

CSE433 embedded systems

#Project2

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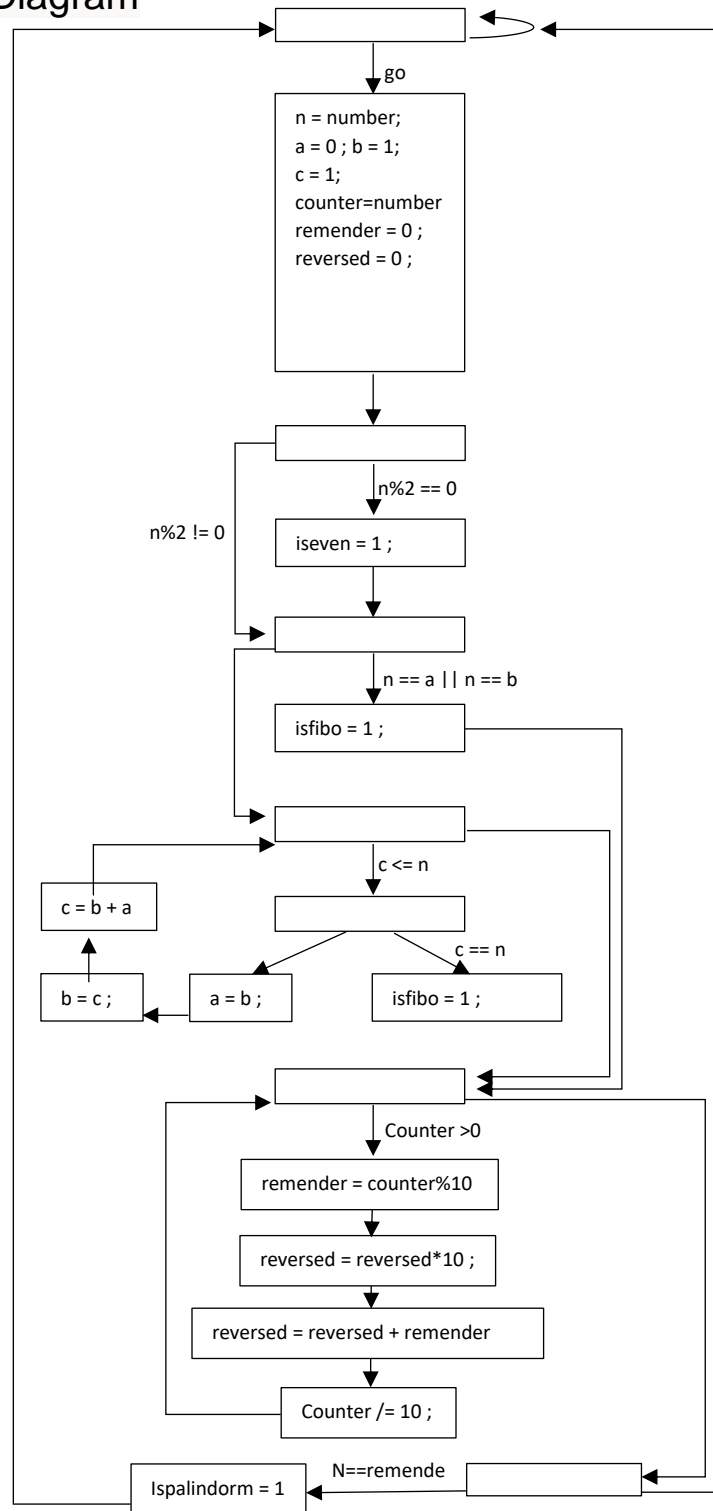
C code:

```
int n = 34;
int a = 0;
int b = 1;
int iseven = 0 ;
int isfibo = 0 ;
int ispalindorm = 0 ;
int c = a+b;
int counter = n ;
int remender ;
int reversed = 0 ;
if(n % 2 == 0){
    iseven = 1 ;
}

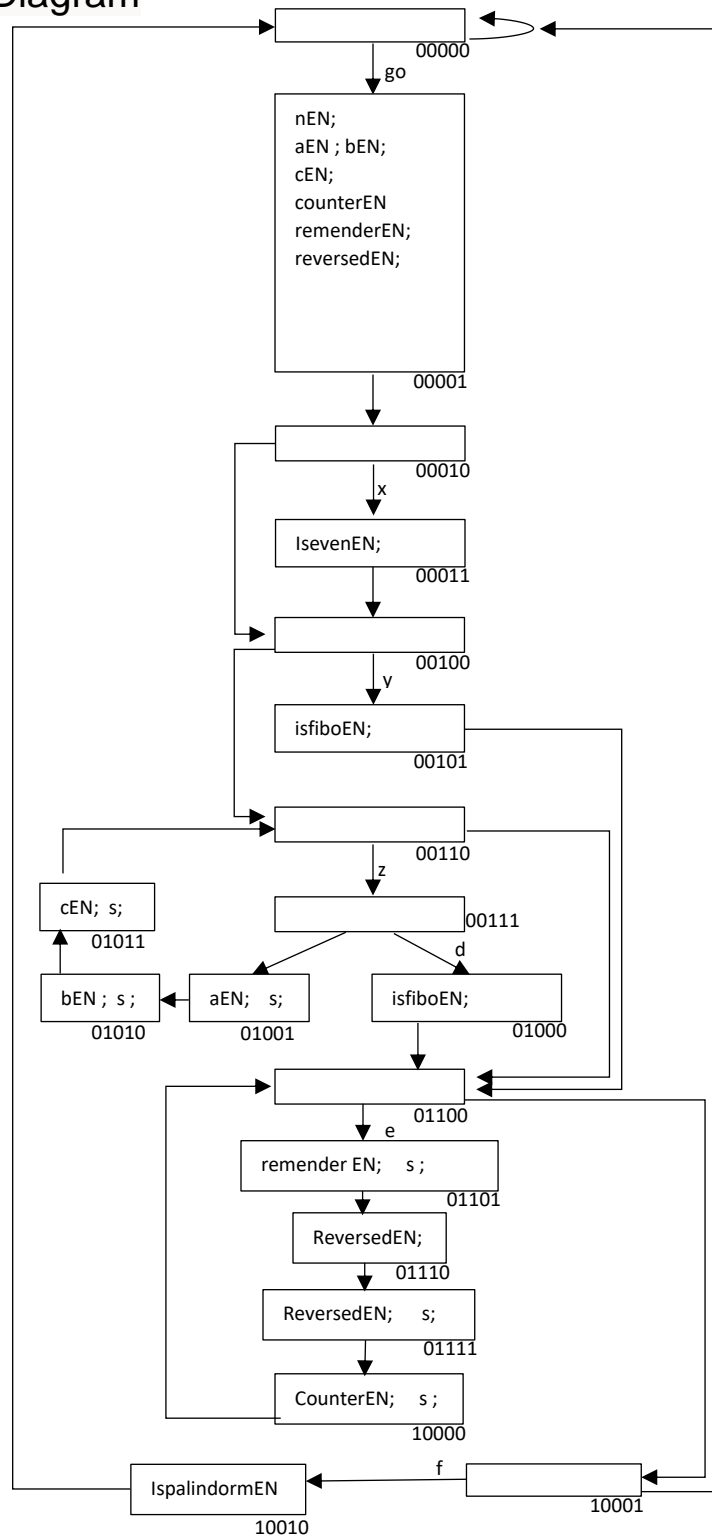
if (n==a || n==b){
    isfibo = 1;
}else{
    while(c<=n){
        if(c == n){
            isfibo = 1;
            break;
        }
        a = b;
        b = c;
        c = a + b;
    }
}
while(counter > 0){
    remender = counter%10;
    reversed = reversed*10 + remender;
    counter /= 10 ;
}
if(n == reversed){
    ispalindorm = 1;
}

printf("is even %d\n",iseven);
printf("is fibo %d\n",isfibo);
printf("is palindorm %d\n",ispalindorm);
```

