California Polytechnic State University, Pomona

Department of Electrical and Computer Engineering

Digital Circuit Design Using Verilog Laboratory ECE 3300L

Lab 6



Dual BCD Up/Down Counters, ALU, and Control Display on 7-Segment

By

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Design:

This labs design is heavily based on the previous weeks design. However, this design implements two separate counters that are displayed via leds on the board, the values from these counters are then processed through as ALU in either subtraction or addition mode based on the users input. This output is then sent into the 7-segment driver that displays the results on the first two 7-segment digits, the third 7-segment digit is reserved for displaying the input logic for the processing. It displays the bit value in hex for the two direction switches and the two ALU processing switches. Just like lab 5, the clock speed for the counters is processed by the clock divider module and the 32x1 mux that allows the user to change the clock speed with the on-board switches.

Code: top_lab6.v

```
`timescale 1ns / 1ps
module top lab6(
    input wire CLK,
    input wire [4:0] SW, //Select
    input wire [1:0] ALU,
    input wire RST, // reset
    input wire dir0, // dir0
    input wire dir1, // dir1
    input wire DP,
    output wire [6:0] SEG,
    output wire [7:0] AN,
    output wire [7:0] LED
);
    wire rst n = \sim RST;
    wire [31:0] cnt;
    wire clk out;
    wire [3:0] value0, value1;
    wire [7:0] result;
    wire [3:0] result units, result tens;
   wire [3:0] ControlNibble;
```

```
assign DP = 0;
assign LED[3:0] = value0;
assign LED[7:4] = value1;
control decoder DC(
     .Sw4(ALU[0]),
     .Sw3(ALU[1]),
     .Sw2(dir0),
     .Sw1(dir1),
     .ctrl_nibble(ControlNibble)
 );
clock_divider u_clkdiv (
     .clk(CLK),
     .rst_n(rst_n),
     .cnt(cnt)
);
mux32x1 u mux (
     .cnt(cnt),
     .sel(SW),
     .clk_out(clk_out)
 );
bcd_up_down_counter BCD0_COUNTER (
     .clk_processed(clk_out),
     .rst_n(rst_n),
     .dir(dir0),
     .digit(value0)
);
bcd_up_down_counter BCD1_COUNTER (
     .clk_processed(clk_out),
     .rst_n(rst_n),
     .dir(dir1),
     .digit(value1)
 );
```

```
binary_to_bcd u_bcd (
        .binary(result),
        .units(result_units),
        .tens(result_tens)
    );
    seg7_scan u_seg (
        .clk(CLK),
        .rst_n(rst_n),
        .onesPlace(result_units),
        .tensPlace(result_tens),
        .digitCtrl(ControlNibble),
        .SEG(SEG),
        .AN(AN)
    );
    alu ADDSUB(
        .A(value0),
        .B(value1),
        .ctrl(ALU),
        .out(result)
    );
endmodule
```

control_decoder.v

```
`timescale 1ns / 1ps
module control_decoder(
    input wire Sw4,
    input wire Sw3,
    input wire Sw2,
    input wire Sw1,
    output [3:0] ctrl_nibble
    );

wire [3:0] nibble = {Sw1, Sw2, Sw3, Sw4};

assign ctrl_nibble = nibble;
```

clock_divider.v

```
`timescale 1ns / 1ps

module clock_divider(
    input wire clk,
    input wire rst_n,
    output reg [31:0] cnt
);

always @(posedge clk or negedge rst_n)
    begin
    if (!rst_n)
        cnt <= 0;
    else
        cnt <= cnt + 1;
    end

endmodule</pre>
```

mux32x1.v

```
`timescale 1ns / 1ps

module mux32x1(
    input [31:0] cnt,
    input [4:0] sel,
    output clk_out
    );

assign clk_out = cnt[31 - sel];
endmodule
```

