Lab 0: DFF and Counter

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CMPEN 331 - 001

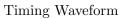
1 Code

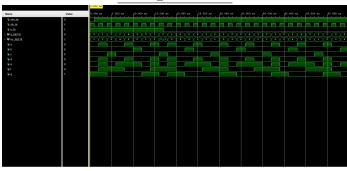
```
'timescale 1ns / 1ps
// D-Flip Flop -> Author: provided
module dff3(input [2:0] ns, input clrn, input clk, output reg [2:0] q);
    always @ (posedge clk)
        begin
            if (clrn == 1) begin
                q <= ns;
            end
            else begin
                q <= 3, b000;
            end
        end
endmodule
// COUNTER -> Author: provided
module counter(input [2:0] q, input u, output reg [2:0] ns,
       output reg a, output reg b, output reg c, output reg d,
       output reg e, output reg f, output reg g );
   always @(*)
        begin
            if (u == 1) begin
                if (q == 3'b101) begin
                    ns <= 3, b000;
                end
                else begin
                    ns \le q + 1;
                end
            end
            else begin
                if (q == 3, b000) begin
                    ns <= 3'b101;
                end
                else begin
                    ns \le q - 1;
                end
            end
        case(q)
            3'b000: begin
                g=1'b1; f=1'b0; e=1'b0; d=1'b0;
                c=1'b0; b=1'b0; a=1'b0;
```

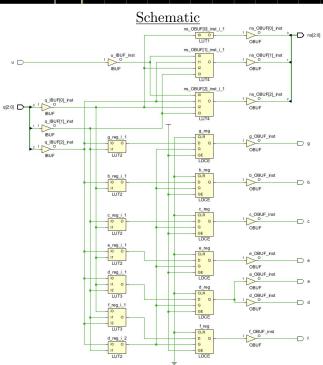
```
end
           3'b001: begin
               g=1'b1; f=1'b1; e=1'b1; d=1'b1;
              c=1'b0; b=1'b0; a=1'b1;
           end
           3'b010: begin
               g=1'b0; f=1'b1; e=1'b0; d=1'b0;
               c=1'b1 b=1'b0; a=1'b0;
           end
           3'b011: begin
               g=1'b0; f=1'b1; e=1'b1; d=1'b0;
               c=1'b0; b=1'b0; a=1'b0;
           end
           3'b100: begin
               g=1'b0; f=1'b0; e=1'b1; d=1'b1;
               c=1'b0; b=1'b0; a=1'b1;
           end
           3'b101: begin
               g=1'b0; f=1'b0; e=1'b1; d=1'b0;
               c=1'b0; b=1'b1; a=1'b0;
           end
       endcase
  end
endmodule
```

```
'timescale 1ns / 1ps
// TESTBENCH -> Author: provided
module testbench();
    reg clrn_tb;
    reg clk_tb;
    reg u_tb;
    wire [2:0] q_tb;
    wire [2:0] ns_tb;
    wire a,b,c,d,e,f,g;
    dff3 dff3_tb(ns_tb, clrn_tb, clk_tb, q_tb);
    counter counter_tb(q_tb, u_tb, ns_tb, a, b, c, d, e, f, g);
    initial begin
        clrn_tb = 0;
        clk_tb = 1;
        u_tb = 1;
        #1 clrn_tb = 1;
        #16 u_tb = 0;
    end
    always begin
        #1;
        clk_tb = ~clk_tb;
    end
endmodule
```

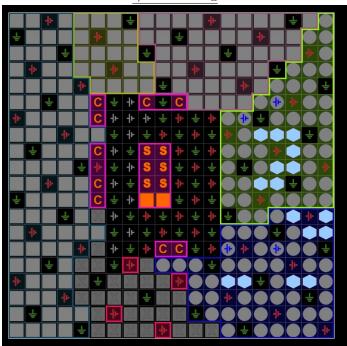
Images $\mathbf{2}$







I/O Planning



Floor Planning

