

Programmable timer calculations for 10Hz signal

50MHz / 10Hz = 5000000 (number to give timer)

SR Latch Verilog Module

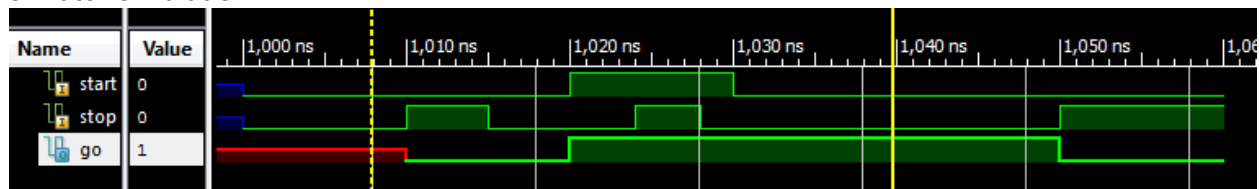
```
module latch(go, start, stop);
  output reg go;
  input start, stop;

  always@(go, start, stop)
  begin
    if(start)
      go = 1;
    else
      if(stop)
        go = 0;
      else
        go = go;
    end
  end
endmodule
```

SR Latch TCL file

```
isim force add start 0 -time 0 -value 1 -time 20ns -value 0 -time 30ns
isim force add stop 0 -time 0 -value 1 -time 10ns -value 0 -time 15ns -value 1 -time 24ns -
value 0 -time 28ns -value 1 -time 50ns
run 60ns
```

SR Latch Simulation



MOD6 Verilog Module

```
module count6(out, incr, reset, clk);
  output reg[2:0] out;
  input incr, reset, clk;

  always@(posedge clk)
  begin
    if(reset)
      out = 0;
    else if(incr)
      if(out == 3'd5)
        out = 0;
      else
        out = out + 1;
    else
      out = out;
    end
  end
endmodule
```

MOD6 TCL file

```
isim force add clk 0 -time 0 -value 1 -time 10ns -repeat 20ns
isim force add incr 0 -time 0 -value 1 -time 50ns -value 0 -time 580ns
isim force add reset 1 -time 0 -value 0 -time 25ns
run 600ns
```

MOD6 Simulation Waveform


```

                                end
                                end
                                end
                                else
                                begin
                                incr_ten = 0;
                                incr_min = 0;
                                end
                                end
                                else
                                begin
                                incr_s = 0;
                                incr_ten = 0;
                                incr_min = 0;
                                end
                                end
                                else
                                begin
                                incr_t = 0;
                                incr_s = 0;
                                incr_ten = 0;
                                incr_min = 0;
                                end
                                end
                                end
                                endmodule

```

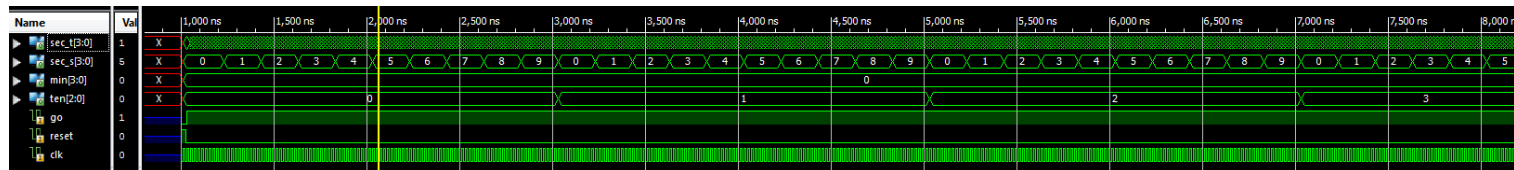
Counter block TCL File

```

isim force add clk 0 -time 0 -value 1 -time 10ns -repeat 20ns
isim force add reset 1 -time 0 -value 0 -time 25ns
isim force add go 0 -time 0 -value 1 -time 30ns
run 6ms

```

Counter block Simulation waveform



TestBench Verilog Module

```

module stopwatch(seg, an, dp, btn, clk);
    output[6:0] seg;
    output[3:0] an;
    output dp;
    input [3:0] btn;
    input clk;

    wire reset;
    wire reset_timer;

    wire pulse;
    wire start, stop;
    prog_timer timer(clk, reset, 1, 24'd5000000, , pulse, );

    wire[3:0] secs, tenths, mins;
    wire[2:0] tens;
    wire go;
    counter_block counter(tenths, secs, tens, mins, go, reset_timer, pulse);

    assign start = btn[3];
    assign stop = btn[2];
    assign reset = btn[1];
    assign reset_timer = btn[0];
    latch l(go, start, stop);

    wire[15:0] data;
    assign data[15:12] = mins; // mins
    assign data[11:8] = {1'b0, tens}; // tens of seconds
    assign data[7:4] = secs; // seconds
    assign data[3:0] = tenths; // tenths of seconds
    seg4x7 seg_controller(seg, an, dp, 4'b1010, data, clk, reset,);

```

```
endmodule
```

TestBench UCF File

```
## clock pin for Nexys 2 Board
NET "clk" LOC = "B8";
## Buttons
NET "btn<0>" LOC = "B18";
NET "btn<1>" LOC = "D18";
NET "btn<2>" LOC = "E18";
NET "btn<2>" CLOCK_DEDICATED_ROUTE = FALSE;
NET "btn<3>" LOC = "H13";

## 7 segment display
NET "seg<0>" LOC = "L18";
NET "seg<1>" LOC = "F18";
NET "seg<2>" LOC = "D17";
NET "seg<3>" LOC = "D16";
NET "seg<4>" LOC = "G14";
NET "seg<5>" LOC = "J17";
NET "seg<6>" LOC = "H14";
NET "dp" LOC = "C17";
NET "an<0>" LOC = "F17";
NET "an<1>" LOC = "H17";
NET "an<2>" LOC = "C18";
NET "an<3>" LOC = "F15";
```

Anomalies

This lab was much easier than the last lab. I really had no problems. There is a weird thing though- when I load the FPGA, it starts ticking the stopwatch immediately. I tried assigning an initial value to the go signal, but the synthesizer doesn't support that. I don't know why it does this.