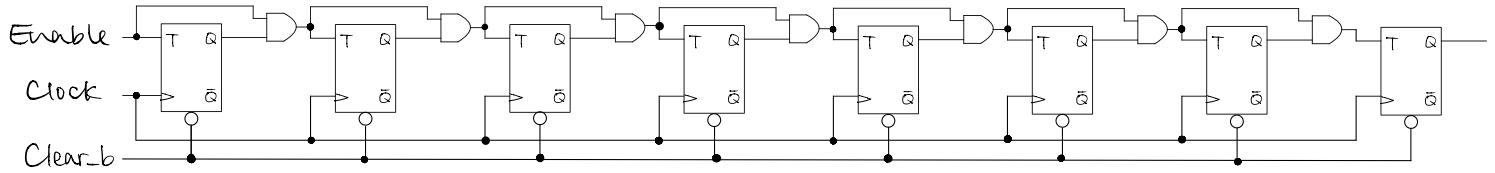
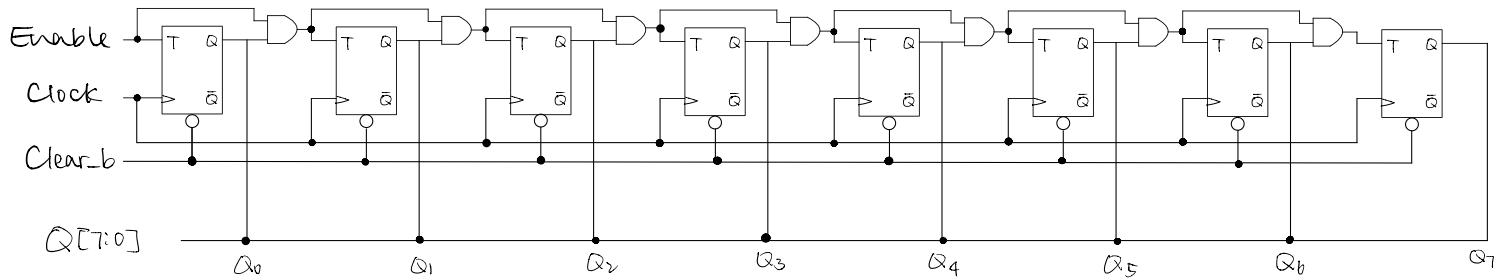


Part 1.

