Design of Digital Circuits: Lab Report		
Lab 2: Mapping Your Circuit to an FPGA		
Date		Grade
Names		
		Lab session / lab room

You have to submit this report via Moodle.

Use a zip file or tarball that contains the report and any other required material. Only one member from each group should submit the report. All members of the group will get the same grade.

The name of the submitted file should be Lab2_LastName1_LastName2.zip (or .tar), where LastName1 and LastName2 are the last names of the members of the group.

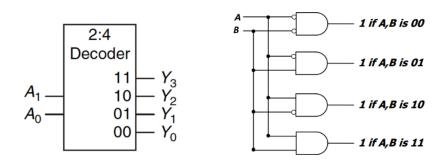
Note 1: Please include all the required material. No links/shortcuts are accepted.

Note 2: The deadline for the report is a hard deadline and it will not be extended.

Exercise 1. Decoder

In this exercise, you will design a Decoder module and implement it using built-in logic gates (e.g., AND, OR, NOT, ...) in Verilog. Here is the description of a 2-input Decoder:

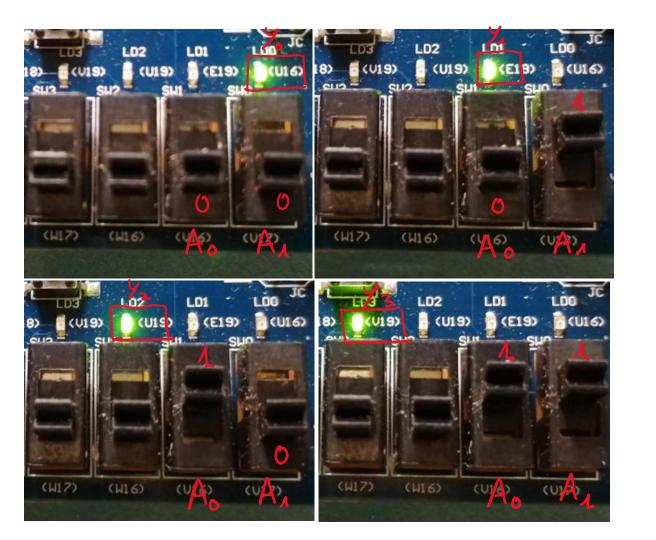
- The 2-input decoder has 2 inputs and 4 outputs.
- For any given input, exactly one of the decoder's outputs is 1; all other outputs are 0.
- The single output that is logically 1 is the output that corresponds to the input pattern applied to the circuit. For example, the first output of the decoder will be 1 when the input is '00'.



Map the inputs to two switches on the board, and map outputs to 4 LEDs on the board. Map your design to the FPGA and check the correctness of your design. Include your Verilog codes files and the constraint file in your report submission.

```
Y_3
            Y_2 Y_1
                      Y_0
0
    1
         0
                 1
                      0
    0
        0
            1
                 0
1
                      0
                 0
1
    1
        1
             0
```

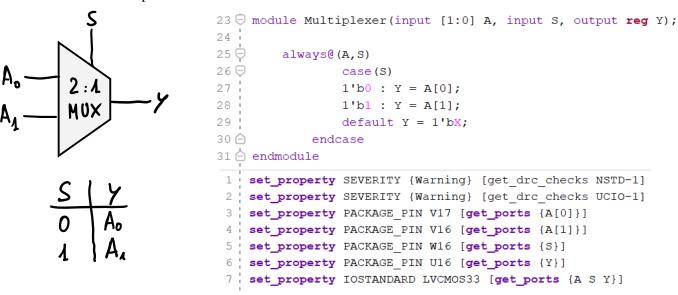
```
23 module Decoder (input [1:0] A, output reg [3:0]Y);
24 i
25 👨
         always@(A)
26 🖨
            case(A)
27
                 2'b00 : Y = 4'b0001;
                 2'b01 : Y = 4'b0010;
28
29
                  2'b10 : Y = 4'b0100;
30 ¦
                 2'b11 : Y = 4'b1000;
31
                 default Y = 4'bX;
32 🖨
             endcase
33 🗎 endmodule
1 set_property SEVERITY {Warning} [get_drc_checks NSTD-1]
2 | set property PACKAGE PIN V17 [get ports {A[0]}]
3 | set_property PACKAGE_PIN V16 [get_ports {A[1]}]
4 set_property PACKAGE_PIN U16 [get_ports {Y[0]}]
5 set_property PACKAGE_PIN E19 [get_ports {Y[1]}]
6 set_property PACKAGE_PIN U19 [get_ports {Y[2]}]
7 | set_property PACKAGE_PIN V19 [get_ports {Y[3]}]
```



