

Verilog
with
Quartus

Tools

You need two things

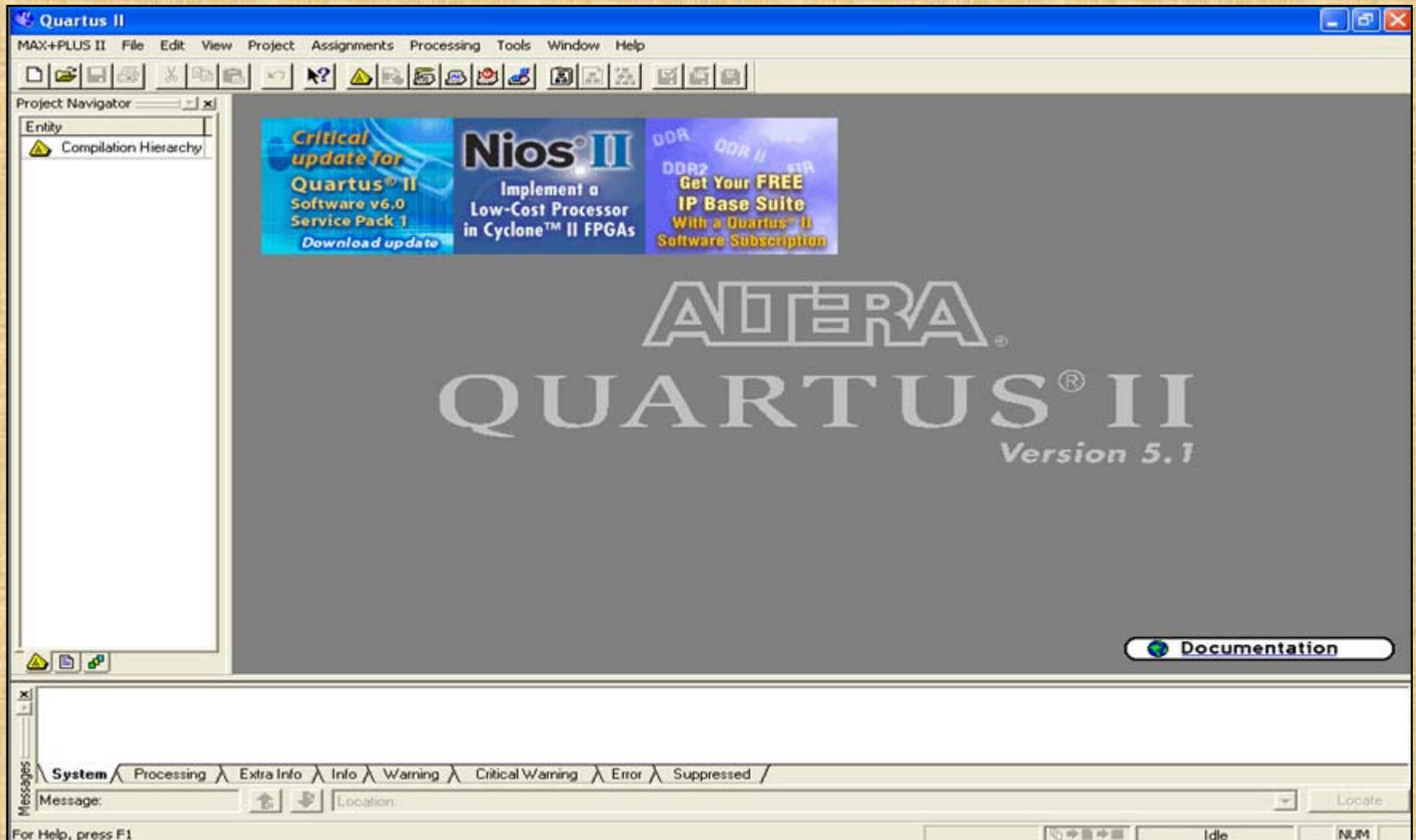
1. Editor

Quartus II 5.1sp2 Web Edition Full

2. Simulators

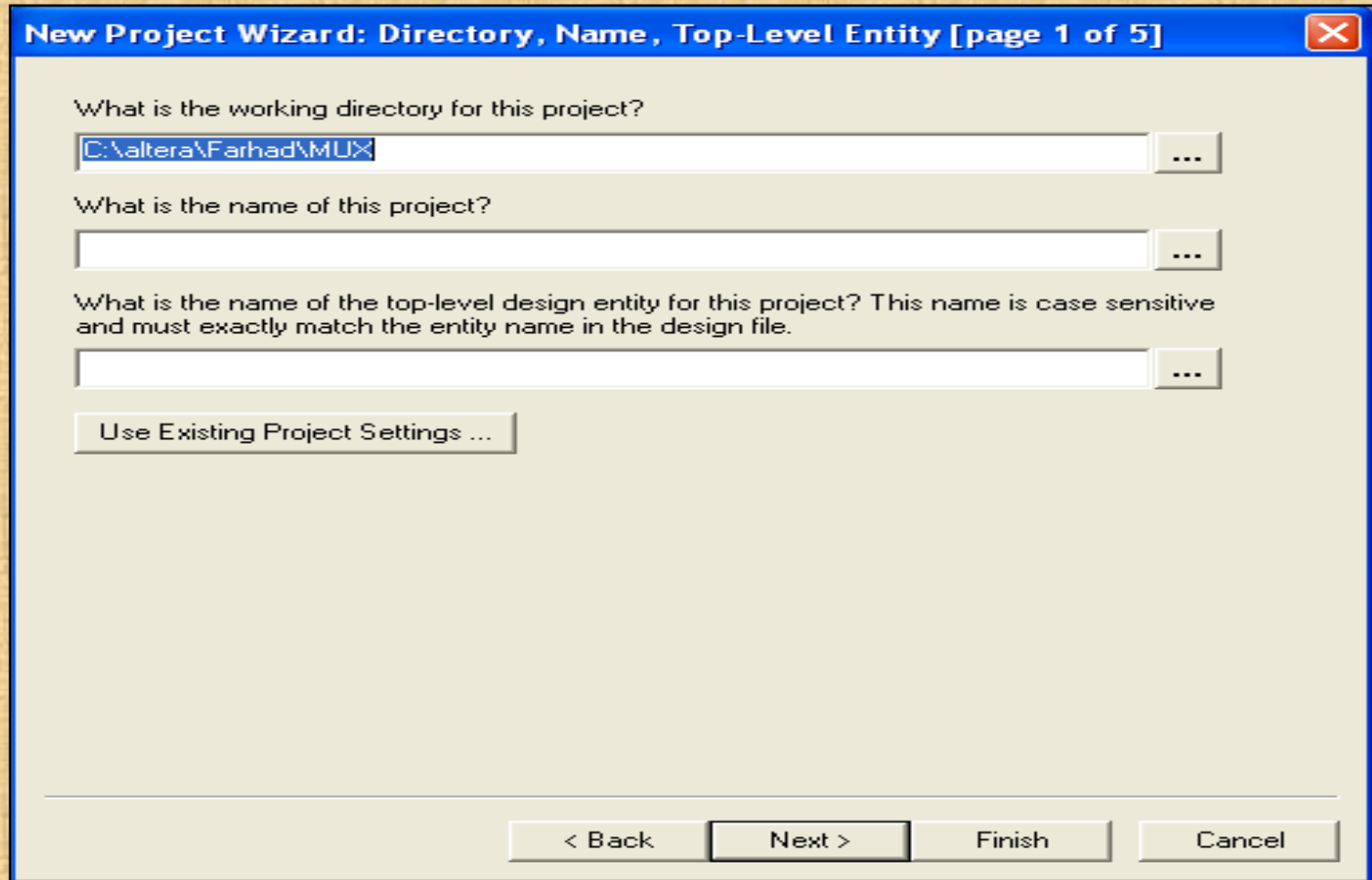
Quartus II 5.1sp2 Web Edition Full

Quartus IDE



Example of MUX 2/1

- Create a project



The image shows a 'New Project Wizard' dialog box, page 1 of 5. The title bar reads 'New Project Wizard: Directory, Name, Top-Level Entity [page 1 of 5]'. The dialog contains three input fields with associated labels and a 'Use Existing Project Settings ...' button.

