

# **INSTITUTE OF ENGINEERING & TECHNOLOGY INDORE**



**ELECTRONICS AND INSTRUMENTATION  
(2017-2021)**

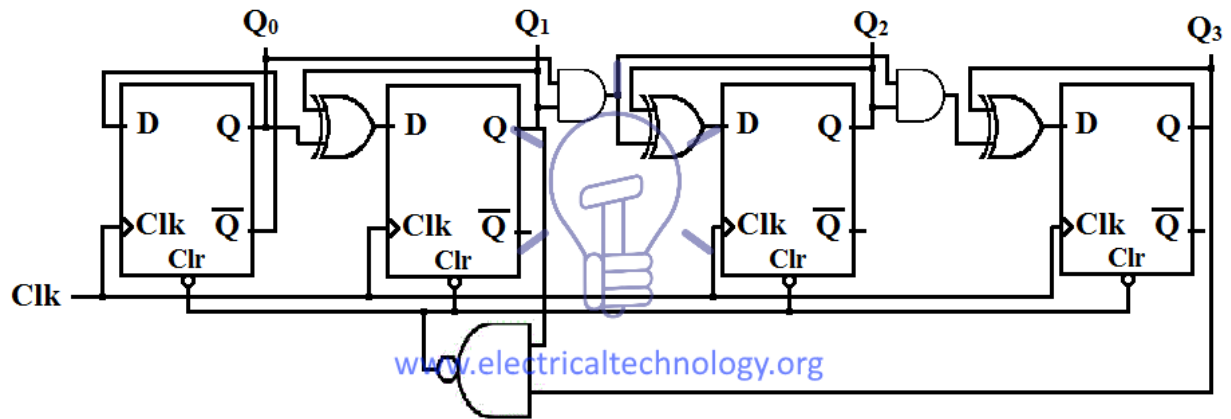
**CIRCUIT DESIGN USING VHDL :**  
VHDL code for 4-bit Synchronous counter using data  
flow style of modelling

Submitted by:  
Shailly Shrimali  
Roll no. 17E7042  
Email Id: 17bei142@ietdavv.edu.in

Submitted To:  
Dr. Vaibhav Neema

## 4 bit Synchronous counter

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## **VHDL Code for 4 –bit synchronous counter:**

**Testbench code :**

```
library IEEE;

use IEEE.STD_LOGIC_1164.ALL;

use IEEE.STD_LOGIC_UNSIGNED.ALL;

entity sync_counter_tb is
end entity;

architecture tb of sync_counter_tb is
    component updown_count is
        Port ( clk,rst,updown : in STD_LOGIC;
              count : out STD_LOGIC_VECTOR (3 downto 0));
    end component;

    signal clk, rst, updown : STD_LOGIC := '0';
    signal count : STD_LOGIC_VECTOR (3 downto 0);
    constant num_of_clocks : integer := 20;
    signal i : integer := 0;
    constant T : time := 20 ns;

begin

    uut: updown_count port map(

        clk => clk,
        rst => rst,
        updown => updown,
```

```

count => count);

process

begin

rst <= '0';

clk <= '0';

wait for T/2;

clk <= '1';

wait for T/2;

if (i = num_of_clocks) then

wait;

else

i <= i + 1;

end if;

if (i < 10) then

updown <= '0';

else

updown <= '1';

end if;

end process;

end tb;

```

### *Design code :*

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

use IEEE.STD_LOGIC_UNSIGNED.ALL;

```

```
entity updown_count is
  Port ( clk,rst,updown : in STD_LOGIC;
        count : out STD_LOGIC_VECTOR (3 downto 0));
end updown_count;
```

architecture Behavioral of updown\_count is

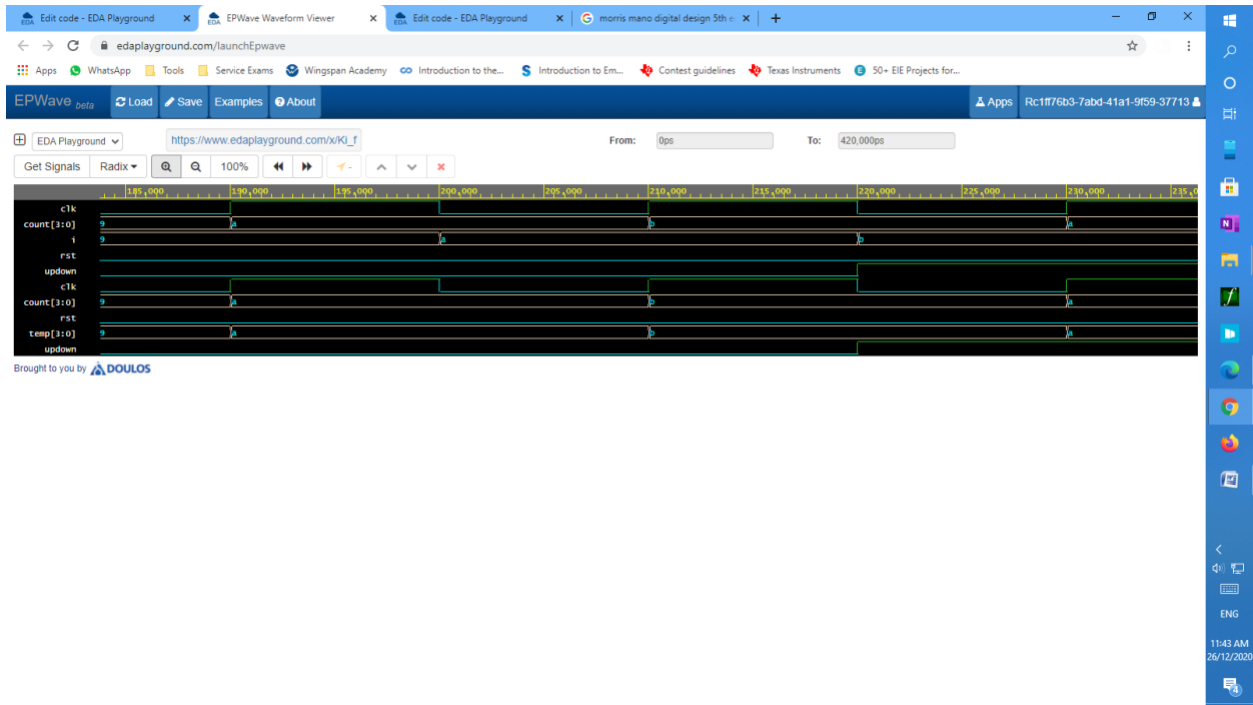
```
signal temp:std_logic_vector(3 downto 0):="0000";
```

```
begin
process(clk,rst)
begin

if(rst='1')then
temp<="0000";
elsif(rising_edge(clk))then
if(updown='0')then
temp<=temp+1;
else
temp<=temp-1;
end if;
end if;
end process;
```

```
count<=temp;
end Behavioral;
```

*Waveform :*



The above VHDL can be viewed here: [https://www.edaplayground.com/x/Ki\\_f](https://www.edaplayground.com/x/Ki_f)