FSM / State Diagram



FSM / State Diagram



$x = (n \% 2 == 0)$
 $y = (n == a \ || \ n == b)$
 $z = (c \leq n)$
 $d = (c == n)$
 $e = (counter > 0)$
 $f = (n == reversed)$

Truth table

	P_state	reset	go	x	y	z	d	e	f	N_state
	xxxxx	1	x	x	x	x	x	x	x	00000
State0	00000	0	0	x	x	x	x	x	x	00000
	00000	0	1	x	x	x	x	x	x	00001
State1	00001	0	x	x	x	x	x	x	x	00010
State2	00010	0	x	1	x	x	x	x	x	00011
	00010	0	x	0	x	x	x	x	x	00100
State3	00011	0	x	x	x	x	x	x	x	00100
State4	00100	0	x	x	1	x	x	x	x	00101
	00100	0	x	x	0	x	x	x	x	00110
State5	00101	0	x	x	x	x	x	x	x	01100
State6	00110	0	x	x	x	1	x	x	x	00111
	00110	0	x	x	x	0	x	x	x	01100
State7	00111	0	x	x	x	x	1	x	x	01000
	00111	0	x	x	x	x	0	x	x	01001
State8	01000	0	x	x	x	x	x	x	x	01100
State9	01001	0	x	x	x	x	x	x	x	01010
State10	01010	0	x	x	x	x	x	x	x	01011
State11	01011	0	x	x	x	x	x	x	x	00110
State12	01100	0	x	x	x	x	x	1	x	01101
	01100	0	x	x	x	x	x	0	x	10001
State13	01101	0	x	x	x	x	x	x	x	01110
State14	01110	0	x	x	x	x	x	x	x	01111
State15	01111	0	x	x	x	x	x	x	x	10000
State16	10000	0	x	x	x	x	x	x	x	01100
State17	10001	0	x	x	x	x	x	x	1	10010
	10001	0	x	x	x	x	x	x	0	00000
State18	10010	x	x	x	x	x	x	x	x	00000

$n0 = (state0 * go) + (state2 * x) + (state4 * y) + (state6 * z) + (state7 * !d) + (state10) + (state12) + (state14)$

$n1 = (state1) + (state2 * x) + (state4 * !y) + (state6 * z) + (state9) + (state10) + (state11) + (state12) + (state13) + (state14) + (state17 * f)$

$n2 = (state2 * !x) + (state3) + (state4) + (state5) + (state6) + (state8) + (state11) + (state12 * e) + (state13) + (state14) + (state16)$

$n3 = (state5) + (state6 * !z) + (state7) + (state8) + (state9) + (state10) + (state12 * e) + (state13) + (state14) + (state16)$