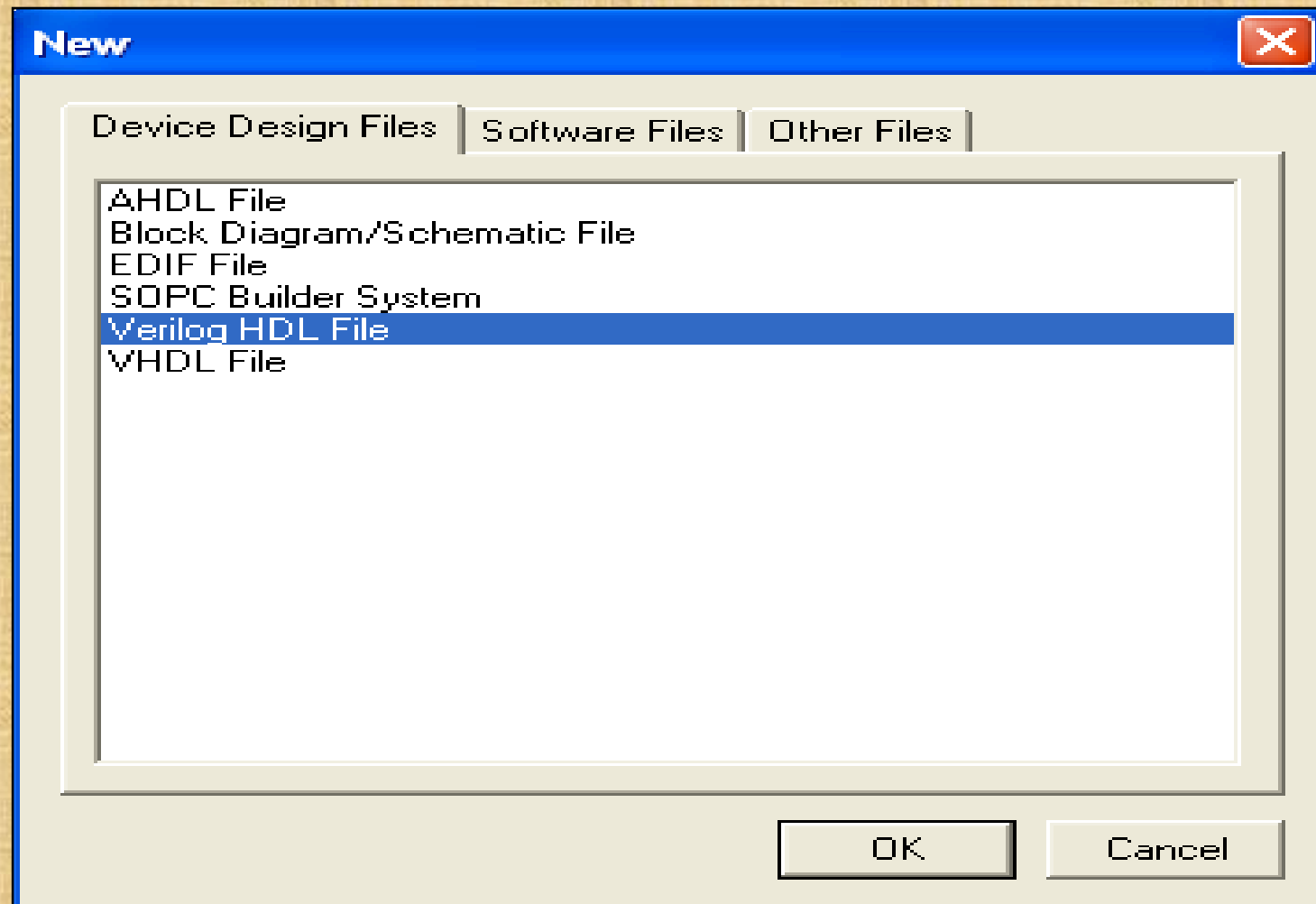
What is the working directory for this project?
 ...

What is the name of this project?
 ...

What is the name of the top-level design entity for this project? This name is case sensitive and must exactly match the entity name in the design file.
 ...

< Back Next > Finish Cancel

Create/Add verilog file to the project



Structural

```
module mux21(a, b, s, y);  
  input a, b, s;  
  output y;  
  wire m, n, p;  
  and g1(m, b, s);  
  not g2(n, s);  
  and g3(p, a, n);  
  or g4(y, m, p);  
endmodule
```

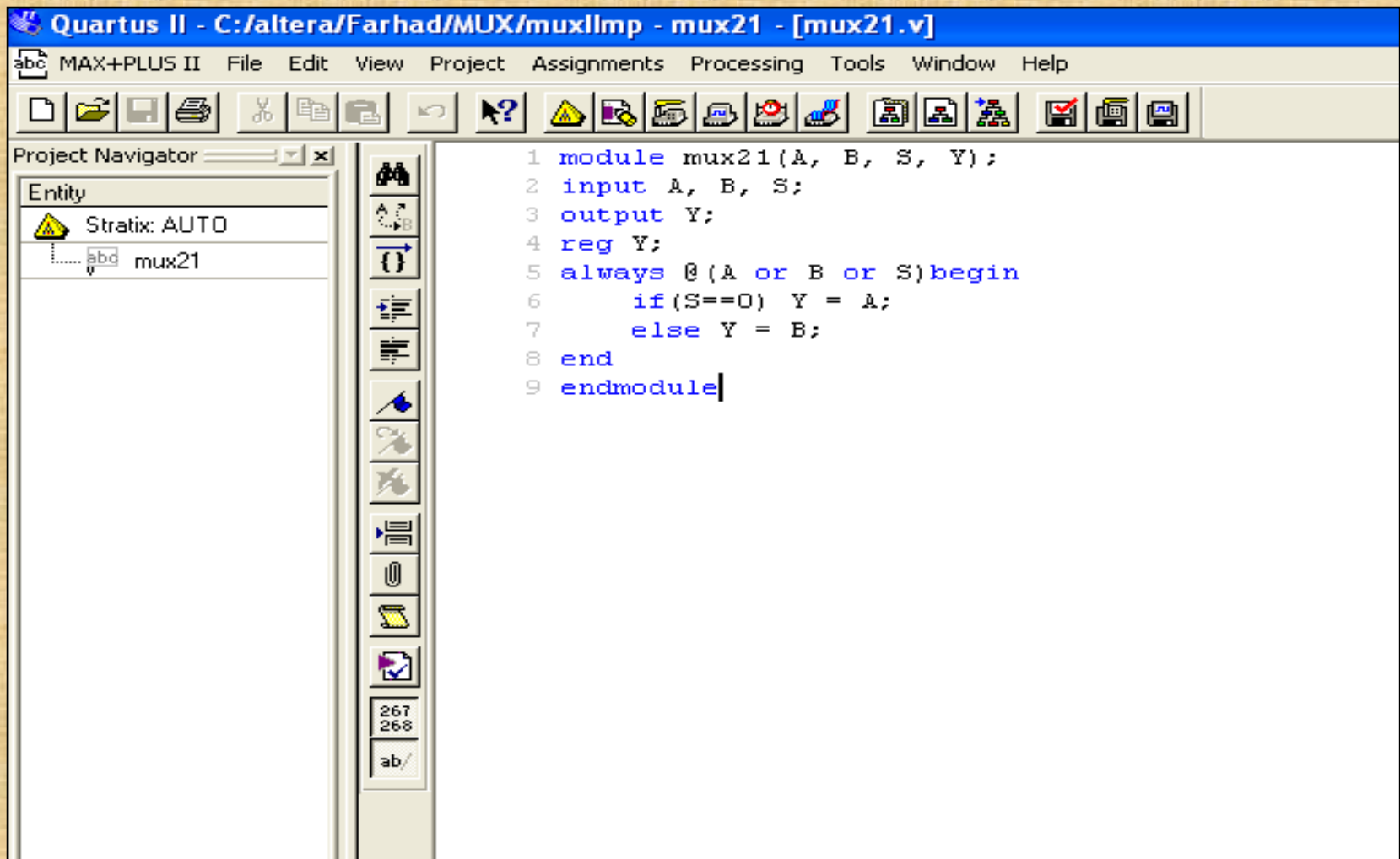

RTL

```
module mux21(a, b, s, y);  
  input a, b, s;  
  output y;  
  assign y = s ? b : a;  
endmodule
```

