Lab 7

Top module

```
module top(
  input clk,
  input rst,
  input pb read,
  output [1:0] led,
  output [7:0] cathode,
  output [3:0] anode
  );
  wire [3:0] thousands, hundreds, tens, ones;
  wire [3:0] dout1;
  reg [3:0] add=0;
  wire [4:0] dout2;
  reg [4:0] sum=0;
  reg i=0;
  reg [3:0] cntr=0;
  wire clk 190;
  wire deb_read,deb_rst;
  wire [4:0] fifo out;
  frq_div #(19) fun1(clk,clk_190);
  pulse fun2(clk 190,deb read,pb read);
  pulse fun3(clk 190,deb rst,rst);
  blk mem gen 1 fun5(.clka(clk),.addra(add),.douta(dout1)); // 0 1 2 3 4
5 6 7 8 9
```

```
blk_mem_gen_2 fun6(.clka(clk),.addra(add),.douta(dout2)); // 7 0 17 18
7 8 19 0 0 0
                                       // 7 1 19 21 11 13 25 7 8 9
  always @ (posedge clk)
  begin
     if(add<4'd12)
     begin
       sum<=dout1+dout2;</pre>
       i<=1;
       if(cntr<4'd3)
          add<=add;
       else
          add<=add+1;
     end
     else
     begin
       i<=0;
       cntr<=0;
     end
     cntr<=cntr+1;
  end
 fifo_generator fun7(.rst(deb_rst),
    .wr clk(clk),.rd clk(clk 190),
.din(sum),.wr en(i),.rd en(deb read),.dout(fifo out),.full(led[1]),.empty(led[
0]));
  bin2bcd fun8(fifo_out,thousands,hundreds,tens,ones);
```

```
sevenseg fun9(clk,deb_rst,ones,tens,hundreds,thousands,cathode,anode); endmodule
```

Frequency divider

```
module frq_div(
    input clk,
    output div_clk
);

parameter n=25;

reg [n-1:0] q=0;

always @ (posedge clk)
begin

q<=q+1;

end

assign div_clk=q[n-1];

endmodule
```

Pulse

```
module pulse(
    input clk,
    output deb_out,
    input deb_in
    );

reg D1,D2,D3;
    always@(posedge clk)
    begin
        D1<=deb_in;
        D2<=D1;
        D3<=~D2; // inversion is done to generate a pulse end

assign deb_out=D1&&D2&&D3;

endmodule
```

Bin to BCD

```
module bin2bcd(number, thousands, hundreds, tens, ones);

// I/O Signal Definitions
input [4:0] number;
output reg [3:0] thousands;
output reg [3:0] hundreds;
output reg [3:0] tens;
output reg [3:0] ones;

// Internal variable for storing bits
```

```
reg [19:0] shift;
integer i;
always @(number)
begin
 // Clear previous number and store new number in shift register
  shift[19:8] = 0;
  shift[7:0] = number;
 // Loop eight times
 for (i=0; i<8; i=i+1) begin
    if (shift[11:8] >= 5)
      shift[11:8] = shift[11:8] + 3;
    if (shift[15:12] >= 5)
      shift[15:12] = shift[15:12] + 3;
    if (shift[19:16] >= 5)
      shift[19:16] = shift[19:16] + 3;
   // Shift entire register left once
    shift = shift << 1:
  end
 // Push decimal numbers to output
 hundreds = shift[19:16];
         = shift[15:12];
  tens
          = shift[11:8];
  ones
 thousands= 4'b0000;
end
```

