

Main Activity

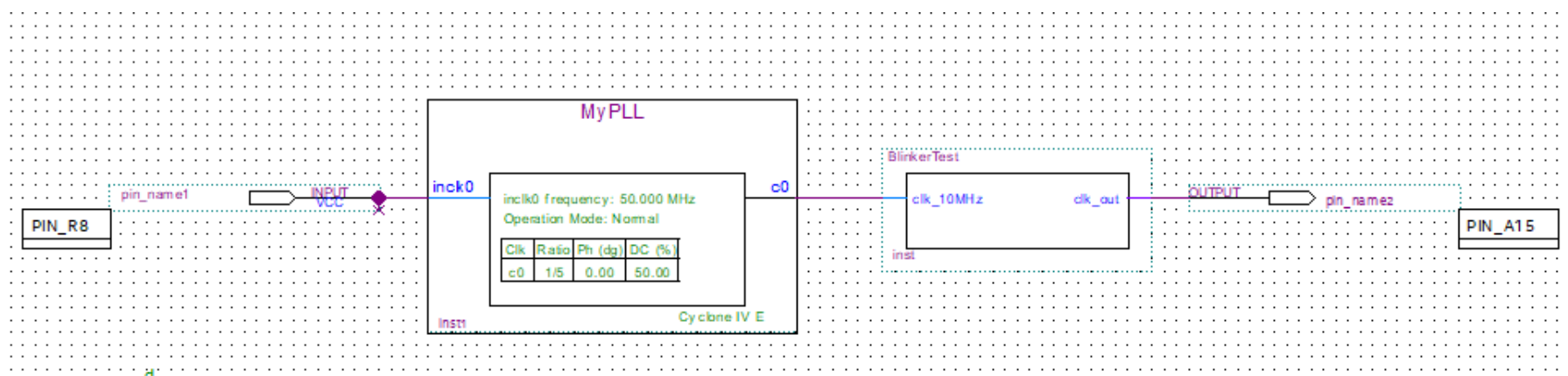
BlinkerTest Code

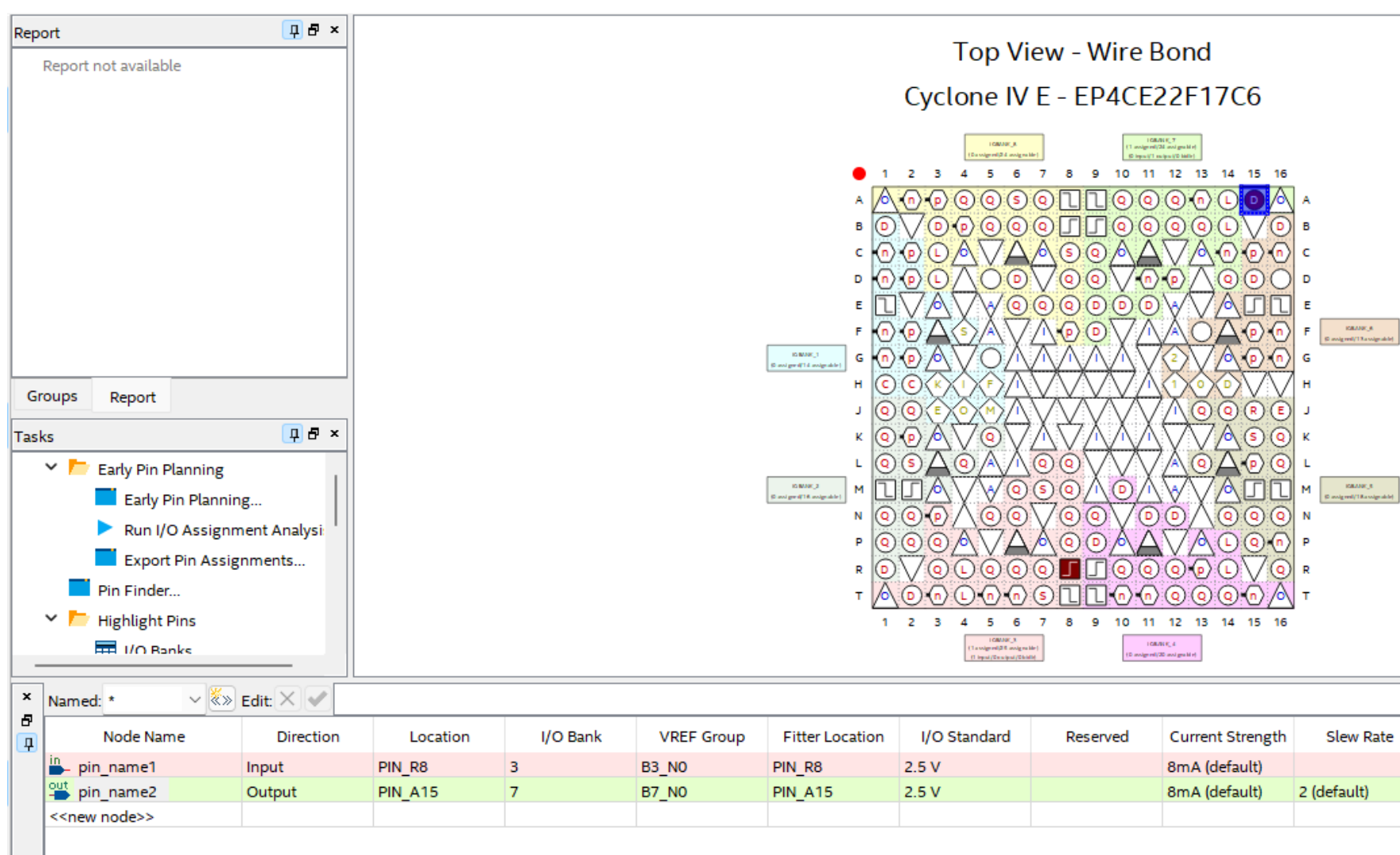
```

1  -- Library declaration
2
3  library ieee;
4  use ieee.std_logic_1164.all;
5  use ieee.numeric_std.all;
6
7  -- Entity declaration
8
9  entity BlinkerTest is
10   port(
11       clk_10MHz: in std_logic;
12       clk_out: out std_logic
13   );
14   end entity;
15
16   architecture behave of BlinkerTest is
17
18       -- Signal declaration
19
20       signal clk_1Hz: std_logic := '0';
21       signal scaler: integer range 0 to 5000000;
22
23   begin
24
25       -- Process used to scale down the 10 MHz frequency from the PLL to a 1Hz rate.
26
27       clk_1Hz_process: process(clk_10MHz)
28       begin
29         if(rising_edge(clk_10MHz)) then
30           if (scaler < 5000000) then
31             scaler <= scaler + 1;
32           else scaler <= 0;
33             clk_1Hz <= NOT(clk_1Hz);
34           end if;
35         end if;
36       end process clk_1Hz_process;
37
38       clk_out <= clk_1Hz;
39
40   end behave;