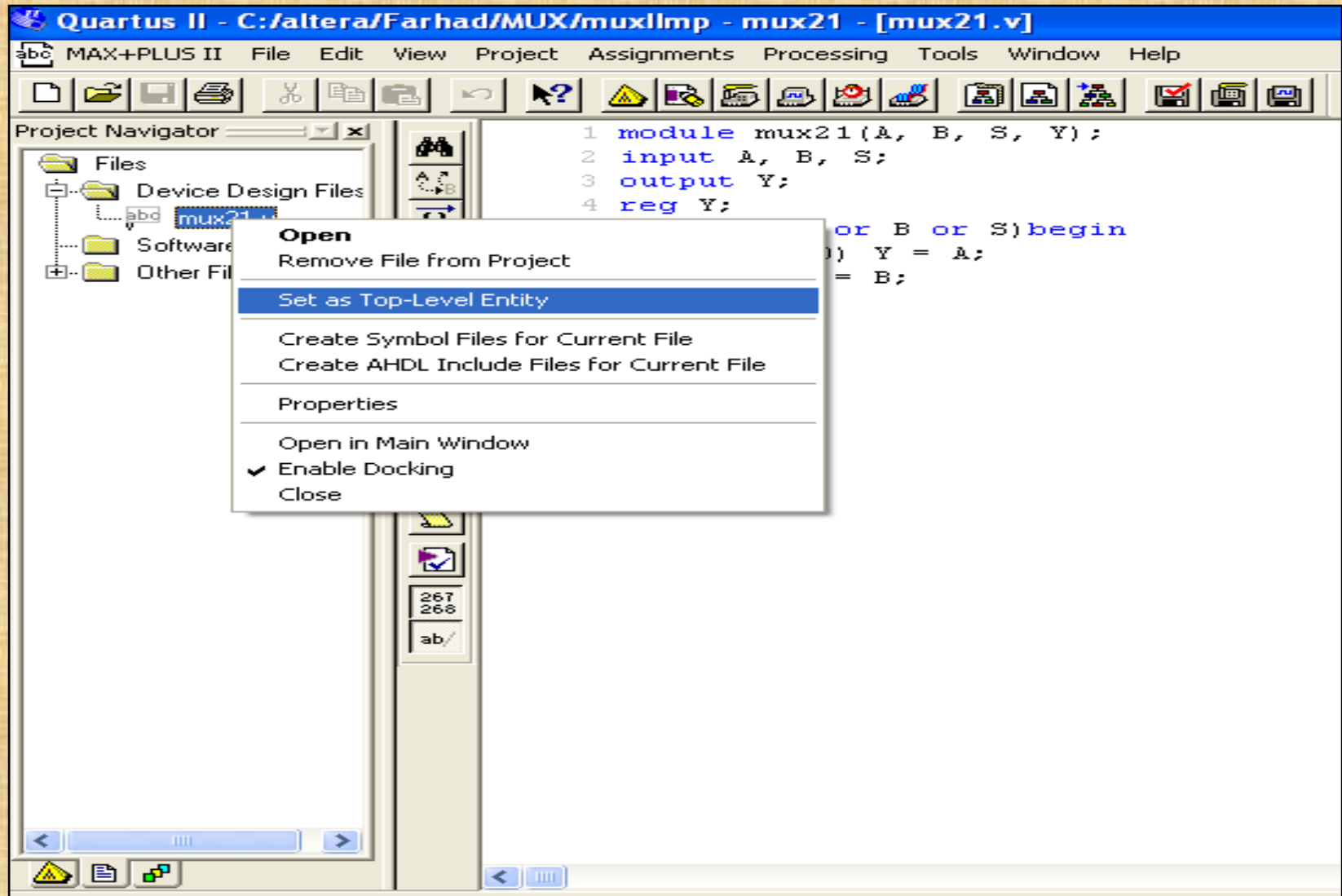
Behavioral

```
module mux21(A, B, S, Y);  
  input A, B, S;  
  output Y;  
  reg Y;  
  always @(A or B or S)begin  
    if(S==0) Y = A;  
    else Y = B;  
  end  
endmodule
```