$n4 = (state15) + (state17 * f)$

$nEN = state1$

$aEN = state1 + state9$

$bEN = state1 + state10$

$cEN = state1 + state11$

$isevenEN = state3$

$isfiboEN = state8 + state5$

$ispalindormEN = state18$

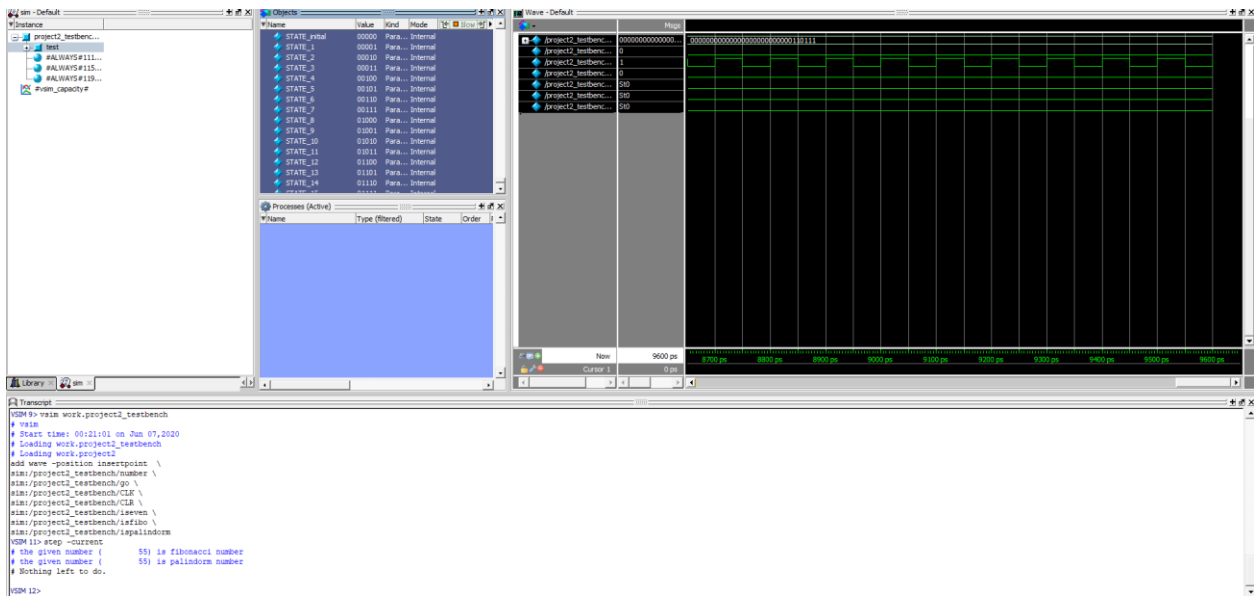
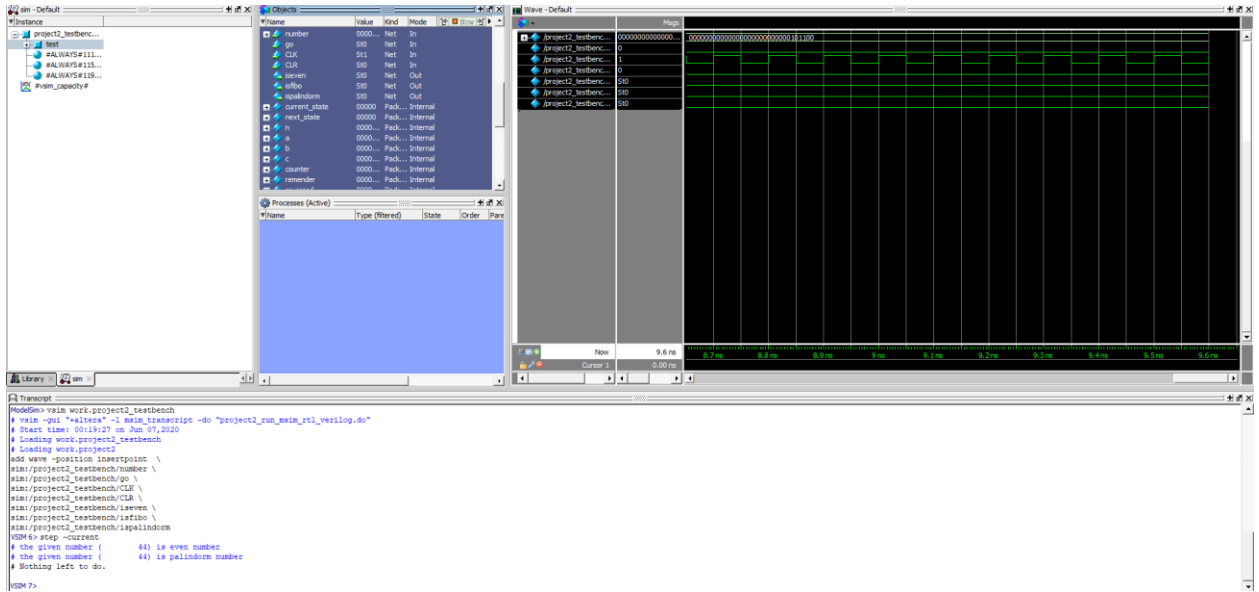
$counterEN = state1 + state16$

$remenderEN = state1 + state13$

$reversedEN = state1 + state14 + state15$

$s = state10 + state9 + state13 + state11 + state15 + state15$

results :



The screenshot displays the Quartus II software interface during a simulation. The top-left pane shows the 'Objects' list, which includes the testbench and its components. The top-right pane shows the 'Wave' window, displaying a timing diagram for the testbench signals. The bottom-left pane shows the 'Processes (Active)' window, listing the active simulation processes. The bottom-right pane shows the 'Transcript' window, displaying the simulation log output.

