# Lab 0: DFF and Counter

Kinner Parikh

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## 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 <= q + 1;
                end
            end
            else begin
                if (q == 3’b000) begin
```

```
                    ns <= 3'b101;
                end
                else begin
                    ns <= 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
```