

## MOD N Simple code

```
library IEEE;

use IEEE.STD_LOGIC_1164.ALL;

use IEEE.STD_LOGIC_arith.ALL;

use IEEE.STD_LOGIC_unsigned.ALL;


-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;


-- Uncomment the following library declaration if instantiating
-- any Xilinx primitives in this code.
--library UNISIM;
--use UNISIM.VComponents.all;


entity modn is
    Generic(N:integer:=6);
    Port ( clk : in  STD_LOGIC;
          rst : in  STD_LOGIC;
          Q : out integer range 0 to N-1);
end modn;


architecture Behavioral of modn is
    signal temp:integer range 0 to N-1;
begin
    process(clk,rst)
    begin
        if clk'event and clk='1' then
            if(rst='1' OR temp>=N-1) then
                temp <=0;
            else
```

```
temp<=temp+1;
end if;
end if;
Q <=temp;
end process;
end Behavioral;
```

## **MOD N testbench code**

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--USE ieee.numeric_std.ALL;

ENTITY modtb IS
END modtb;

ARCHITECTURE behavior OF modtb IS

    -- Component Declaration for the Unit Under Test (UUT)

    COMPONENT modn
    PORT(
        clk : IN std_logic;
        rst : IN std_logic;
        Q : OUT integer range 0 to 5
    );
    END COMPONENT;

    --Inputs
```

```
signal clk : std_logic := '0';
```

```
signal rst : std_logic := '0';
```

```
--Outputs
```

```
signal Q : integer range 0 to 5;
```

```
-- Clock period definitions
```

```
constant clk_period : time := 10 ns;
```

```
BEGIN
```

```
-- Instantiate the Unit Under Test (UUT)
```

```
uut: modn PORT MAP (
```

```
    clk => clk,
```

```
    rst => rst,
```

```
    Q => Q
```

```
);
```

```
-- Clock process definitions
```

```
clk_process : process
```

```
begin
```

```
    clk <= '0';
```

```
    wait for clk_period/2;
```

```
    clk <= '1';
```

```
    wait for clk_period/2;
```

```
end process;
```

```
-- Stimulus process
```

```
stim_proc: process
```

```
begin
```

```
-- hold reset state for 100 ns.  
wait for 100 ns;  
rst<='1';  
wait for 100 ns;  
rst<='0';  
wait for clk_period*10;  
-- insert stimulus here  
wait;  
end process;  
END;
```