```

BlinkerTest_TopLevel Schematic





Bonus

Problem Statement

For an additional 5 points of bonus credit, I have satisfied the following problem statement.

Modify your BlinkerTest code so that it reads one of the slide switched on the DE0-Nano board and depending on the switch setting makes the LED blink at 1 Hz or 2 Hz rate. This does not require any change to MyPLL but will require changes to both BlinkerTest code and to BlinkerTest_TopLevel schematic. You should send the BlinkerTest code, BlinkerTest_TopLevel schematic and pin planner screen shots to support your bonus activity. These can be in a separate file or in the same file as the main project content.

Approach

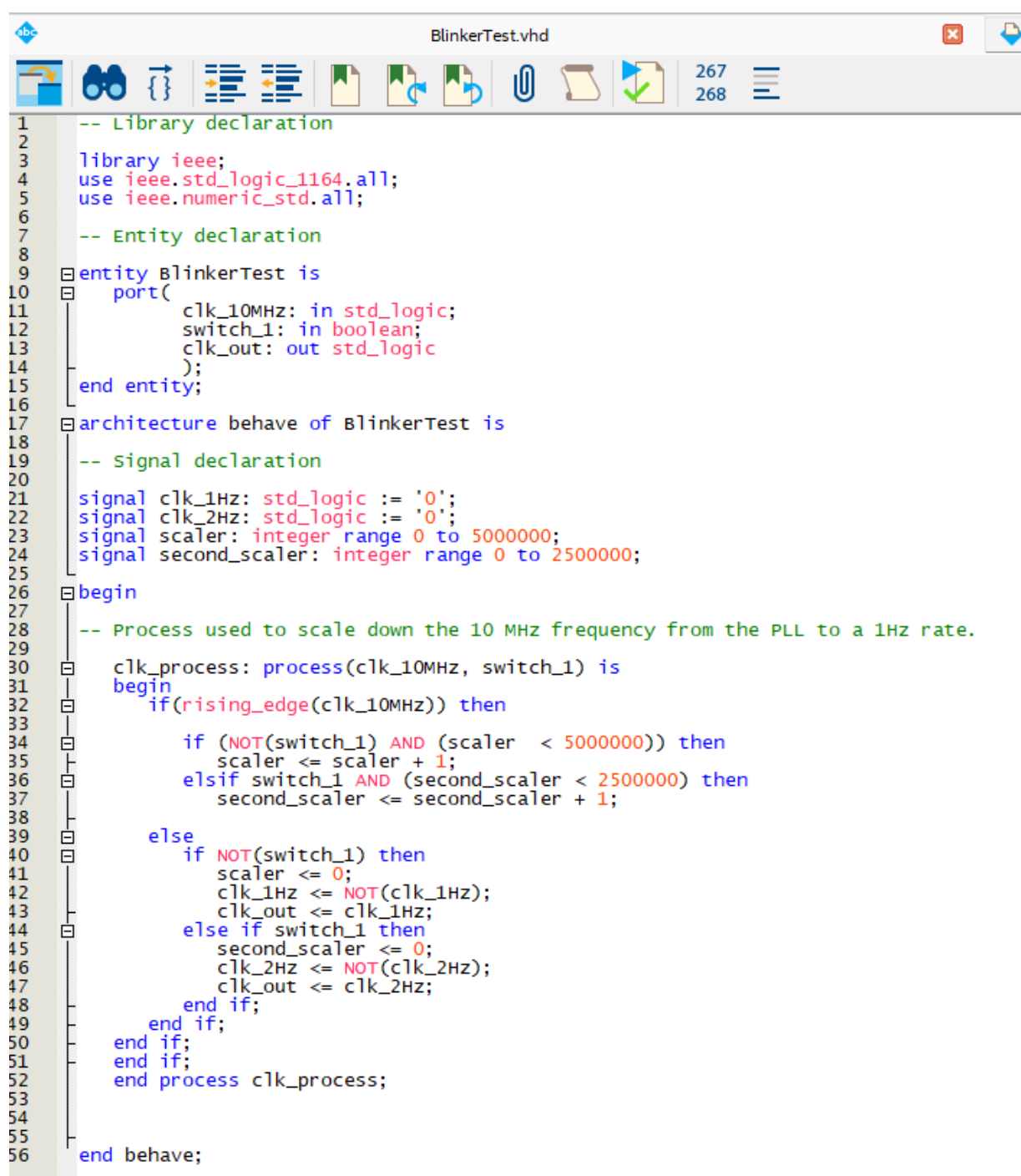
In order to modify the BlinkerTest code and ensure that the code changes propagate to the final .sof, I must take the following steps.

1. Modify BlinkerTest with the new functionality: Accept an input from an on board switch and use this input to switch between 1 and 2 Hz.
2. Recompile BlinkerTest
3. Recompile BlinkerTest_TopLevel
4. Compile a .sof output file and program the board for testing.

Record

First, I will close the BlinkerTest_TopLevel project and open the BlinkerTest.qpf file. I wrote the following modified code for BlinkerTest.vhd

Modified BlinkerTest Code



```
1  -- Library declaration
2
3  library ieee;
4  use ieee.std_logic_1164.all;
5  use ieee.numeric_std.all;
6
7  -- Entity declaration
8
9  entity BlinkerTest is
10   port(
11     clk_10MHz: in std_logic;
12     switch_1: in boolean;
13     clk_out: out std_logic
14   );
15 end entity;
16
17 architecture behave of BlinkerTest is
18   -- Signal declaration
19
20   signal clk_1Hz: std_logic := '0';
21   signal clk_2Hz: std_logic := '0';
22   signal scaler: integer range 0 to 5000000;
23   signal second_scaler: integer range 0 to 2500000;
24
25 begin
26   -- Process used to scale down the 10 MHz frequency from the PLL to a 1Hz rate.
27
28   clk_process: process(clk_10MHz, switch_1) is
29   begin
30     if(rising_edge(clk_10MHz)) then
31       if (NOT(switch_1) AND (scaler < 5000000)) then
32         scaler <= scaler + 1;
33       elsif switch_1 AND (second_scaler < 2500000) then
34         second_scaler <= second_scaler + 1;
35       else
36         if NOT(switch_1) then
37           scaler <= 0;
38           clk_1Hz <= NOT(clk_1Hz);
39           clk_out <= clk_1Hz;
40         else if switch_1 then
41           second_scaler <= 0;
42           clk_2Hz <= NOT(clk_2Hz);
43           clk_out <= clk_2Hz;
44         end if;
45       end if;
46     end if;
47   end process clk_process;
48
49 end behave;
```

