## California State University, Sacramento The College of Engineering and Computer Science

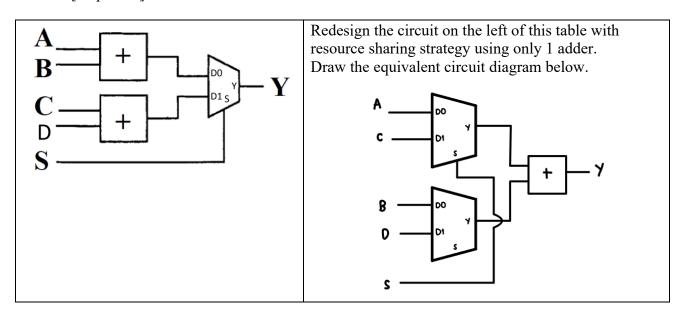
## **CPE 166 Advanced Logic Design**

Final Exam Part 2

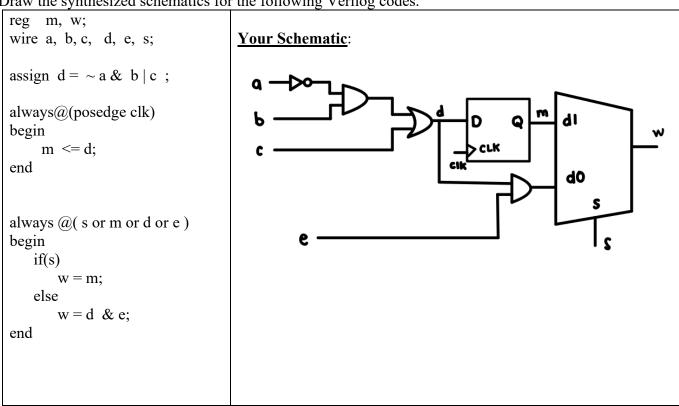
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Part 2.1. [15 points] Fill out the 2 tables below.



Draw the synthesized schematics for the following Verilog codes.



**Part 2.2** [15 points] An SRAM has **8-bit** databus and **5-bit** address bus. The SRAM function table is shown below:

WE	CS	OE	I/O	Function
Х	L	Х	High-Z	Standby
L	Н	L	High-Z	Output Disabled
L	Н	Н	Dour	Read Data
Н	Н	Х	Din	Write Data

The CS, WE, and OE signals in the above function table are high active. Design the above SRAM in **VHDL** 

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity ram is
port (
          address: in std_logic_vector (4 downto 0);
          data : inout std_logic_vector (7 downto 0) ;
                in std logic;
          cs
          we : in std_logic;
                : in std_logic );
          oe
end ram:
architecture beh_ram of ram is
type memory is array (0 to 31) of std_logic_vector (7 downto 0);
signal mem: memory;
begin
  MEM WRITE:
  process (address, data, cs, we) begin
    if (cs = '1' and we = '1') then
       mem(conv_integer(address)) <= data;</pre>
    end if;
  end process;
  MEM_READ:
  process (address, cs, we, oe, mem) begin
    if (cs = '1' and we = '0' and oe = '1') then
       data <= mem(conv_integer(address));</pre>
       data <= (others => 'Z');
    end if;
  end process;
end beh_ram;
```

**Part2.3.** [25 points] Implement a <u>VHDL</u> design, which writes "11100111" to all of the address locations of the SRAM you designed in question 4. Use SRAM you designed in question 4 as one component in your question 5 design.

## **FSM DESIGN**

```
library ieee;
                                                              when s4 =>
use ieee.std_logic_1164.all;
                                                                 address <= address + 1;
                                                                if (address == 32)
entity mem_fsm is
                                                                   state <= s0;
port( clk, reset: in std_logic;
    address: out std_logic_vector (4 downto 0);
                                                                   state <= s4;
    data: inout std_logic_vector (7 downto 0);
                                                                end if;
    cs, we, oe: out std_logic );
                                                              when others =>
end mem fsm;
                                                                state <= s0;
                                                                address <= 0;
architecture beh of mem fsm is
                                                         end case;
type state_type is (s0, s1, s2, s3, s4);
                                                       end if;
signal state: state_type;
                                                     end process;
begin
                                                     process (state) begin
process (clk, reset) begin
                                                       case state is
  if reset = '1' then
                                                          when s0 =>
    state <= s0:
                                                            cs <= 0; we <= 0; oe <= 0;
  elsif (rising edge(clk)) then
                                                            data <= 4'bzzzzzzzz:
    case state is
                                                          when s2 =>
       when s0 =>
                                                            cs <= 1; we <= 1; oe <= 0;
         state <= s1;
                                                            data <= 4'b11100111;
                                                          when s3 =>
         address <= 0;
       when s1 =>
                                                            cs <= 1; we <= 0; oe <= 1;
                                                            data <= 4'b11100111;
         state <= s2;
         address <= 0;
                                                          when s4 =>
       when s2 =>
                                                            cs <= 1; we <= 0; oe <= 1;
                                                            data <= 4'b11100111;
          address <= address + 1;</pre>
          if (address == 32)
                                                          when others =>
            state <= s3:
                                                            cs <= 0; we <= 0; oe <= 0;
          else
                                                             data <= 4'bzzzzzzzz;
            state <= s2;
                                                       end case:
          end if;
                                                     end process;
        when s3 =>
                                                     end beh;
           state <= s4;
           address <= 0;
```

## **TOP DESIGN**

```
library ieee;
use ieee.std_logic_1164.all;
entity top is
port( clk, reset: in std_logic;
     address: out std_logic_vector (4 downto 0);
                out std_logic_vector (7 downto 0);
     cs, we, oe: out std_logic);
end top;
architecture behavioral of top is
component ram
port (address:
                  in std_logic_vector (4 downto 0);
                  inout std_logic_vector (7 downto 0);
        data:
        cs, we, oe: in std_logic);
end component;
component mem_fsm
port( clk, reset: in std_logic;
     address: out std_logic_vector (4 downto 0);
                 inout std_logic_vector (7 downto 0);
      cs, we, oe: out std_logic);
end component;
begin
  g1: ram port map (address, data, cs, we, oe);
  g2: mem_fsm port map (clk, reset, address, data, cs, we, oe);
end behavioral;
```