bcd_up_down_counter.v

```
module bcd up down counter(
    input wire clk_processed,
    input wire rst n,
    input wire dir,
    output reg [3:0] digit
);
    always @(posedge clk_processed or negedge rst_n) begin
        if (!rst_n) begin
            digit <= 4'd0;
        end else begin
            if (dir) begin
                 if (digit == 4'd9)
                     digit <= 4'd0;
                 else
                     digit <= digit + 4'd1;</pre>
            end else begin
                // Count down
                 if (digit == 4'd0)
                    digit <= 4'd9;
                 else
                     digit <= digit - 4'd1;</pre>
endmodule
```

binary_to_bcd.v

```
`timescale 1ns / 1ps

module binary_to_bcd(
   input wire [7:0] binary,
   output reg [3:0] units,
   output reg [3:0] tens
```

```
);
    always @(*)
       begin
            case (binary)
                      begin tens = 4'd0; units = 4'd0; end
                8'd0:
               8'd1:
                       begin tens = 4'd0; units = 4'd1; end
               8'd2: begin tens = 4'd0; units = 4'd2; end
               8'd3:
                       begin tens = 4'd0; units = 4'd3; end
                      begin tens = 4'd0; units = 4'd4; end
                8'd4:
               8'd5:
                       begin tens = 4'd0; units = 4'd5; end
               8'd6: begin tens = 4'd0; units = 4'd6; end
               8'd7:
                       begin tens = 4'd0; units = 4'd7; end
               8'd8: begin tens = 4'd0; units = 4'd8; end
               8'd9:
                       begin tens = 4'd0; units = 4'd9; end
               8'd10: begin tens = 4'd1; units = 4'd0; end
                8'd11: begin tens = 4'd1; units = 4'd1; end
               8'd12: begin tens = 4'd1; units = 4'd2; end
                8'd13: begin tens = 4'd1; units = 4'd3; end
               8'd14: begin tens = 4'd1; units = 4'd4; end
                8'd15: begin tens = 4'd1; units = 4'd5; end
               8'd16: begin tens = 4'd1; units = 4'd6; end
               8'd17: begin tens = 4'd1; units = 4'd7; end
               8'd18: begin tens = 4'd1; units = 4'd8; end
                default: begin tens = 4'd0; units = 4'd0; end
           endcase
endmodule
```

seg7_scan.v

```
`timescale 1ns / 1ps

module seg7_scan(
   input wire clk,
   input wire rst_n,
   input wire [3:0] onesPlace,
   input wire [3:0] tensPlace,
```

```
input wire [3:0] digitCtrl,
    output reg [6:0] SEG,
    output reg [7:0] AN
);
    reg [19:0] refresh_counter = 0;
   wire [1:0] sel;
    reg [3:0] digit_val;
    assign sel = refresh_counter[19:18];
    always @(posedge clk or negedge rst_n)
        begin
            if (!rst_n)
                refresh_counter <= 0;
            else
                refresh_counter <= refresh_counter + 1;</pre>
    always @(*)
        begin
            case(sel)
                    begin
                        AN = 8'b11111110;
                        digit val = onesPlace;
                2'd1:
                    begin
                        AN = 8'b11111101;
                        digit_val = tensPlace;
                2'd2:
                    begin
                        AN = 8'b11111011;
                        digit_val = digitCtrl;
                default: AN = 8'b11111111;
            endcase
```

```
always@(*)
       begin
               4'd0: SEG = 7'b1000000; // 0
               4'd1: SEG = 7'b1111001; // 1
               4'd2: SEG = 7'b0100100; // 2
               4'd3: SEG = 7'b0110000; // 3
               4'd4: SEG = 7'b0011001; // 4
               4'd5: SEG = 7'b0010010; // 5
               4'd6: SEG = 7'b0000010; // 6
               4'd7: SEG = 7'b1111000; // 7
               4'd8: SEG = 7'b00000000; // 8
               4'd9: SEG = 7'b0010000; // 9
               4'd10: SEG = 7'b0001000; // A
               4'd11: SEG = 7'b0000011; // b
               4'd12: SEG = 7'b1000110; // C
               4'd13: SEG = 7'b0100001; // d
               4'd14: SEG = 7'b0000110; // E
               4'd15: SEG = 7'b0001110; // F
   default: SEG = 7'b1111111; // Blank
endcase
endmodule
```

alu.v

```
`timescale 1ns / 1ps
module alu(
input wire [4:0] A,
input wire [4:0] B,
input wire [1:0] ctrl,
output reg [7:0] out
    );
always @(*) begin
    case (ctrl)
    2'b00: begin
```

