

Coding group #	21
Student 1	
NAME	Theodore Janson
ID	260868223
Student 2	
NAME	Edin Huskic
ID	260795559
Student 3 (if applicable)	
NAME	
ID	

Question 1 (2 marks)

Give the VHDL code that you wrote for the clock divider.

What is the value of T that you used? $T = 50000000$

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.NUMERIC_STD.ALL;

entity g21_clock_divider is
Port (
  enable : in std_logic;
  reset : in std_logic;
  clk : in std_logic;
  en_out : out std_logic
);
end g21_clock_divider;

architecture behavioral of g21_clock_divider is
  signal T : integer := 50000000;
  signal count: integer:= T-1;

BEGIN
  process(clk, enable, reset)

  BEGIN
    if reset = '0' then
      en_out <= '0';
    elsif enable = '1' then
      if rising_edge(clk) then
        if count = 0 then
          en_out <= '1';
          count <= 50000000-1;
        else
          en_out <= '0';
          count <= (count - 1);
        end if;
      end if;
    end if;
  end process;
end behavioral;

```

Question 2 (2 marks)

Give the VHDL code that you wrote for the 3-bit counter..

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.NUMERIC_STD.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

entity g21_counter is
Port ( enable : in std_logic;
reset : in std_logic;
clk : in std_logic;
count : out std_logic_vector(2 downto 0)
);
end g21_counter;

architecture behavioral of g21_counter is
signal temp : std_logic_vector(2 downto 0) := "000";
BEGIN
process(clk, enable, reset)
BEGIN
if reset = '0' then
count <= "000";
temp <= "000";
elsif enable = '1' then
if rising_edge(clk) then
if temp = "111" then
temp <= "000";
count <= temp;
else
temp <= temp + "1";
count <= temp;
end if;
end if;
end if;
end process;
end behavioral;

```

Question 3 (2 marks)

Show a representative simulation plot of your `gNN_counter` circuit. You can simply include a snapshot from the waveform that you obtained from ModelSim. In order to fully capture all the signals from the waveform, you can adjust the display range using the magnifier icons.