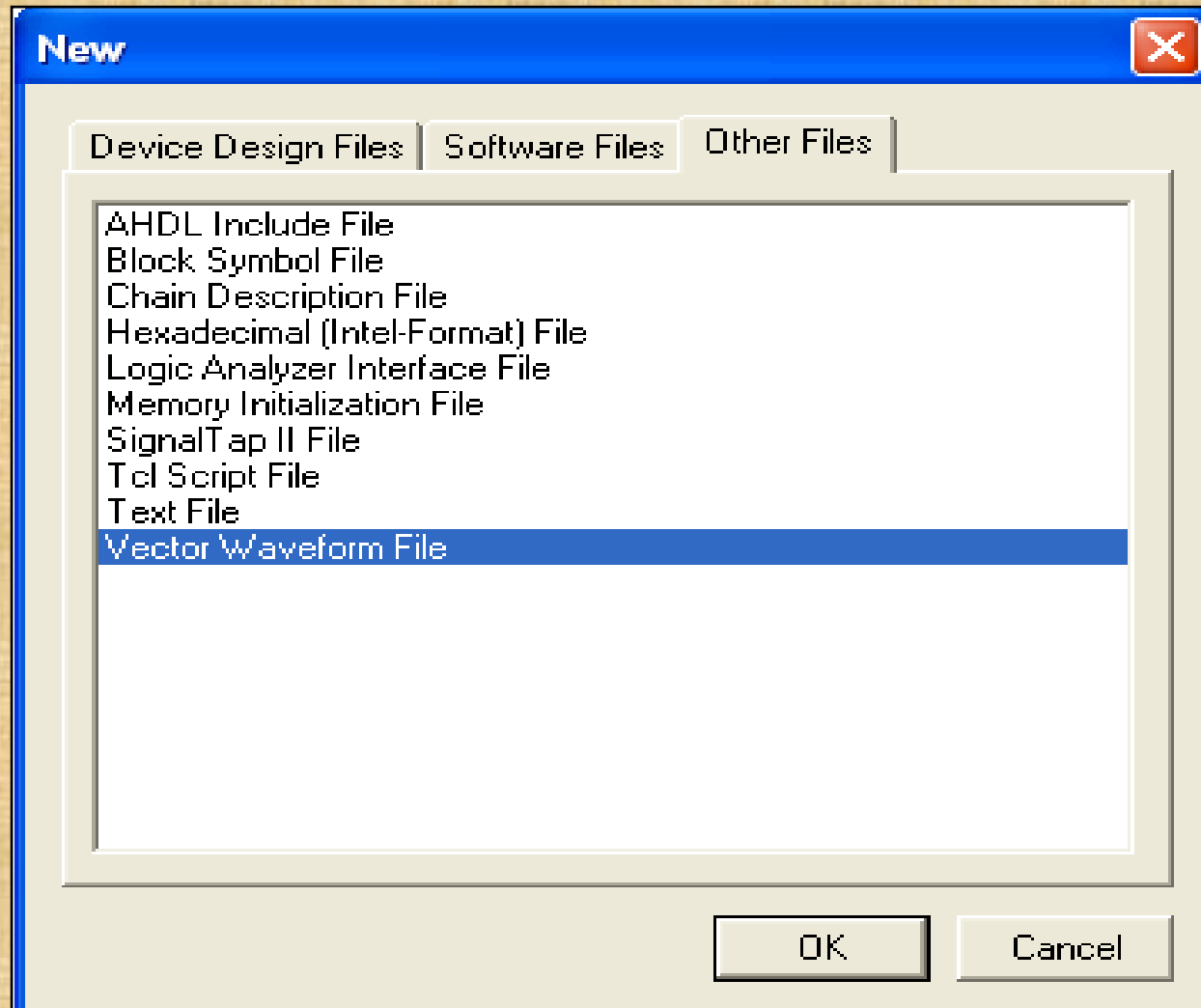

File is added to the project



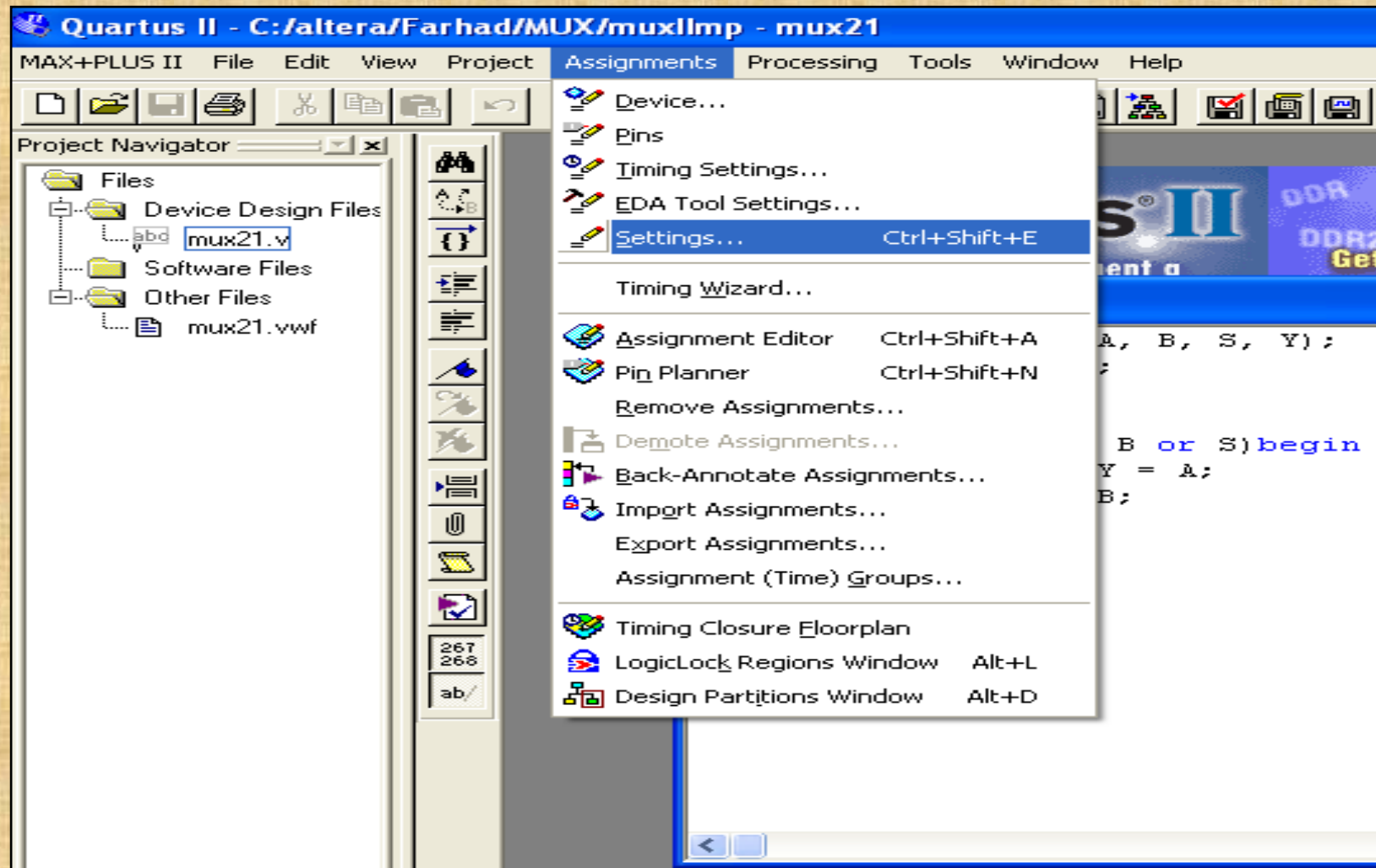
Set the file as top level entity



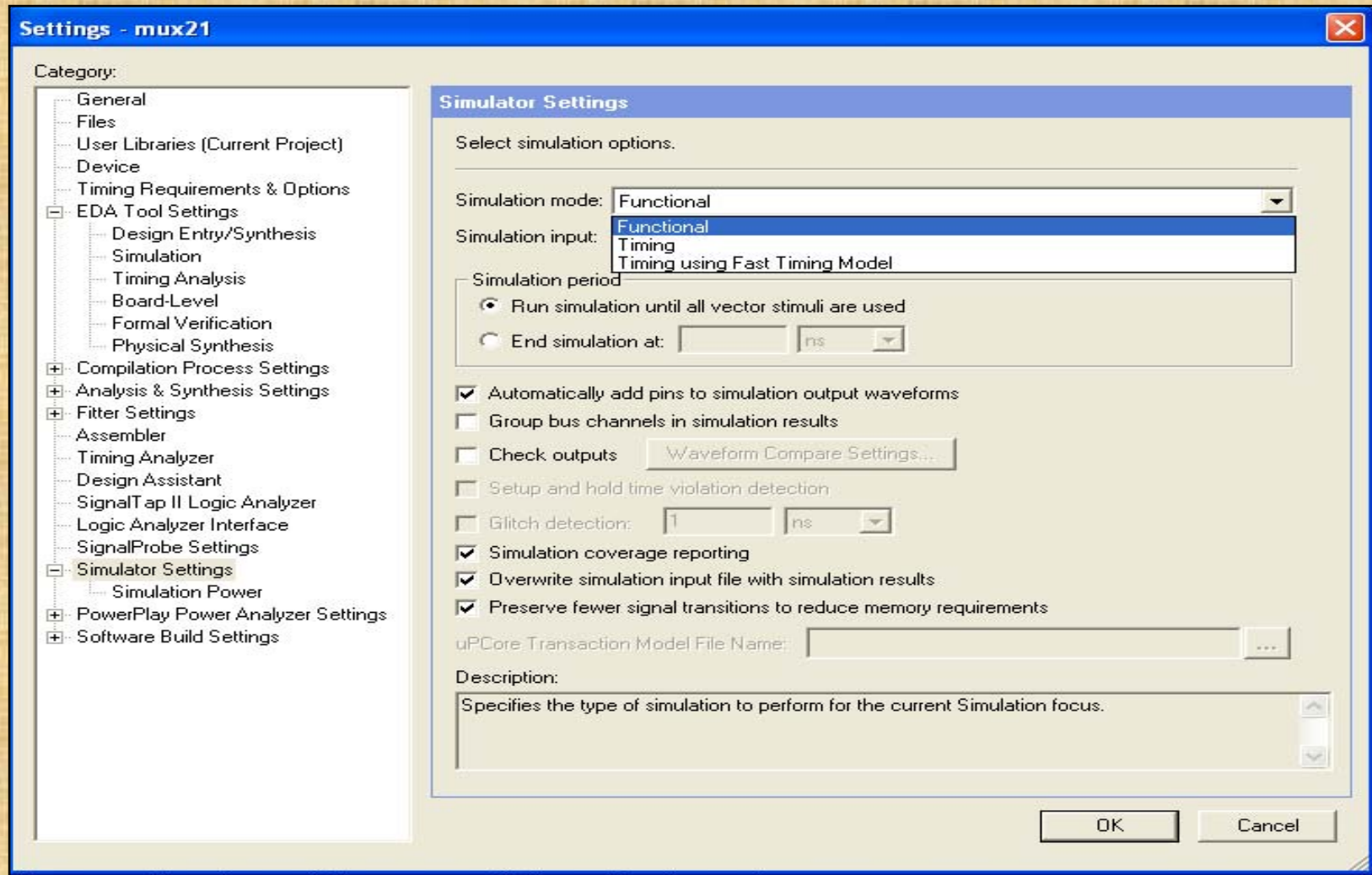
***Create a vector waveform file to
synthesize and add to the project***