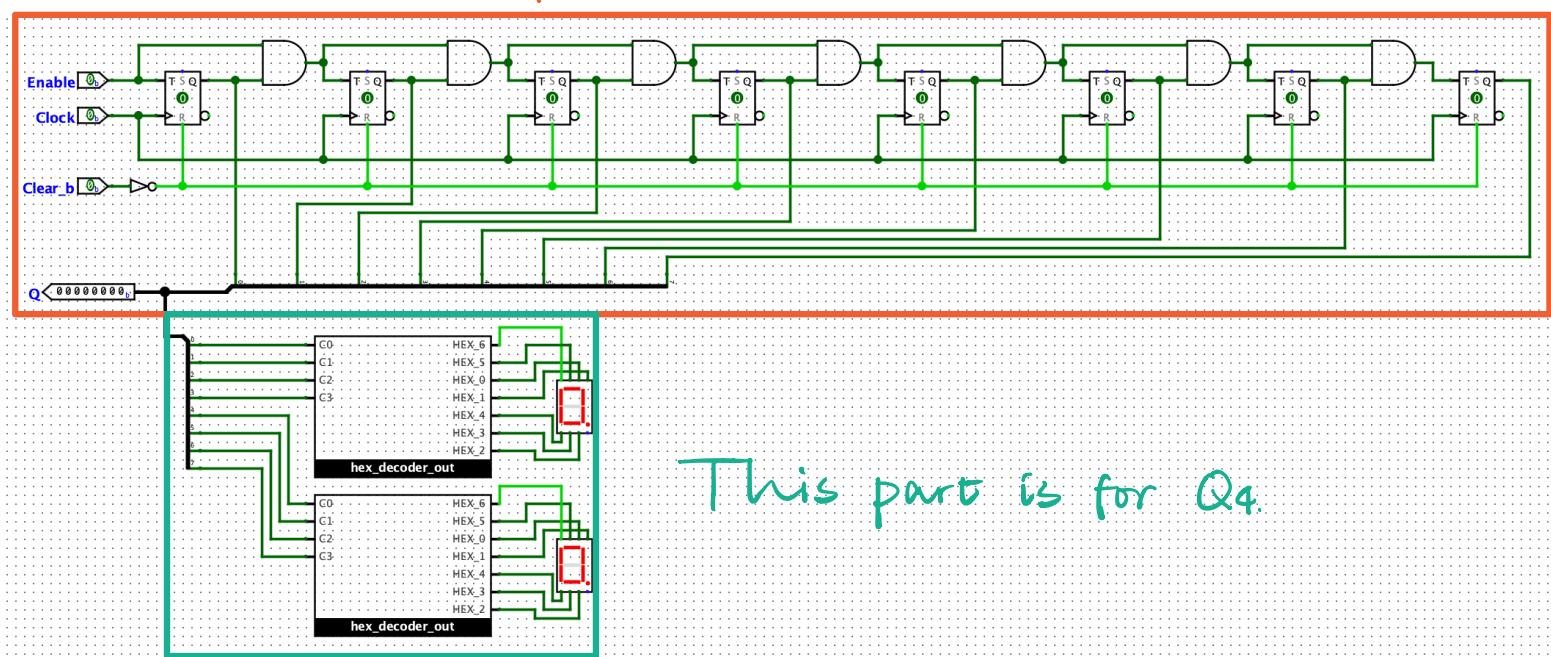
1. Schematic of a 8-bit counter:



