

Lab 8

Top module

```
module top(  
    input clk,  
    input sw,  
    input [1:0] press,    // input sequence  
    input rst,  
    output led,  
    output [7:0] cathode,  
    output [3:0] anode  
);  
  
    wire clk_190,push_clk,pb_press;  
    wire [2:0] ps1,ps2;  
    wire led1,led2;  
  
    reg led=0;  
    reg [2:0] ps=3'b0;  
  
    assign pb_press= press[0] | press[1];  
  
    frq_div #(20) fun1(clk,clk_190);  
    pulse fun2(clk_190,push_clk,pb_press);  
    overlap_10101 fun3(push_clk,press[1],rst,led1,ps1);  
    non_overlap_10101 fun4(push_clk,press[1],rst,led2,ps2);  
  
    always @ (posedge clk)
```

```

begin
    if(sw==0)    // For overlapping    // 101 10101
    begin
        led<=led1;
        ps<=ps1;
    end
    else if(sw==1)    // For non-overlapping
    begin
        led<=led2;
        ps<=ps2;
    end
end
end

```

```

    sevenseg
fun5(.clk(clk),.clr(rst),.ones(ps),.tens(4'd5),.cathode(cathode),.anode(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
```

Overlapping

```
module overlap_10101(  
    input fsm_clk,  
    input din,  
    input rst,  
    output reg seq_det=0,  
    output reg [2:0] ps=0 // present state  
);  
  
    reg [2:0] ns; // next state  
    parameter [2:0]  
s0=3'd0,s1=3'd1,s2=3'd2,s3=3'd3,s4=3'd4,s5=3'd5,s6=3'd6,s7=3'  
d7;  
  
    always @ (posedge fsm_clk or posedge rst) // this is for  
present state  
    begin  
        if(rst==1)  
            ps<=s0;
```

```
    else
        ps<=ns;
end

always @ (*) // for next state
begin
    case(ps)
        s0: if(din==1)
            ns=s1;
        else
            ns=s0;
        s1: if(din==0)
            ns=s2;
        else
            ns=s1;
        s2: if(din==0)
            ns=s0;
        else
            ns=s3;
        s3: if(din==0)
            ns=s4;
        else
            ns=s1;
        s4: if(din==1)
            ns=s3;
        else
            ns=s0;
    endcase
end
```

```

always @ (posedge fsm_clk or posedge rst) // this is for output
begin
    if(rst==1)
        seq_det<=0;
    else if(ps==s4 && din==1)
        seq_det<=1;
    else
        seq_det<=0;
end

endmodule

```

Non-Overlapping

```

module non_overlap_10101(
    input fsm_clk,
    input din,
    input rst,
    output reg seq_det=0,
    output reg [2:0] ps=0 // present state
);

    reg [2:0] ns; // next state
    parameter [2:0]
s0=3'd0,s1=3'd1,s2=3'd2,s3=3'd3,s4=3'd4,s5=3'd5,s6=3'd6,s7=3'
d7;

```

```
always @ (posedge fsm_clk or posedge rst) // this is for  
present state
```

```
begin  
    if(rst==1)  
        ps<=s0;  
    else  
        ps<=ns;  
end
```

```
always @ (*) // for next state
```

```
begin  
    case(ps)  
        s0: if(din==1)  
            ns=s1;  
        else  
            ns=s0;  
        s1: if(din==0)  
            ns=s2;  
        else  
            ns=s1;  
        s2: if(din==0)  
            ns=s0;  
        else  
            ns=s3;  
        s3: if(din==0)  
            ns=s4;  
        else  
            ns=s0;
```

```
        s4: if(din==1)
            ns=s5;
        else
            ns=s0;
        s5: ns=s0;
    endcase
end
```

```
always @ (posedge fsm_clk or posedge rst) // this is for output
begin
    if(rst==1)
        seq_det<=0;
    else if(ps==s4 && din==1)
        seq_det<=1;
    else
        seq_det<=0;
    end
end

endmodule
```

XDC File

Clock signal

```
set_property PACKAGE_PIN W5 [get_ports clk]
```

```
set_property IOSTANDARD LVCMOS33 [get_ports clk]
```

Switches


```
set_property PACKAGE_PIN V17 [get_ports {sw}]
```

```
set_property IOSTANDARD LVCMOS33 [get_ports {sw}]
```

```
## LEDs
```

```
set_property PACKAGE_PIN U16 [get_ports {led}]
```

```
set_property IOSTANDARD LVCMOS33 [get_ports {led}]
```

```
#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 press[0]]
```

```
        set_property IOSTANDARD LVCMOS33 [get_ports press[0]]  
set_property PACKAGE_PIN T18 [get_ports press[1]]
```

```
        set_property IOSTANDARD LVCMOS33 [get_ports press[1]]  
set_property PACKAGE_PIN W19 [get_ports rst]
```

```
        set_property IOSTANDARD LVCMOS33 [get_ports rst]
```

Output waveform