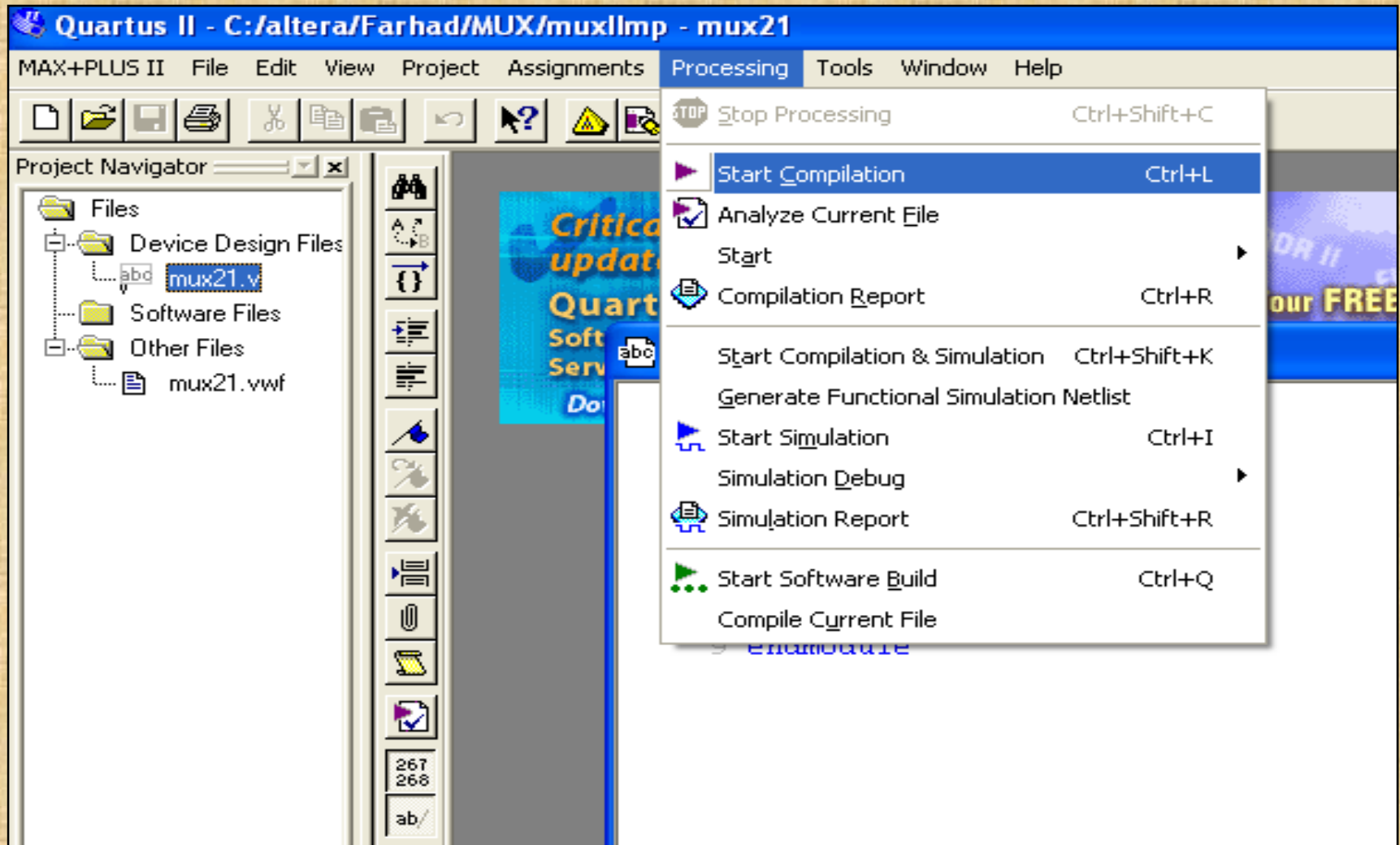
Settings



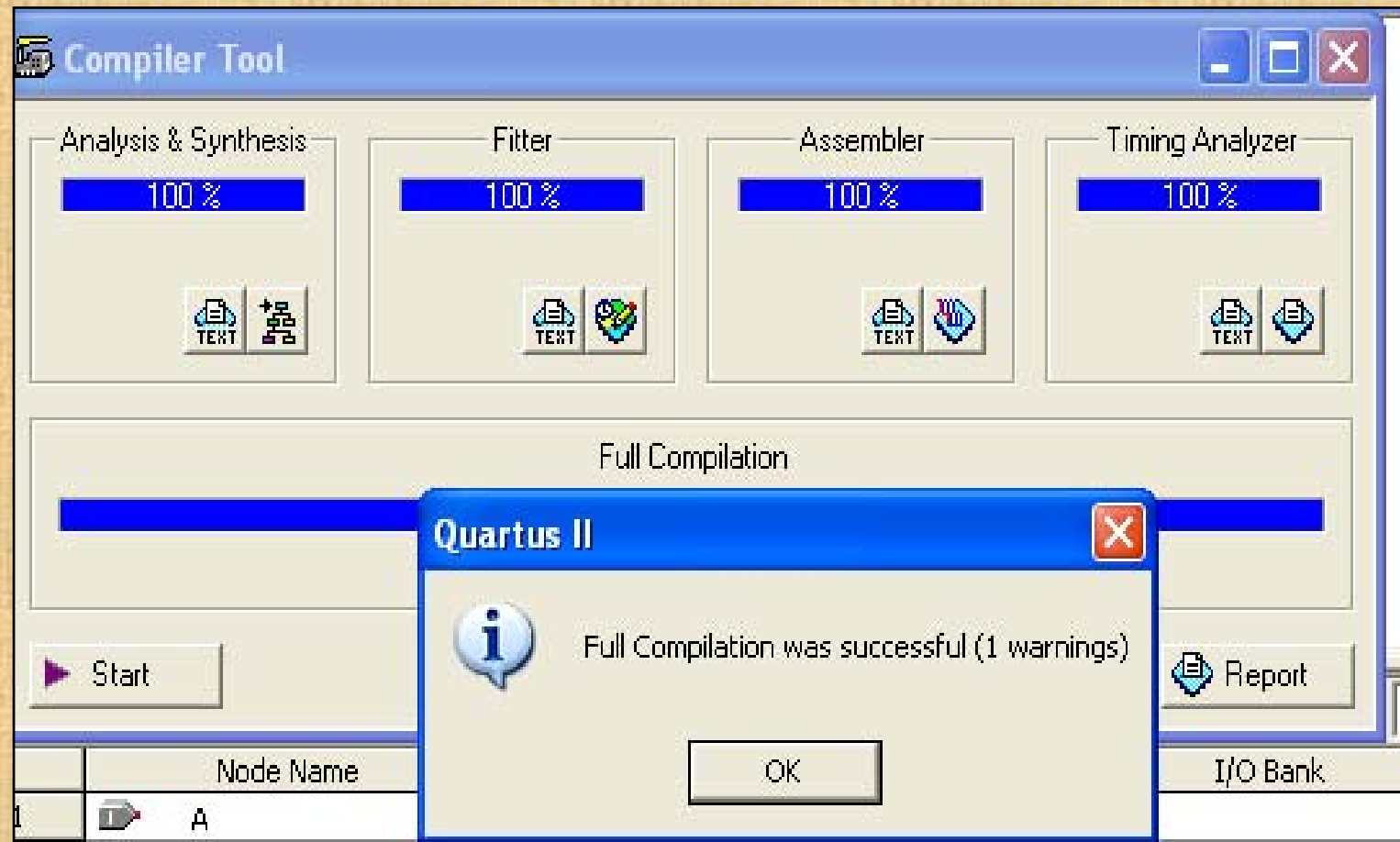
Functional Simulation



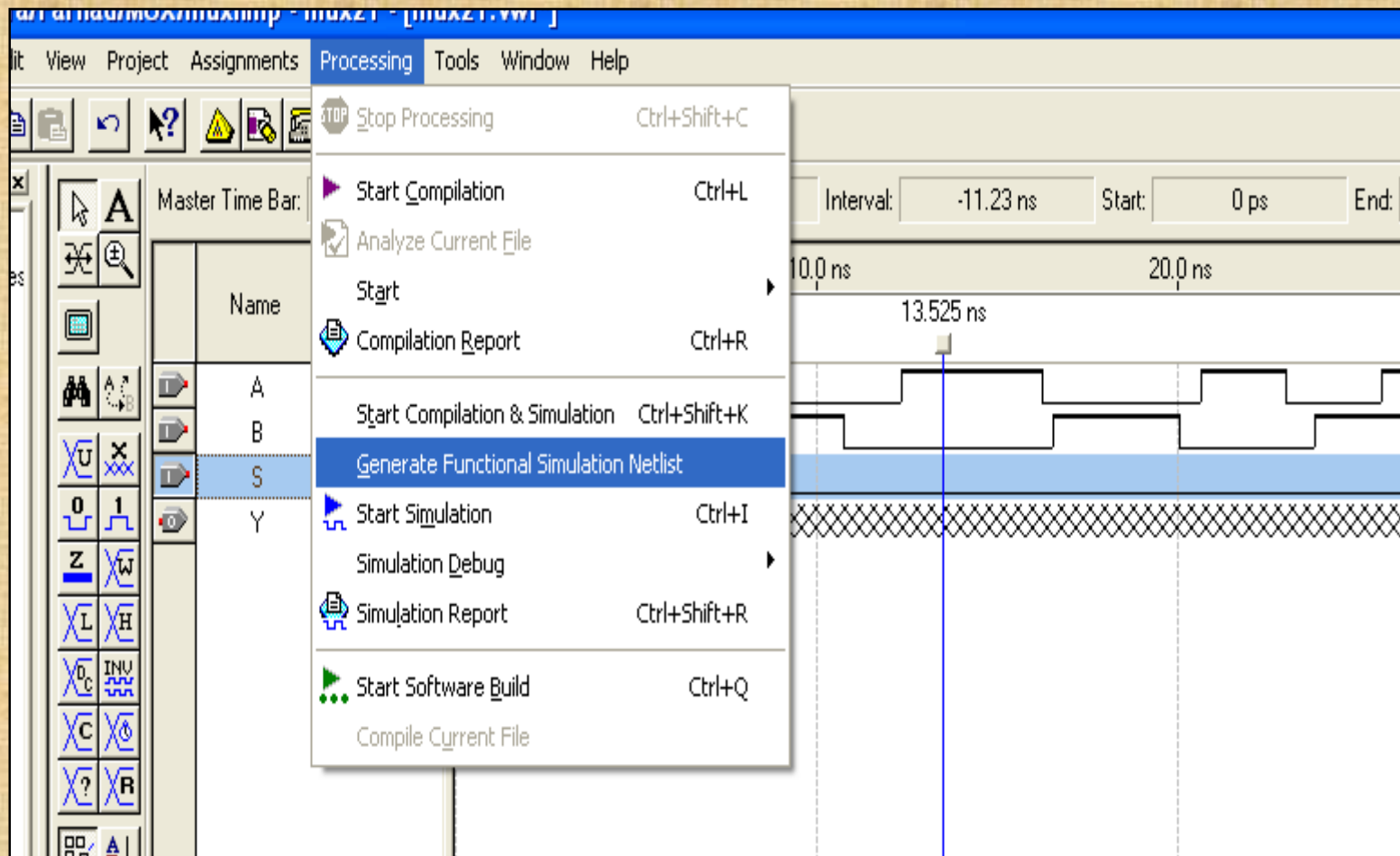
Compilation Start



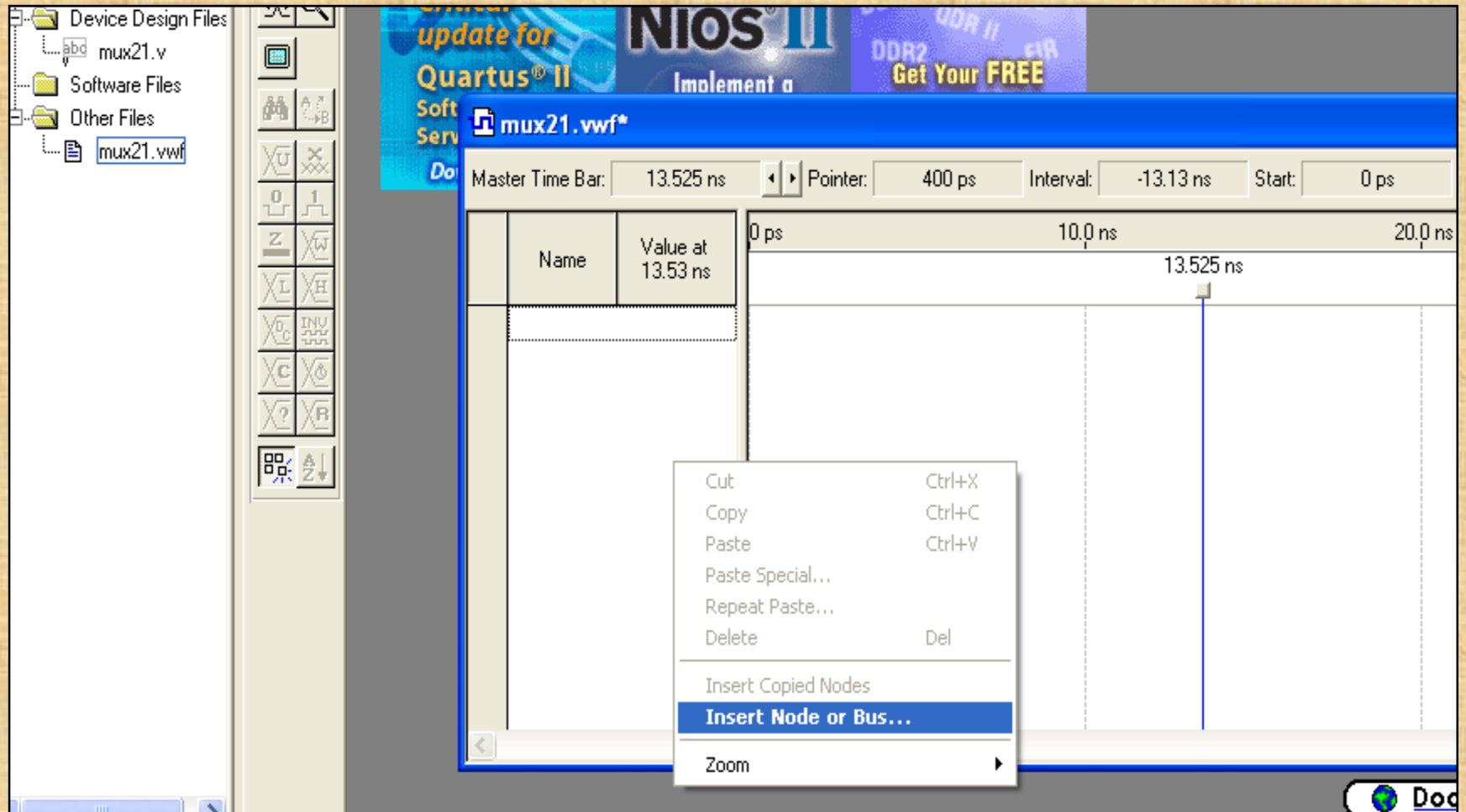
Compilation Successful




Generate Simulation Netlist



Insert Node



Setup Node

Insert Node or Bus 

Name:	<input type="text"/>	<input type="button" value="OK"/>
Type:	<input type="text" value="INPUT"/>	<input type="button" value="Cancel"/>
Value type:	<input type="text" value="9-Level"/>	<input type="button" value="Node Finder..."/>