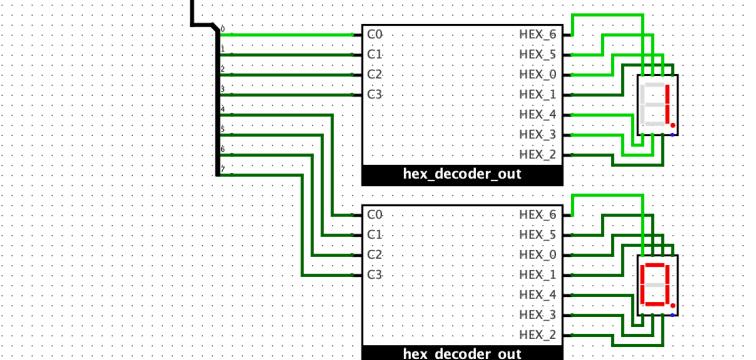
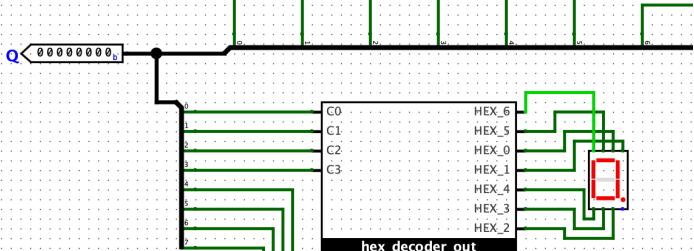
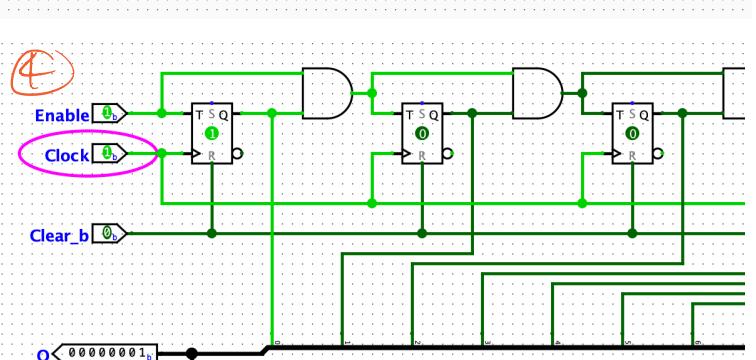
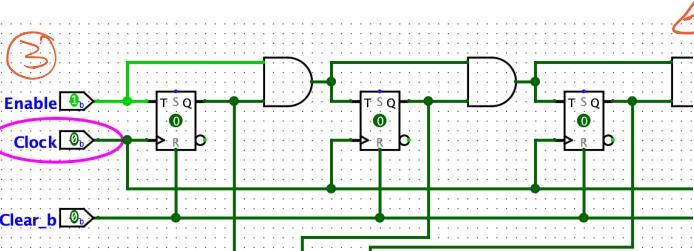
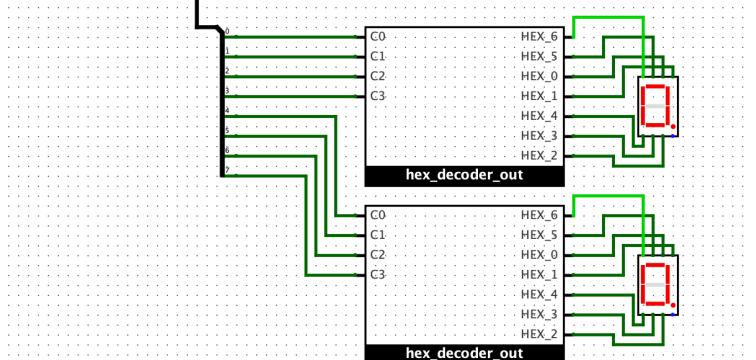
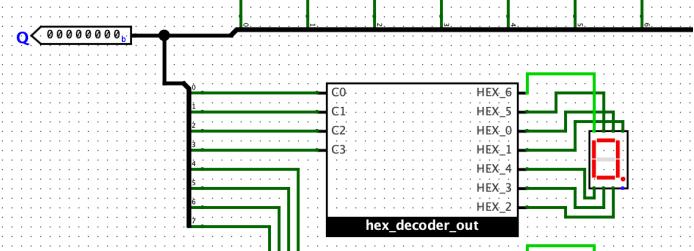
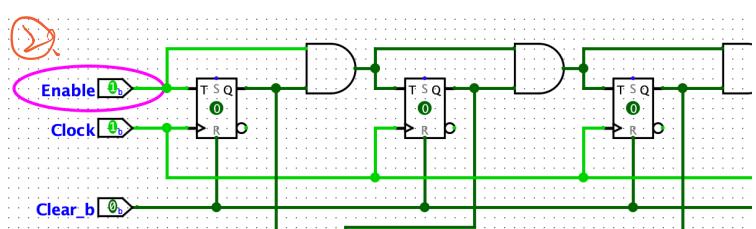
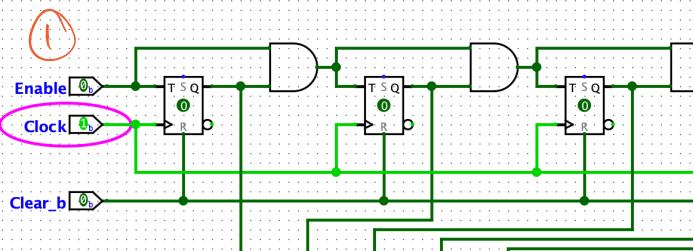
2.



3, 4.

