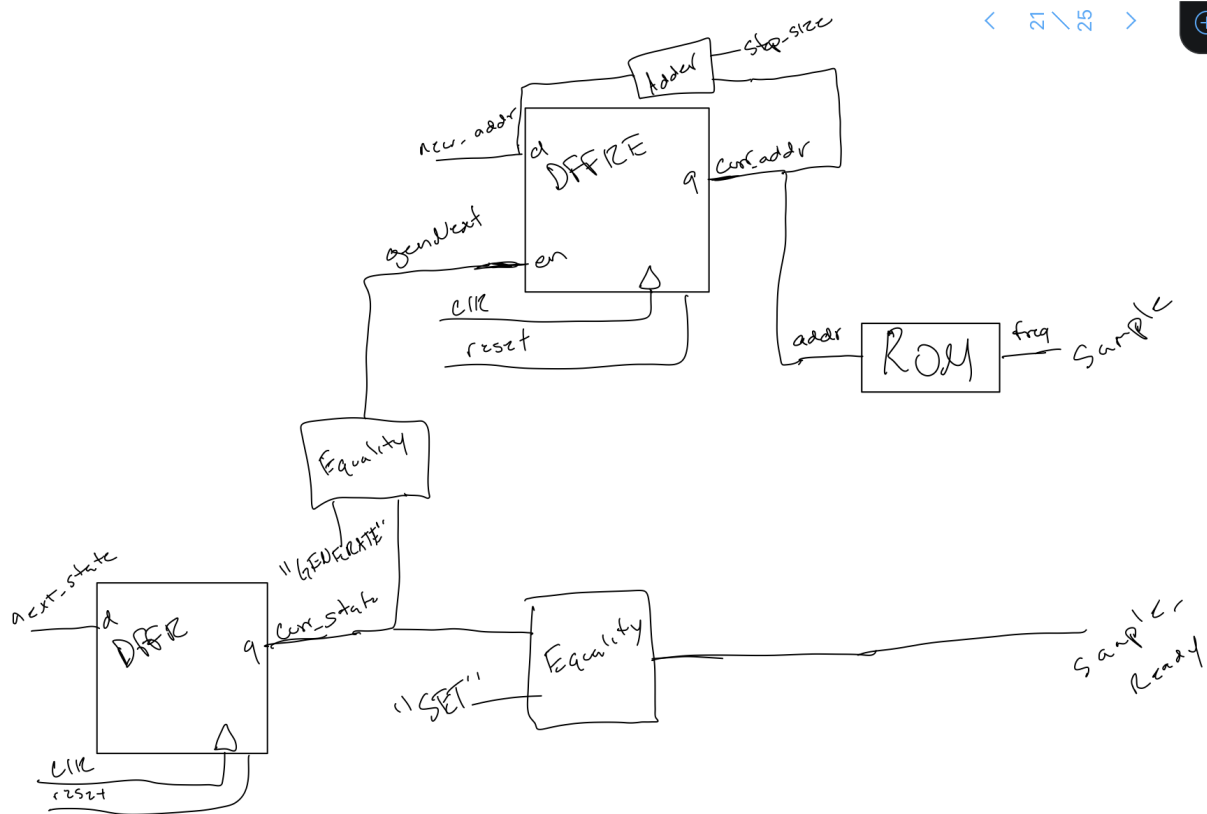# Lab 4 Block Diagrams

Tristan Abarca
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Troy Lawrence

Sine_Reader.V

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Note_Player.V

counter-next

beat
clk
reset

en
rst
q
adffre
counter

next-state
d q
clk
reset
adffre

note-to-load
clk
frequency ROM
step-size

'SINE-WAVE
Equality

duration-to-load
equality

sine-ready
rst
clk
sample

generate-next-sample
load-new-note

sample-ready
play-enable