Radix:	<input type="text" value="Binary"/>	
Bus width:	<input type="text" value="1"/>	
Start index:	<input type="text" value="0"/>	
<input type="checkbox"/> Display gray code count as binary count		

Select Node

Node Finder [X]

Named: [] Filter: Pins: all [] Customize... [] List [] OK []

Look in: [lmux21] [] ... [] Include subentities [x] Start node search [] Cancel []

Nodes Found:

Name	Assignments	T
------	-------------	---

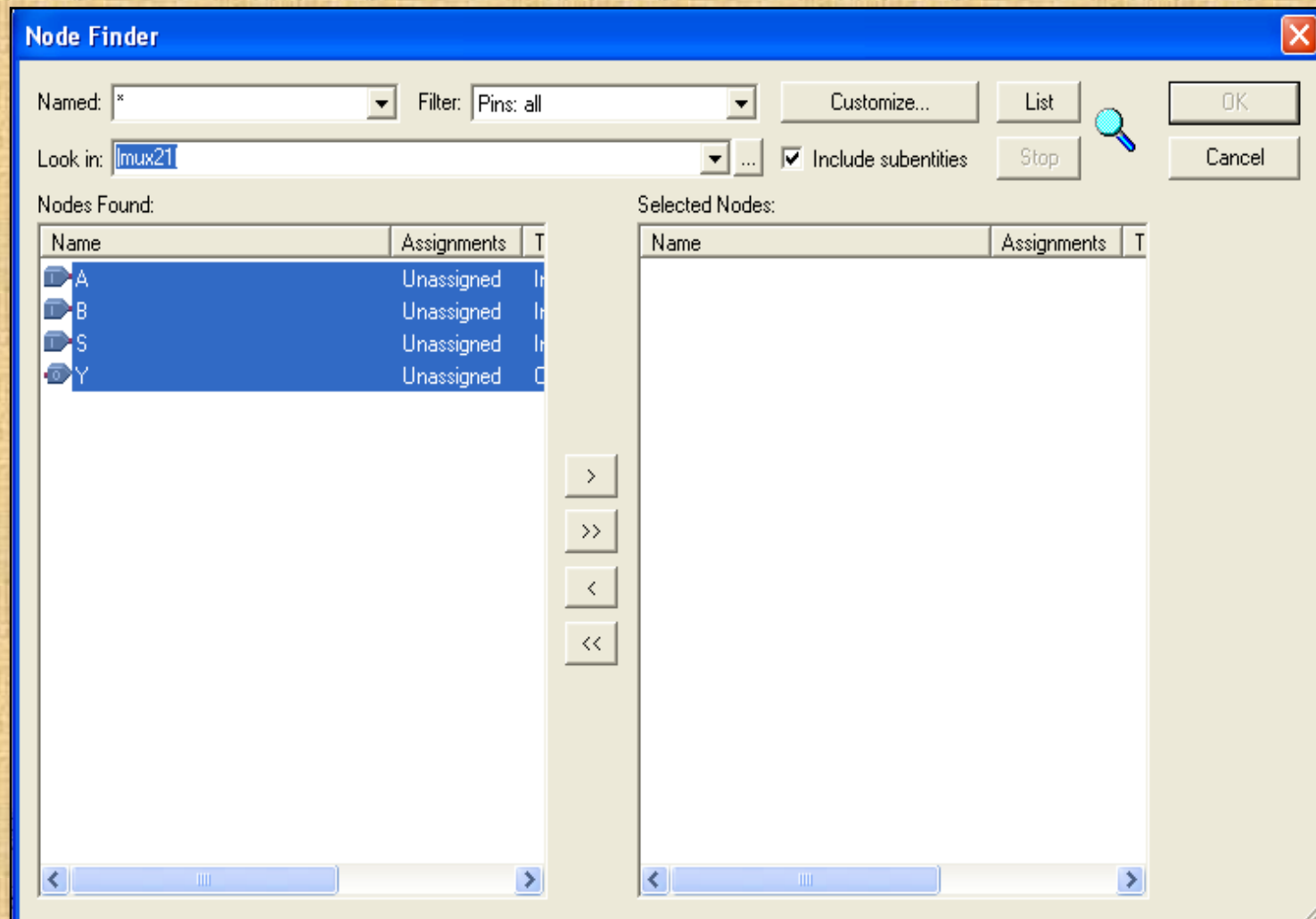
Selected Nodes:

Name	Assignments	T
------	-------------	---

> >> < <<

[] [] [] []

Select Node



Select Node

Node Finder [X]

Named: * Filter: Pins: all Customize... List [Search Icon] OK

Look in: |mux21| ... ☒ Include subentities Stop Cancel

Nodes Found:

Name	Assignments	T
A	Unassigned	Ir
B	Unassigned	Ir
S	Unassigned	Ir
Y	Unassigned	C

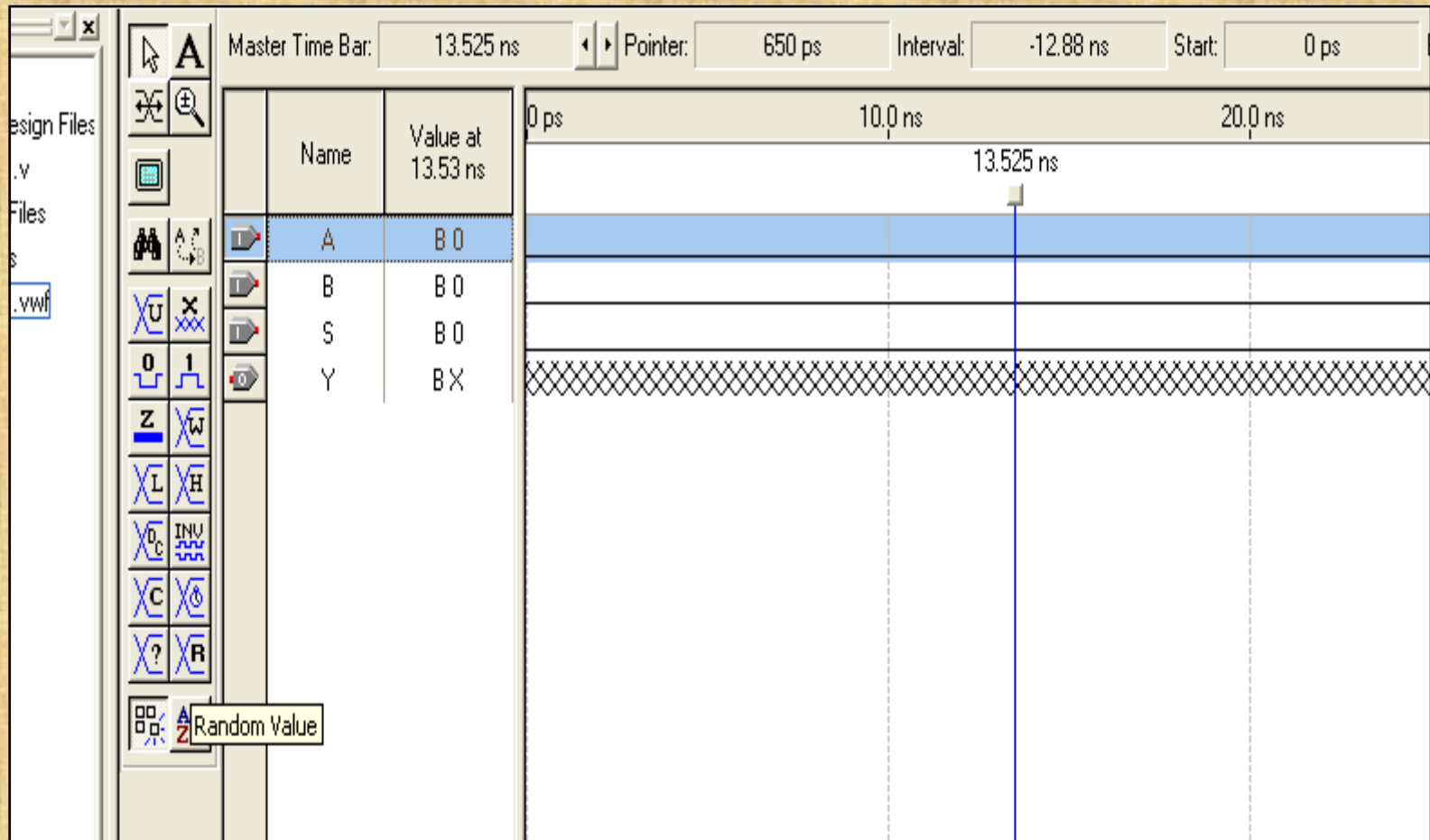
> >> < <<

Selected Nodes:

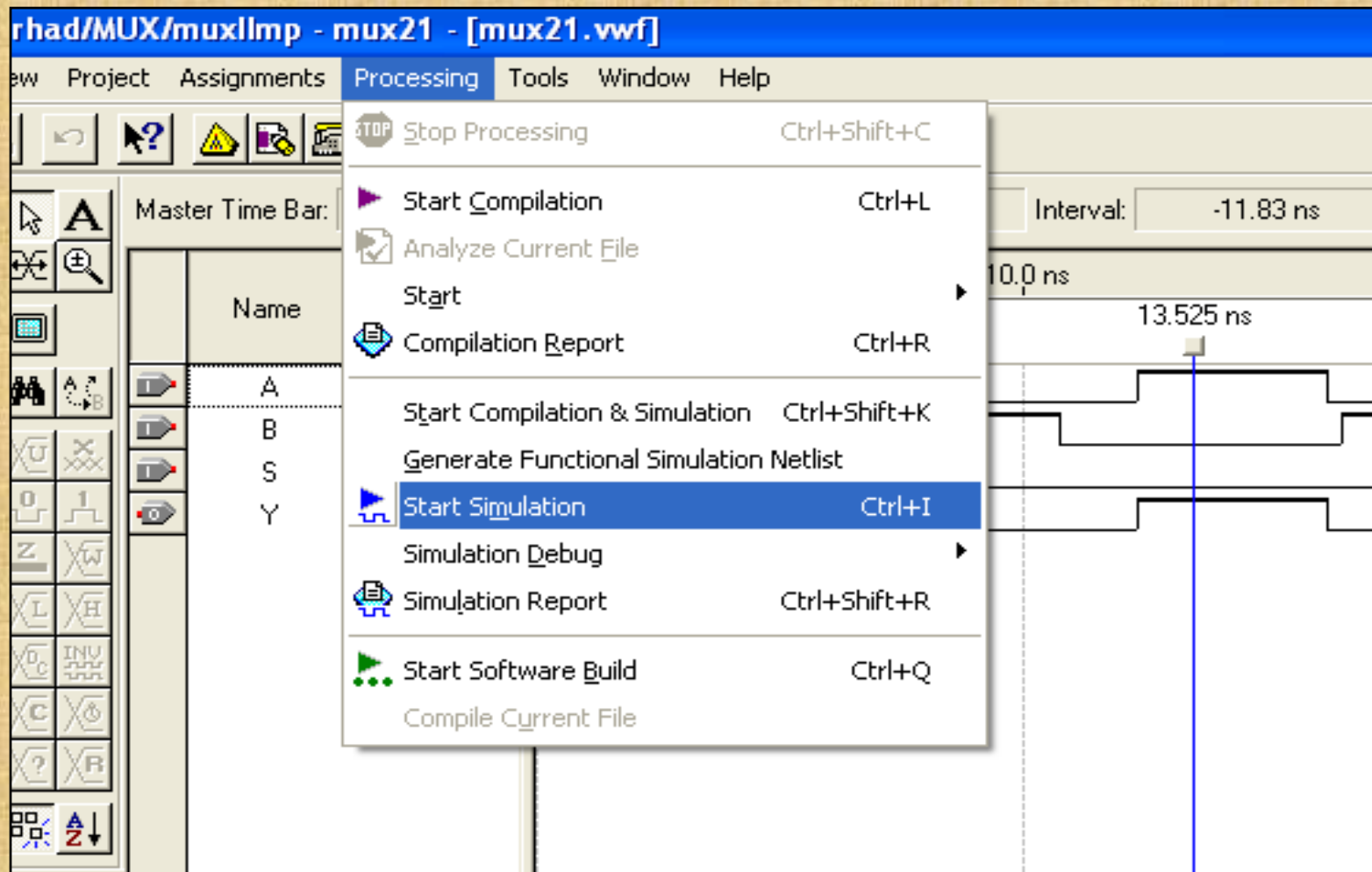
Name	Assignments	T
mux21 A	Unassigned	Ir
mux21 B	Unassigned	Ir
mux21 S	Unassigned	Ir
mux21 Y	Unassigned	O