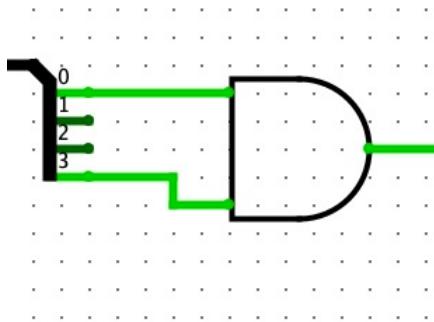
this part is for Q_3 

5. Test:



Part 2.

- A1. Since the counter has only 4 bits, adding 1 to 1111 would result in 0000, where we are getting back to the default position.
- A2. Since $9=1001$ in binary, I just disconnect the 2 middle inputs, therefore the AND gate outputs 1 when counting to 1001 (As the pic shown below). Then the output of the OR gate becomes 1, which loads the value [M1].



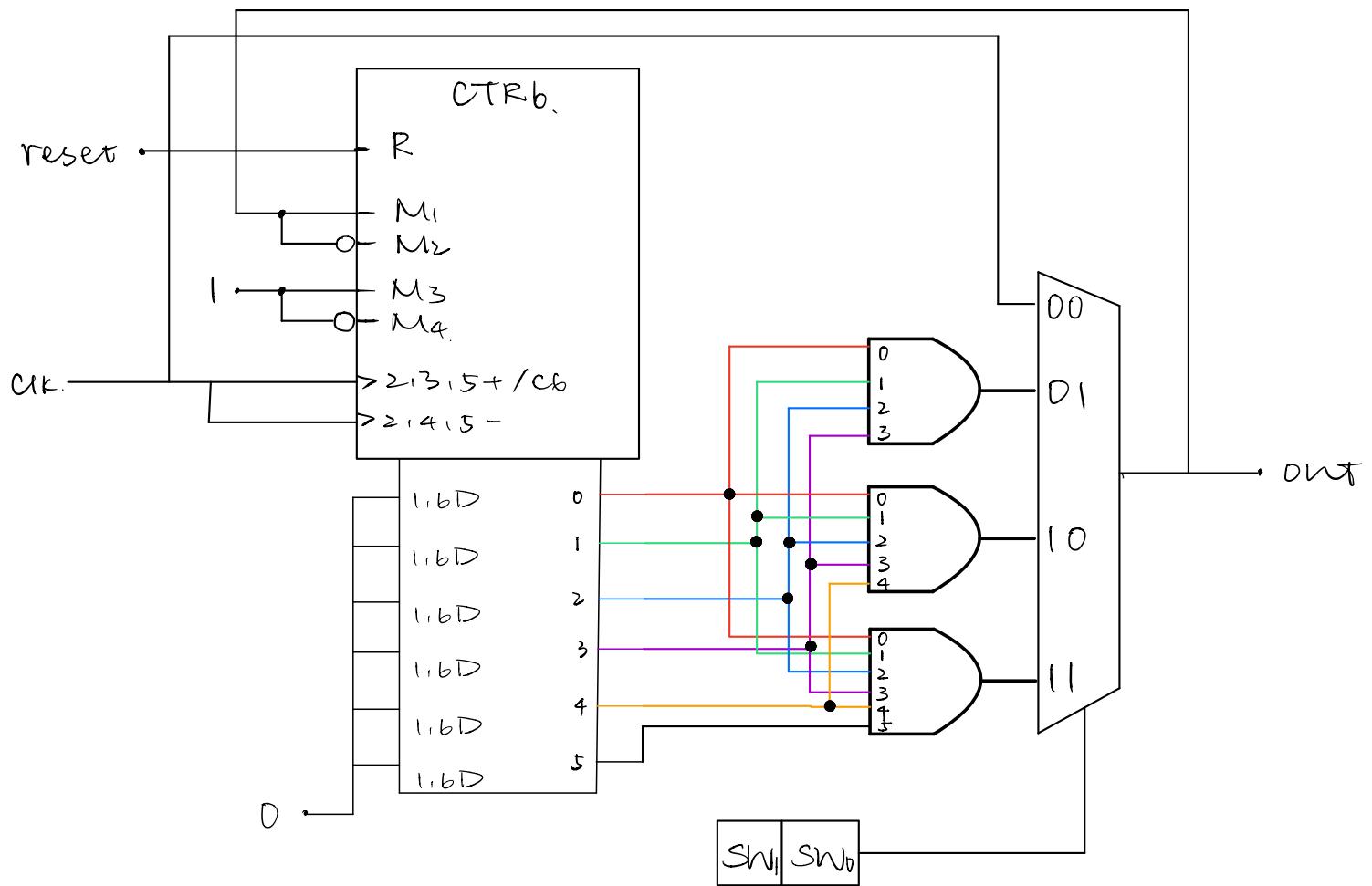
- A3. In our lab, the "Action On Overflow" attribute of the counter is the behaviour when the counter attempts to increment beyond the maximum value. Our action in this lab is "Wrap around", which is: The next value would be 0 if the circuit is incrementing.

