0));
```

```
always
```

```
begin
```

```
clk = 1'b1;
```

```
#10;
```

```
clk = 1'b0;
```

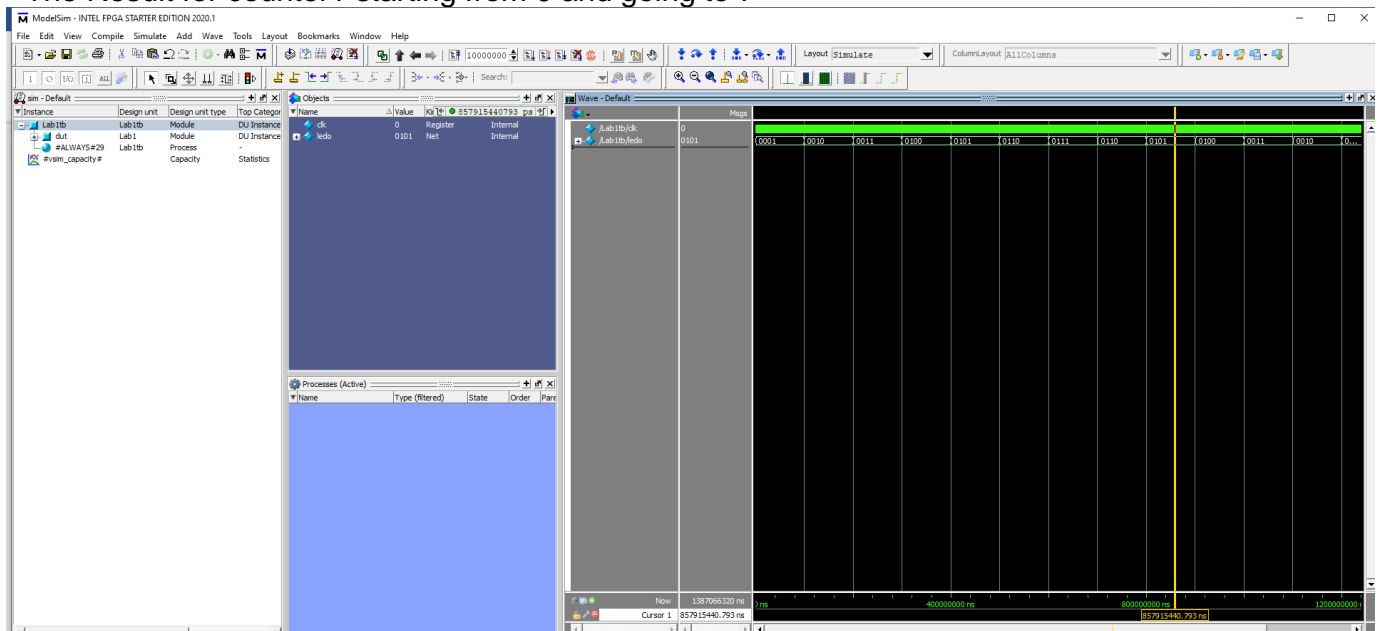
```
#10;
```

```
end
```

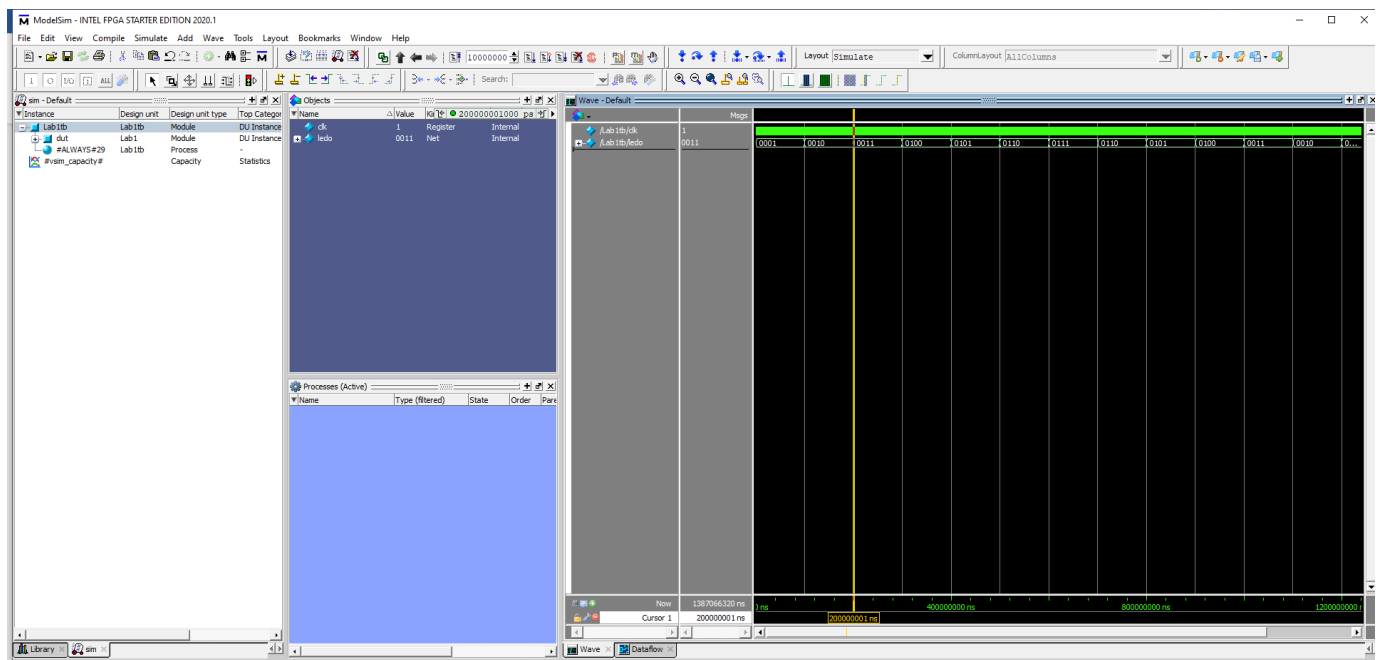
