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👤 1 contributor

Raw

Blame

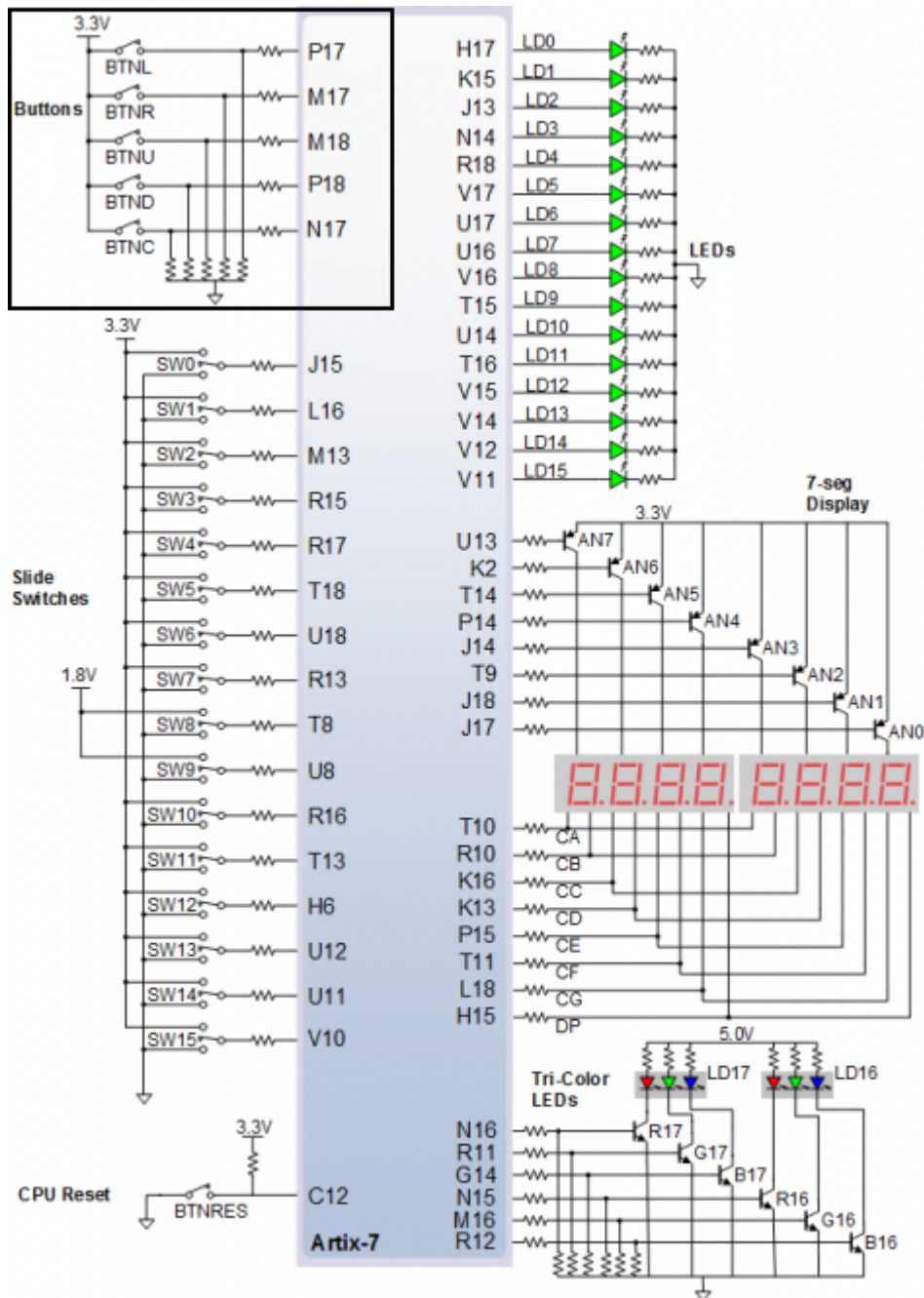


164 lines (115 sloc) | 4.49 KB

Labs 05-counter

1)

a) Obrázek s připojením tlačítek na desce



Když je tlačítko (např. BTNL) rozpojeno, je na vstupu (např. P17) logická 0, jeli sepnuto, je na vstupu logická 1

b) Tabulka s vypočítanými hodnotami

Time interval	Number of clk periods	Number of clk periods in hex	Number of clk periods in binary
2 ms	200 000	x"3_0d40"	b"0011_0000_1101_0100_0000"

Time interval	Number of clk periods	Number of clk periods in hex	Number of clk periods in binary
4 ms	400 000	x"6_1A80"	b"1100001101010000000"
10 ms	1 000 000	x"F_4240"	b"11110100001001000000"
250 ms	25 000 000	x"17D_7840"	b"1011111010111100001000000"
500 ms	50 000 000	x"2FA_F080"	b"10111110101111000010000000"
1 sec	100 000 000	x"5F5_E100"	b"0101_1111_0101_1110_0001_0000_0000"

