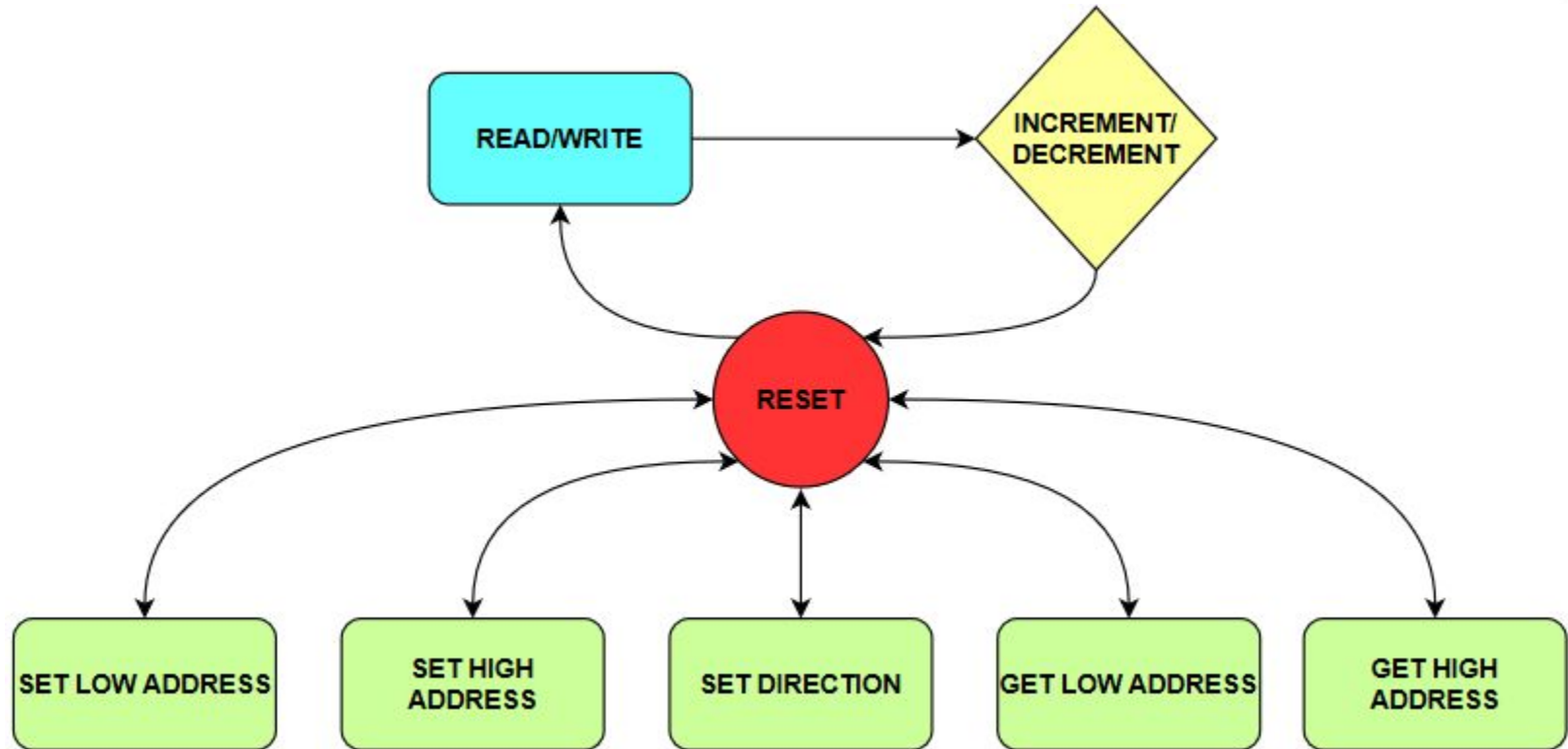


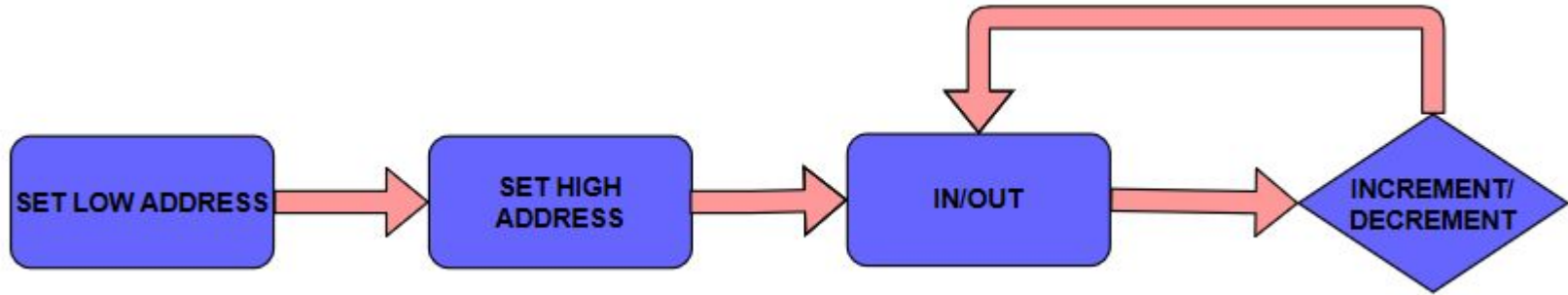
ECE 2031 SRAM Demonstration

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State Machine Overview

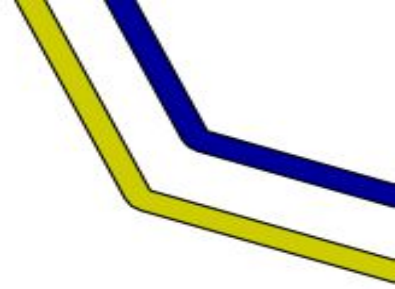


How to Read and Write



- Address must only be set once and then iterates automatically
- User has capability to change whether address increments, decrements, or stays the same
- Only one instruction required to read or write

SIMULATIONS



Future Work

- Implement function to reset all the memory
- Search memory for a particular value and return its memory address
- Reduce the number of states for read or write

Conclusion

- State machine design provided easy way to meet timing requirements
- Disorganization made us miss that we were using an extra signal that was taking time