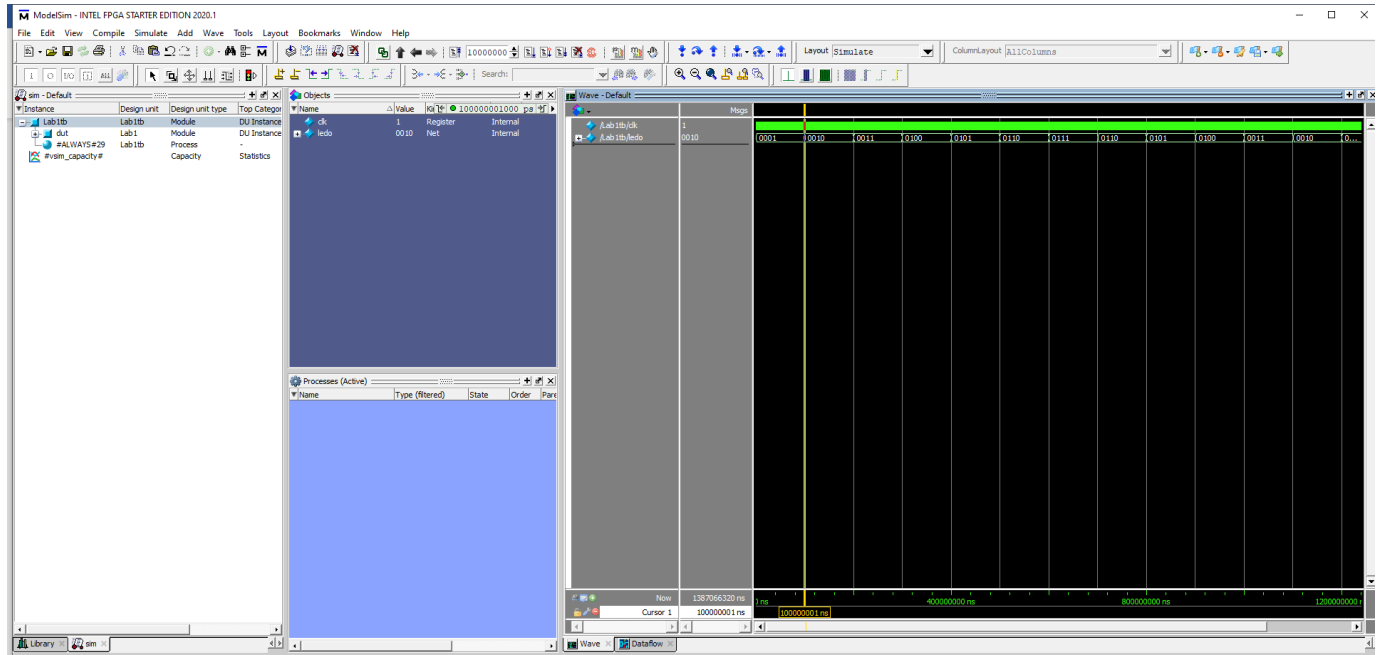
```
endmodule
```

Model-Sim Results

The Result for counter1 starting from 0 and going to 7



Counter changes every 1 second



Led count goes from 7 to 0 again