A4: How large a counter would be required to count 50 million clock cycles?

How many bits would you need to represent such a value?

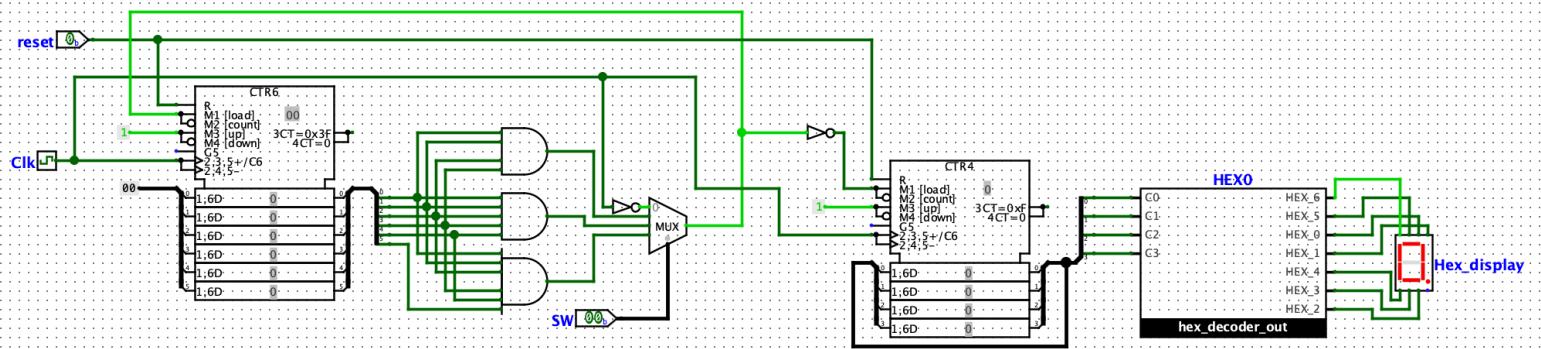
Since $\lceil \log_2 50\,000\,000 \rceil = 26$. We need a counter with 26 bits to represent the value.

B1.



My design for the Rate Divider.