XDC Snippet:

```
set_property -dict { PACKAGE_PIN T18
                         IOSTANDARD LVCMOS33 }
[get ports { ALU[0] }]; #IO L7N T1 D10 14 Sch=sw[5]
[get ports { ALU[1] }]; #IO L17N T2 A13 D29 14 Sch=sw[6]
[get ports { dir0 }]; #IO L5N T0 D07 14 Sch=sw[7]
[get_ports { dir1 }]; #IO_L24N_T3_34 Sch=sw[8]
## LEDs
                         IOSTANDARD LVCMOS33 }
set property -dict { PACKAGE PIN H17
[get ports { LED[0] }]; #IO L18P T2 A24 15 Sch=led[0]
[get ports { LED[1] }]; #IO L24P T3 RS1 15 Sch=led[1]
[get ports { LED[2] }]; #IO L17N T2 A25 15 Sch=led[2]
set_property -dict { PACKAGE_PIN N14
                         IOSTANDARD LVCMOS33 }
[get ports { LED[3] }]; #IO L8P T1 D11 14 Sch=led[3]
[get ports { LED[4] }]; #IO L7P T1 D09 14 Sch=led[4]
set property -dict { PACKAGE PIN V17
                         IOSTANDARD LVCMOS33 }
[get ports { LED[5] }]; #IO L18N T2 A11 D27 14 Sch=led[5]
[get ports { LED[6] }]; #IO L17P T2 A14 D30 14 Sch=led[6]
[get_ports { LED[7] }]; #IO_L18P_T2_A12_D28_14 Sch=led[7]
[get_ports { LED[8] }]; #IO_L16N_T2_A15_D31_14 Sch=led[8]
##7 segment display
[get ports { SEG[0] }]; #IO L24N T3 A00 D16 14 Sch=ca
set_property -dict { PACKAGE_PIN R10
                         IOSTANDARD LVCMOS33 }
[get ports { SEG[1] }]; #IO 25 14 Sch=cb
set_property -dict { PACKAGE_PIN K16
                         IOSTANDARD LVCMOS33 }
[get ports { SEG[2] }]; #IO 25 15 Sch=cc
[get ports { SEG[3] }]; #IO L17P T2 A26 15 Sch=cd
```

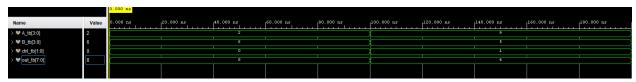
```
[get ports { SEG[4] }]; #IO L13P T2 MRCC 14 Sch=ce
[get ports { SEG[5] }]; #IO L19P T3 A10 D26 14 Sch=cf
[get ports { SEG[6] }]; #IO L4P T0 D04 14 Sch=cg
[get ports { DP }]; #IO L19N T3 A21 VREF 15 Sch=dp
set property -dict { PACKAGE PIN J17
                   IOSTANDARD LVCMOS33 }
[get_ports { AN[0] }]; #IO_L23P_T3_FOE_B_15 Sch=an[0]
[get_ports { AN[1] }]; #IO_L23N_T3_FWE_B_15 Sch=an[1]
[get ports { AN[2] }]; #IO L24P T3 A01 D17 14 Sch=an[2]
[get ports { AN[3] }]; #IO L19P T3 A22 15 Sch=an[3]
[get ports { AN[4] }]; #IO L8N T1 D12 14 Sch=an[4]
[get ports { AN[5] }]; #IO L14P T2 SRCC 14 Sch=an[5]
[get_ports { AN[6] }]; #IO_L23P_T3_35 Sch=an[6]
[get ports { AN[7] }]; #IO L23N T3 A02 D18 14 Sch=an[7]
##Buttons
[get ports { CPU RESETN }]; #IO L3P TO DQS AD1P 15 Sch=cpu resetn
[get_ports { RST }]; #IO_L9P_T1_DQS_14 Sch=btnc
```

Simulation:

Testbench code was withheld from report to not distract the report. All testbench code is found in the github repository.

