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2  --
3  -- Title       : edge_det
4  -- Design      : prelab10
5  -- Author      : Dongyun Lee
6  -- Company     : Stony Brook University
7  --
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9  --
10 -- File        : W:\ESE382-Lab\Lab10\prelab10\prelab10\src\edge_det.vhd
11 -- Generated   : Sun Apr 21 16:52:52 2024
12 -- From       : interface description file
13 -- By        : Itf2Vhdl ver. 1.22
14 --
15 -----
16 --
17 -- Description : positive and negative edge detector
18 --
19 -----
20
21 library ieee;
22 use ieee.std_logic_1164.all;
23 use ieee.numeric_std.all;
24
25
26 entity edge_det is
27     port(
28         rst_bar    : in  std_logic; -- Asynchronous system reset
29         clk        : in  std_logic; -- System clock
30         sig        : in  std_logic; -- Input signal
31         pos        : in  std_logic; -- '1' for positive edge, '0' for
32         negative    : out std_logic -- High for one system clk after edge
33         detected
34     );
35 end entity edge_det;
36
37 architecture moore_fsm of edge_det is
38     type state is (state_a, state_b, state_c);
39     signal present_state, next_state : state;
40 begin
41     -- first state : detects rst_bar
42     state_reg: process (clk, rst_bar)
43     begin
44         if rst_bar = '0' then
45             present_state <= state_a;
46         elsif rising_edge(clk) then
47             present_state <= next_state;
48         end if;
49     end process;
50
51     -- process where it outputs
52     outputs: process (present_state)
53     begin
54         case present_state is
55             when state_c => sig_edge <= '1';

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56         when others => sig_edge <= '0';
57     end case;
58 end process;
59
60     nxt_state: process (present_state, sig)
61     begin
62         case present_state is
63             when state_a =>
64                 if (pos = '1' and sig = '0') or (pos = '0' and sig = '1')
65                     then
66                         next_state <= state_b;
67                     else
68                         next_state <= state_a;
69                     end if;
70                 when state_b =>
71                     if (pos = '1' and sig = '1') or (pos = '0' and sig = '0')
72                     then
73                         next_state <= state_c;
74                     else
75                         next_state <= state_b;
76                     end if;
77                 when others =>
78                     if (pos = '1' and sig = '0') or (pos = '0' and sig = '1')
79                     then
80                         next_state <= state_b;
81                     else
82                         next_state <= state_a;
83                     end if;
84                 end case;
85             end process;
86
87
88
89 end moore_fsm;
90
```