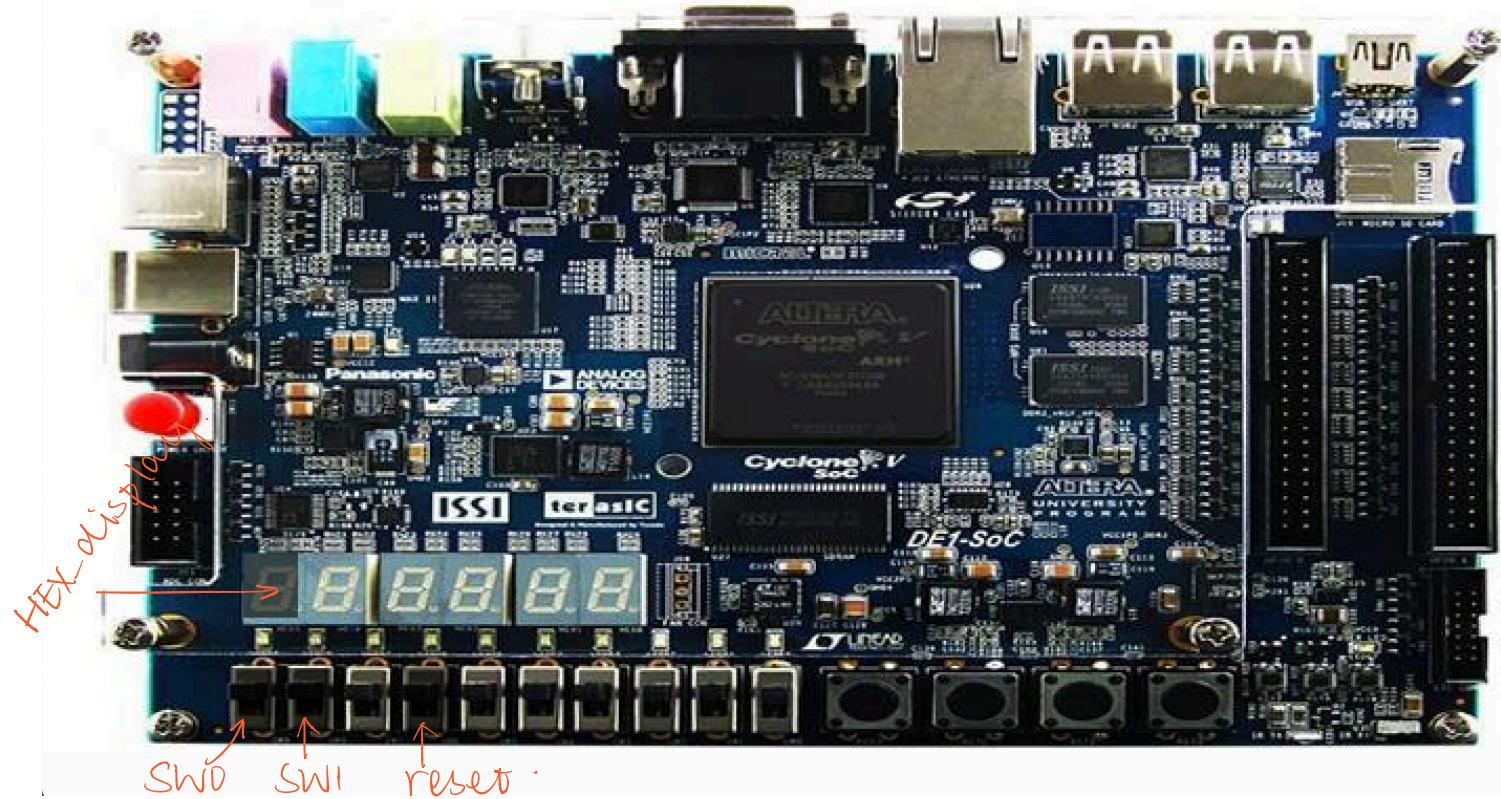
B2. Logisim Circuit.



B4. Map.

Component to FPGA board mapping		
Unmapped Components:	Mapped Components:	Command:
	BUS: /SW#Pin0 BUS: /SW#Pin1 PIN: /reset#Button0 SEVENSEGMENT: /Hex_display	Release component
		Release all components
		Load Map
		Save Map
		Cancel
		Done