2)

a) Výpis VHDL kódu procesu

```
p_cnt_up_down : process(clk)
begin
    if rising_edge(clk) then

        if (reset = '1') then                -- Synchronous reset
            s_cnt_local <= (others => '0'); -- Clear all bits

        elsif (en_i = '1') then              -- Test if counter is enabled
            s_cnt_local <= (others => '0');

        if (cnt_up_i = '1') then
            s_cnt_local <= s_cnt_local + 1;

        else
            s_cnt_local <= s_cnt_local - 1;

        end if;

    end if;
end if;
end process p_cnt_up_down;
```

b) Výpis resetovacích a stimulačních procesů VHDL ze souboru testbench

reset

```
p_reset_gen : process
begin
    s_reset <= '0';
    wait for 12 ns;

    -- Reset activated
    s_reset <= '1';
    wait for 73 ns;

    s_reset <= '0';
    wait;
end process p_reset_gen;
```

stimul

```
p_stimulus : process
begin
    report "Stimulus process started" severity note;

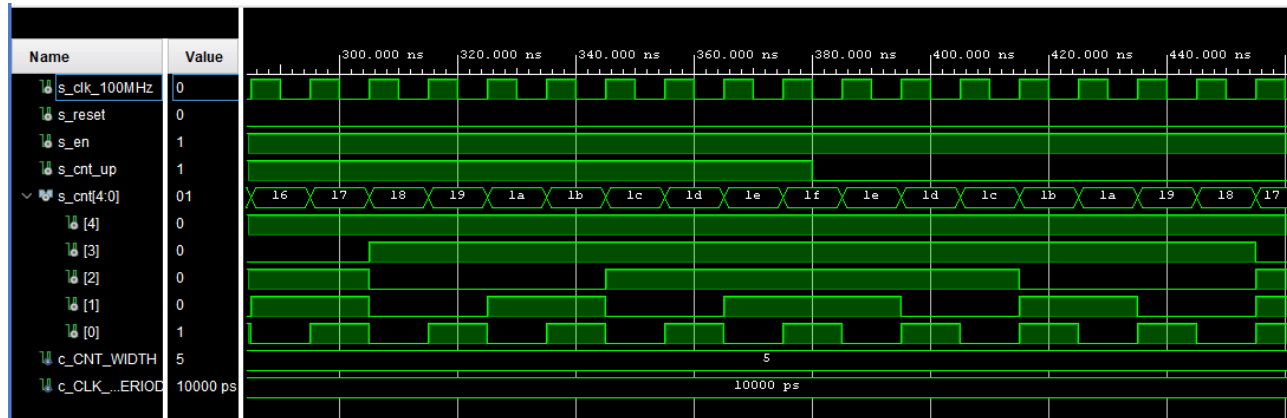
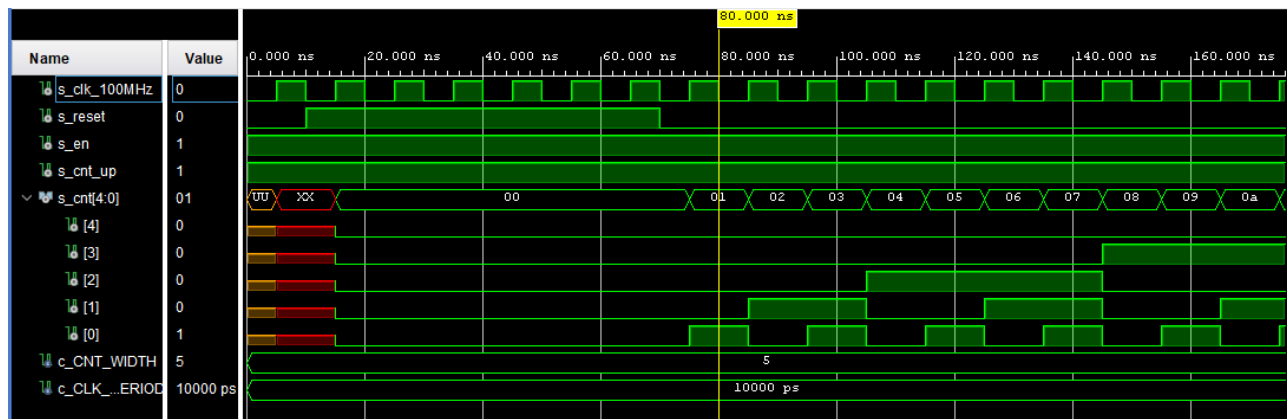
    -- Enable counting
    s_en      <= '1';

    -- Change counter direction
    s_cnt_up <= '1';
    wait for 380 ns;
    s_cnt_up <= '0';
    wait for 220 ns;

    -- Disable counting
    s_en      <= '0';

    report "Stimulus process finished" severity note;
    wait;
end process p_stimulus;
```

c) Screenshot se simulovanými časovými průběhy



3)

a)

```

-----
-- Instance (copy) of clock_enable entity
clk_en0 : entity work.clock_enable
generic map(
    g_MAX => 100000000
)
port map(
    clk    => CLK100MHZ,
    reset  => BTNC,
    ce_o   => s_en
);

```

```

-----
-- Instance (copy) of cnt_up_down entity
bin_cnt0 : entity work.cnt_up_down
generic map(
    g_CNT_WIDTH => 4
)
port map(
    clk    => CLK100MHZ,

```

```
        reset    => BTNC,
        en_i     => s_en,
        cnt_up_i => SW (0),
        cnt_o    => s_cnt
    );

-- Display input value on LEDs
LED(3 downto 0) <= s_cnt;

-----

-- Instance (copy) of hex_7seg entity
hex2seg : entity work.hex_7seg
    port map(
        hex_i     => s_cnt,
        seg_o(6)  => CA,
        seg_o(5)  => CB,
        seg_o(4)  => CC,
        seg_o(3)  => CD,
        seg_o(2)  => CE,
        seg_o(1)  => CF,
        seg_o(0)  => CG
    );

-- Connect one common anode to 3.3V
AN <= b"1111_1110";
```

b) Obrázek horní vrstvy včetně obou čítačů