Endmodule

Seven Segment

```
`timescale 1ns / 1ps
module sevenseg(
  input clk,
  input clr,
                   // clear pin used to reset the LED display
  input [3:0] ones,
  input [3:0] tens,
  input [3:0] hundreds,
  input [3:0] thousands,
  output [7:0] cathode,
  output [3:0] anode
  );
   reg [6:0]sseg_temp;
   reg [3:0]an temp = 4'b1110;
   reg [17:0] count; //the 18 bit counter which allows us to multiplex at
1000Hz
   always @ (posedge clk)
   begin
     count <= count + 1;
   end
      //code for display multiple digits (do not initialize an temp in line 41
and comment out lines 44 to 60)
   always @ (*)
   begin
    case(count[17:16]) //using only the 2 MSB's of the counter
     2'b00 : //When the 2 MSB's are 00 enable the fourth display
     begin
```

```
case(ones)
    4'd0 : sseq_temp = 7'b0000001; //to display 0
    4'd1 : sseg_temp = 7'b1001111; //to display 1
    4'd2 : sseq_temp = 7'b0010010; //to display 2
    4'd3 : sseg_temp = 7'b0000110; //to display 3
    4'd4: sseg_temp = 7'b1001100; //to display 4
    4'd5 : sseq_temp = 7'b0100100; //to display 5
    4'd6: sseg temp = 7'b0100000; //to display 6
    4'd7 : sseq_temp = 7'b0001111; //to display 7
    4'd8 : sseg_temp = 7'b0000000; //to display 8
    4'd9 : sseq_temp = 7'b0000100; //to display 9
    default : sseg_temp = 7'b1111110; //dash
 endcase
 //sseg = ones;
 an temp = 4'b1110;
end
2'b01: //When the 2 MSB's are 01 enable the third display
begin
   case(tens)
    4'd0 : sseq_temp = 7'b0000001; //to display 0
    4'd1 : sseg_temp = 7'b1001111; //to display 1
    4'd2 : sseq_temp = 7'b0010010; //to display 2
    4'd3 : sseg_temp = 7'b0000110; //to display 3
    4'd4: sseg temp = 7'b1001100; //to display 4
    4'd5 : sseg_temp = 7'b0100100; //to display 5
    4'd6: sseg temp = 7'b0100000; //to display 6
    4'd7 : sseq_temp = 7'b0001111; //to display 7
    4'd8 : sseg_temp = 7'b0000000; //to display 8
    4'd9 : sseq_temp = 7'b0000100; //to display 9
    default : sseg_temp = 7'b1111110; //dash
   endcase
```

```
//sseg = tens;
 an temp = 4'b1101;
end
2'b10: //When the 2 MSB's are 10 enable the second display
begin
 case(hundreds)
    4'd0 : sseq_temp = 7'b0000001; //to display 0
    4'd1 : sseg_temp = 7'b1001111; //to display 1
    4'd2 : sseq_temp = 7'b0010010; //to display 2
    4'd3 : sseg_temp = 7'b0000110; //to display 3
    4'd4: sseg_temp = 7'b1001100; //to display 4
    4'd5 : sseg_temp = 7'b0100100; //to display 5
    4'd6 : sseg_temp = 7'b0100000; //to display 6
    4'd7 : sseg_temp = 7'b0001111; //to display 7
    4'd8 : sseg_temp = 7'b0000000; //to display 8
    4'd9 : sseq_temp = 7'b0000100; //to display 9
    default : sseg_temp = 7'b1111110; //dash
 endcase
 //sseg = hundreds;
 an temp = 4'b1011;
end
2'b11: //When the 2 MSB's are 11 enable the first display
begin
 case(thousands)
    4'd0 : sseg_temp = 7'b0000001; //to display 0
    4'd1 : sseg_temp = 7'b1001111; //to display 1
    4'd2 : sseg temp = 7'b0010010; //to display 2
    4'd3 : sseg_temp = 7'b0000110; //to display 3
    4'd4: sseg_temp = 7'b1001100; //to display 4
```

```
4'd5 : sseg temp = 7'b0100100; //to display 5
         4'd6 : sseg_temp = 7'b0100000; //to display 6
         4'd7 : sseg_temp = 7'b0001111; //to display 7
         4'd8 : sseg_temp = 7'b0000000; //to display 8
         4'd9: sseg_temp = 7'b0000100; //to display 9
         default : sseg temp = 7'b1111110; //dash
      endcase
     //sseq = thousands;
     an temp = 4'b0111;
     end
    endcase
   end
   assign anode = an temp;
  assign cathode = {sseg_temp, 1'b1};
endmodule
XDC File
# Clock signal
set property PACKAGE PIN W5 [get ports clk]
     set property IOSTANDARD LVCMOS33 [get ports clk]
## LEDs
set property PACKAGE PIN U16 [get ports {led[0]}]
  set property IOSTANDARD LVCMOS33 [get ports {led[0]}]
set property PACKAGE PIN E19 [get ports {led[1]}]
```

set property IOSTANDARD LVCMOS33 [get ports {led[1]}]

```
#7 segment display
  set property PACKAGE PIN W7 [get ports {cathode[7]}]
    set property IOSTANDARD LVCMOS33 [get_ports {cathode[7]}]
  set property PACKAGE PIN W6 [get ports {cathode[6]}]
    set property IOSTANDARD LVCMOS33 [get_ports {cathode[6]}]
  set property PACKAGE PIN U8 [get ports {cathode[5]}]
    set property IOSTANDARD LVCMOS33 [get_ports {cathode[5]}]
  set property PACKAGE PIN V8 [get ports {cathode[4]}]
    set property IOSTANDARD LVCMOS33 [get_ports {cathode[4]}]
  set property PACKAGE PIN U5 [get ports {cathode[3]}]
    set property IOSTANDARD LVCMOS33 [get_ports {cathode[3]}]
  set property PACKAGE PIN V5 [get ports {cathode[2]}]
    set property IOSTANDARD LVCMOS33 [get_ports {cathode[2]}]
  set property PACKAGE PIN U7 [get ports {cathode[1]}]
    set property IOSTANDARD LVCMOS33 [get_ports {cathode[1]}]
  set property PACKAGE PIN V7 [get ports cathode[0]]
    set property IOSTANDARD LVCMOS33 [get ports cathode[0]]
  set property PACKAGE PIN U2 [get ports {anode[0]}]
    set property IOSTANDARD LVCMOS33 [get_ports {anode[0]}]
  set property PACKAGE PIN U4 [get ports {anode[1]}]
    set property IOSTANDARD LVCMOS33 [get_ports {anode[1]}]
  set_property PACKAGE_PIN V4 [get_ports {anode[2]}]
    set property IOSTANDARD LVCMOS33 [get_ports {anode[2]}]
  set property PACKAGE PIN W4 [get ports {anode[3]}]
    set property IOSTANDARD LVCMOS33 [get_ports {anode[3]}]
##Buttons
set property PACKAGE PIN U18 [get ports rst]
     set property IOSTANDARD LVCMOS33 [get ports rst]
set property PACKAGE PIN T17 [get ports pb read]
     set property IOSTANDARD LVCMOS33 [get ports pb read]
```

Output Waveform