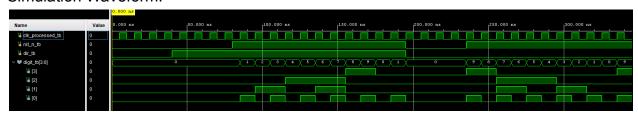
alu_tb.v

Simulation Waveform:



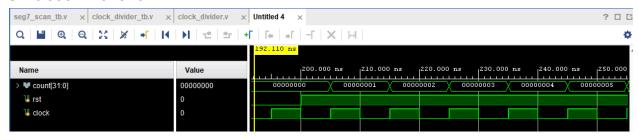
bcd_up_down_counter_tb.v

Simulation Waveform:



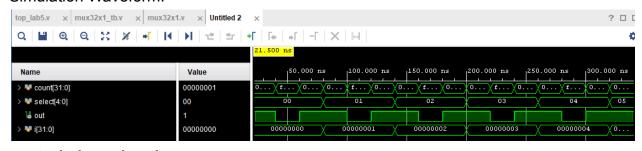
clock_divider_tb.v

Simulation Wavefrom:



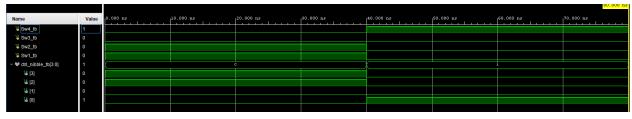
mux32x1 tb.v

Simulation Waveform:



control_decorder_tb.v

Simulation Waveform:



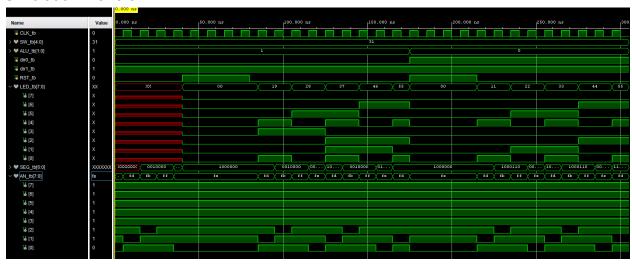
seg7_scan_tb.v

Simulation Waveform:



top_lab6_tb.v

Simulation Waveform:



Implementation: Resource utilization table(s):

Slice Logic Utilization:

LUTs Used: 55 out of $63,400 \rightarrow 0.09\%$

Registers Used: 64 out of 126,800 \rightarrow 0.05%: 60 FF

Muxes:

F7: 4 used \rightarrow 0.01%

F8: 0 used \rightarrow 0.00%

Registers:

All 64 registers have clock enable and asynchronous reset.

10:

Bonded IOBs: 34 used out of $210 \rightarrow 16.19\%$

All other IO-related resources 0.00%

Timing:

Worst Negative Slack: 6.851 ns; 52 end points Worst Hold Slack: 0.213 ns; 52 end points

Worst Pulse Width Slack: 4.500 ns; 53 end points

Group video link:

https://youtu.be/tDmsNwrCuAU?si=6XTLR6KtyroO18NP

Contributions:

Most code for this project was derived from the previous lab which was a contribution of both Jetts Crittenden and Evan Tram. The remainder of the work for the verilog code was done in equal parts by both lab members where they collaborated and improved on eachothers work. Testbenches were developed and tested in the same way. The simulation screenshots were captured by Evan Tram while the implementation data and formatting was done by Jetts Crittenden. Equal work was shared between the two members.