< >

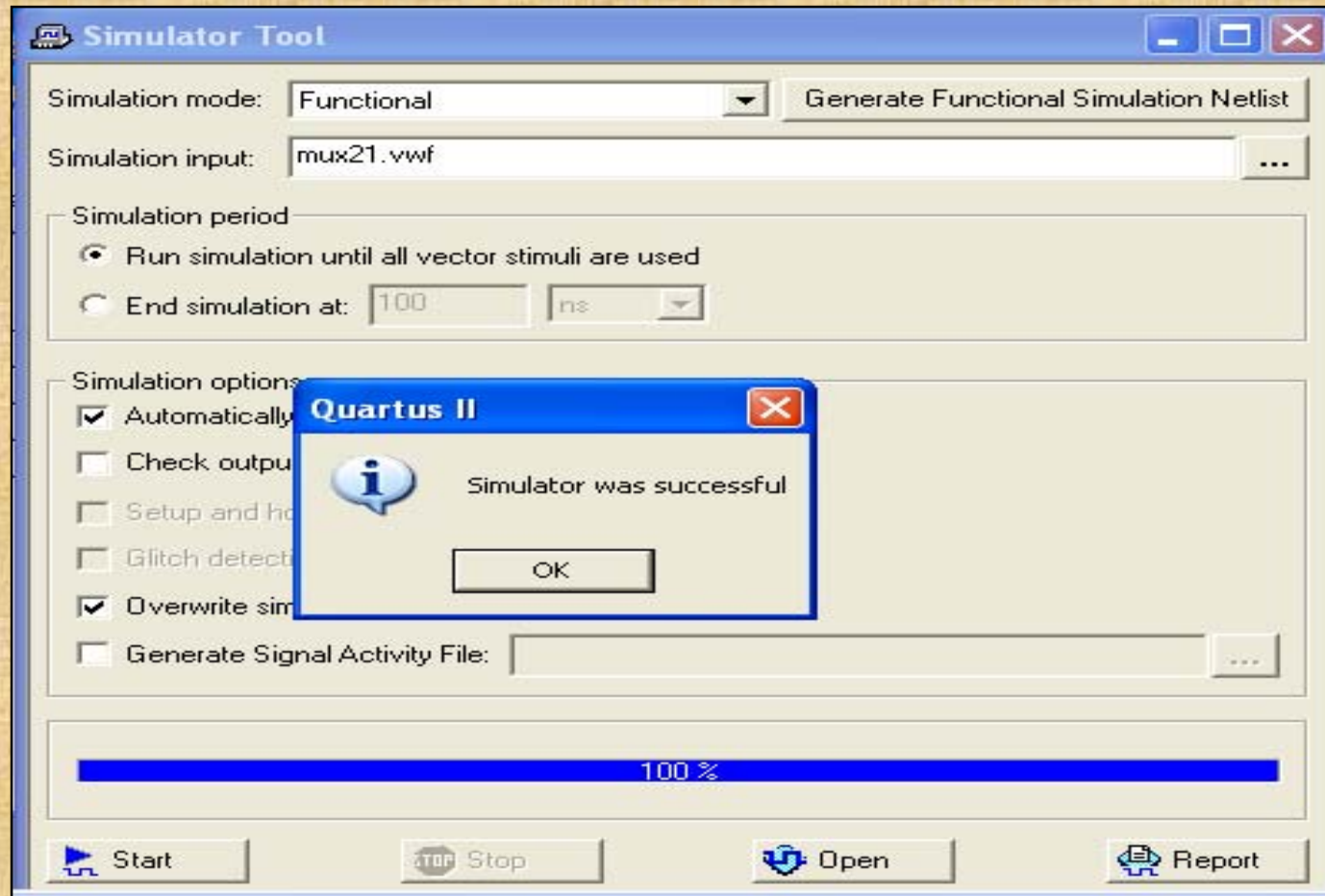
Assign Value to the Node



Start Simulation



Simulation Successful



Simulation Waveform

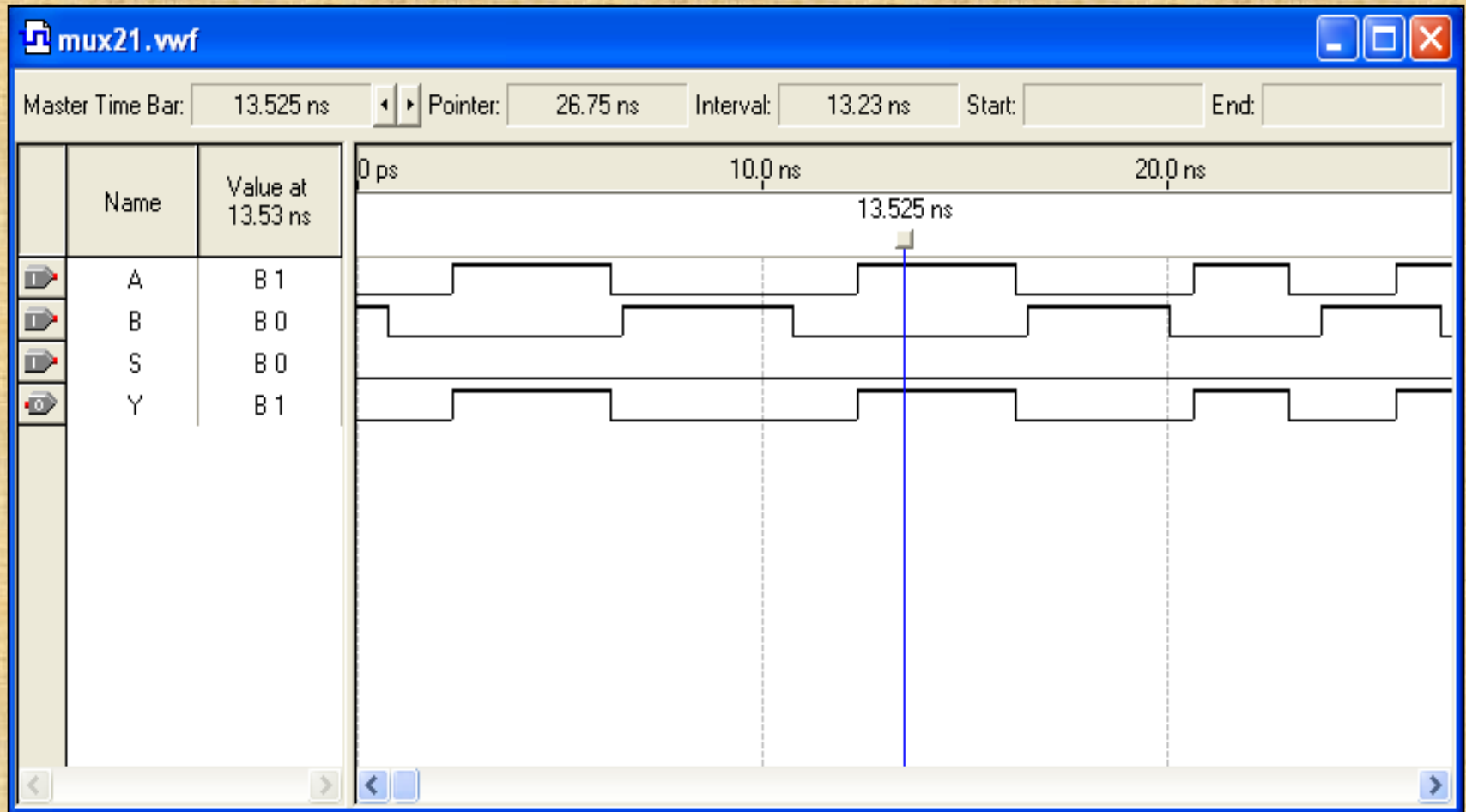
The image shows a software window titled "Simulator Tool" with a blue title bar and standard Windows window controls (minimize, maximize, close). The window contains several sections for configuring a simulation:

- Simulation mode:** A dropdown menu set to "Functional". To its right is a button labeled "Generate Functional Simulation Netlist".
- Simulation input:** A text field containing "mux21.vwf" and a browse button "...".
- Simulation period:** A section with two radio buttons:
 - ☒ Run simulation until all vector stimuli are used
 - ☐ End simulation at: A text field with "100" and a unit dropdown menu set to "ns".
- Simulation options:** A section with several checkboxes and buttons:
 - ☒ Automatically add pins to simulation output waveforms
 - ☐ Check outputs: Next to a button labeled "Waveform Compare Settings..."
 - ☐ Setup and hold time violation detection
 - ☐ Glitch detection: A text field with "1.0" and a unit dropdown menu set to "ns".
 - ☒ Overwrite simulation input file with simulation results
 - ☐ Generate Signal Activity File: Next to a text field and a browse button "...".

Below these options is a progress bar that is completely filled with blue and labeled "100 %".

The bottom of the window features four buttons: "Start" (with a play icon), "Stop" (with a stop icon), "Open" (with a folder icon), and "Report" (with a document icon). At the very bottom, there is a button labeled "Open Simulation Input File".

Simulation Output



The End