No messages



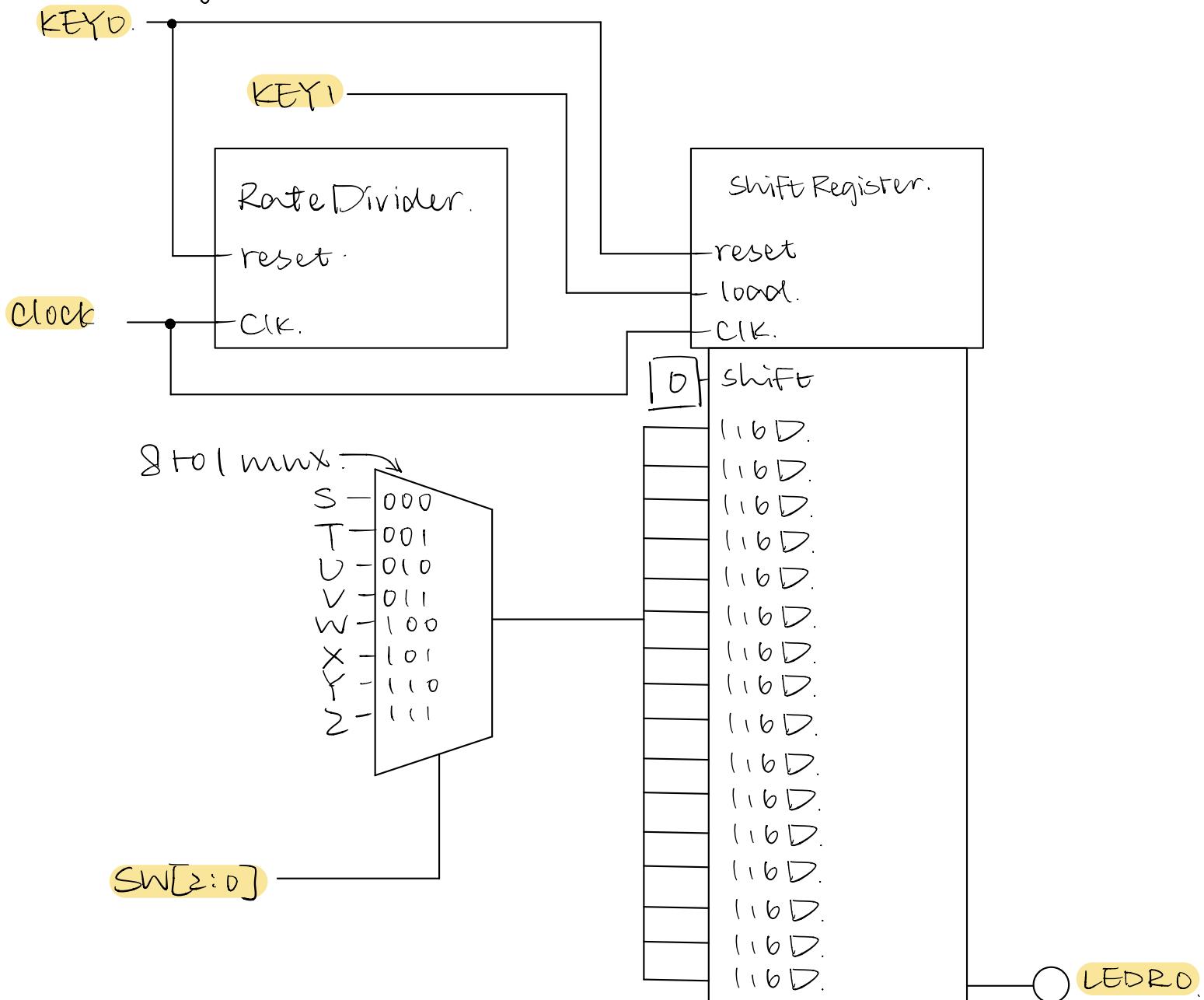
Part 3.

1.