Exercise 2. Multiplexer

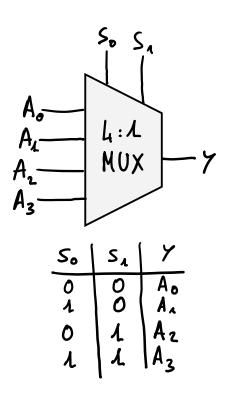
- (a) Design a multiplexer with these features:
- The multiplexer should select one of 2 inputs and connect it to its output.
- The selection of which input is routed to the output is controlled by a 1-bit control input.

We call this multiplexer a 2:1 MUX

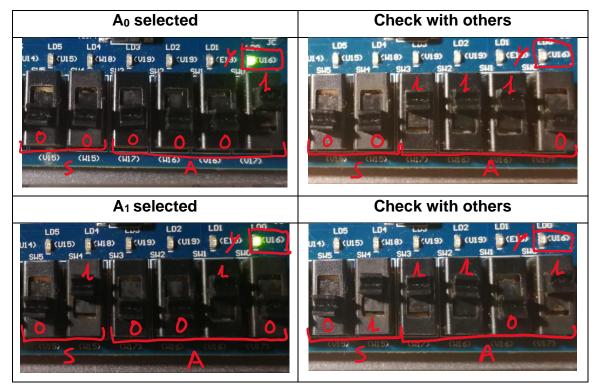


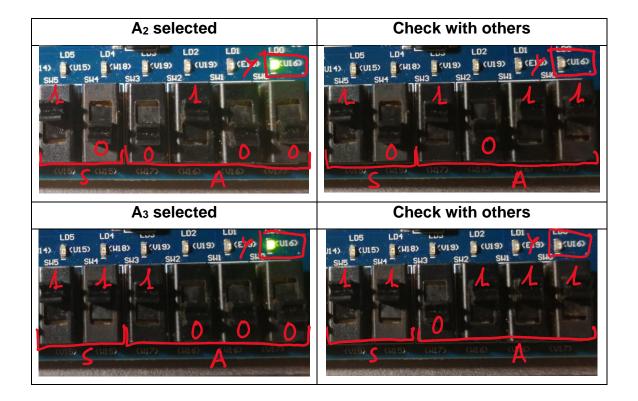


(b) Use several instances of your 2:1 MUX to design a 4:1 MUX. Map your design to your FPGA board, with input and output ports of your choice, and check the functionality of your circuit.



```
23 module Multiplexer(input [3:0] A, input [1:0] S, output reg Y);
25 🖨
         always@(A,S)
26 🖨
                case(S)
27
                 2'b00 : Y = A[0];
28
                 2'b01 : Y = A[1];
29
                 2'b10 : Y = A[2];
30
                 2'b11 : Y = A[3];
31
                 default Y = 2'bX;
32 🖨
             endcase
33 🖒 endmodule
    1 set property SEVERITY {Warning} [get drc checks NSTD-1]
    2 | set property SEVERITY {Warning} [get drc checks UCIO-1]
   3 | set_property PACKAGE_PIN V17 [get_ports {A[0]}]
   4 set_property PACKAGE_PIN V16 [get_ports {A[1]}]
   5 set_property PACKAGE_PIN W16 [get_ports {A[2]}]
   6 set_property PACKAGE_PIN W17 [get_ports {A[3]}]
   7 | set_property PACKAGE_PIN W15 [get_ports {S[0]}]
   8 set_property PACKAGE_PIN V15 [get_ports {S[1]}]
   9 set_property PACKAGE PIN U16 [get_ports {Y}]
  10 | set property IOSTANDARD LVCMOS33 [get ports {A S Y}]
```





Include your Verilog files and constraint file in your submission.

Feedback

If you have any comments about the exercise please add them here: mistakes in the text, difficulty level of the exercise, or anything that will help us improve it for the next time.