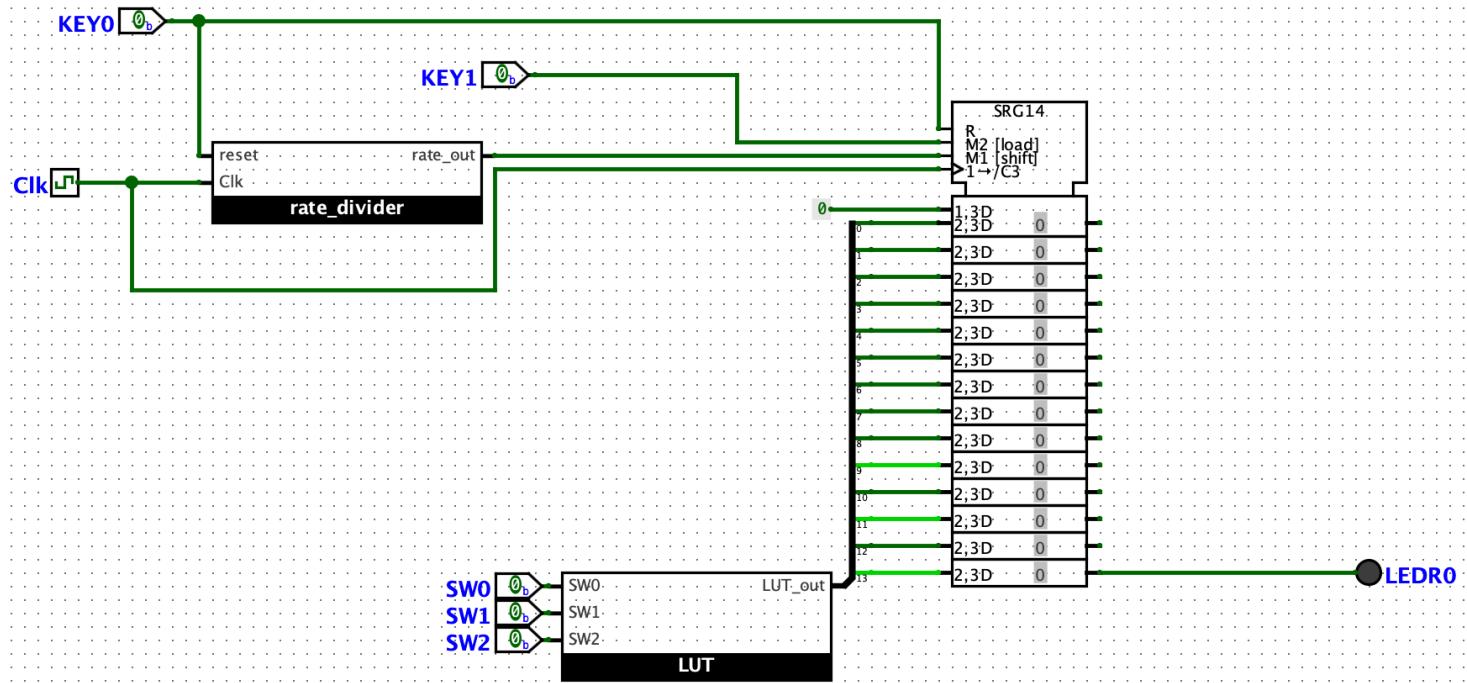
Letter	Morse Code	Pattern Representation (sequence length is <u>14</u> bits)
S	• • •	1010100000000.
T	—	1110000000000.
U	• • —	1010111000000
V	• • • —	1010101110000.
W	• — —	10111011100000
X	— • • —	11101010111000
Y	— • — —	11101011101110
Z	— — • •	11101110101000

Table 1: Morse Pattern Representation with fixed bit-width (**PRELAB**)

2. Design circuit



3. Logic Circuit.



4. Map.

Component to FPGA board mapping		
Unmapped Components:	Mapped Components:	Command:
	LED: /LEDR0	Release component
	PIN: /KEY0#Button0	Release all components
	PIN: /KEY1#Button0	Load Map
	PIN: /SW0#Button0	Save Map
	PIN: /SW1#Button0	Cancel
	PIN: /SW2#Button0	Done

1.0x 1.5x 2.0x

No messages

