

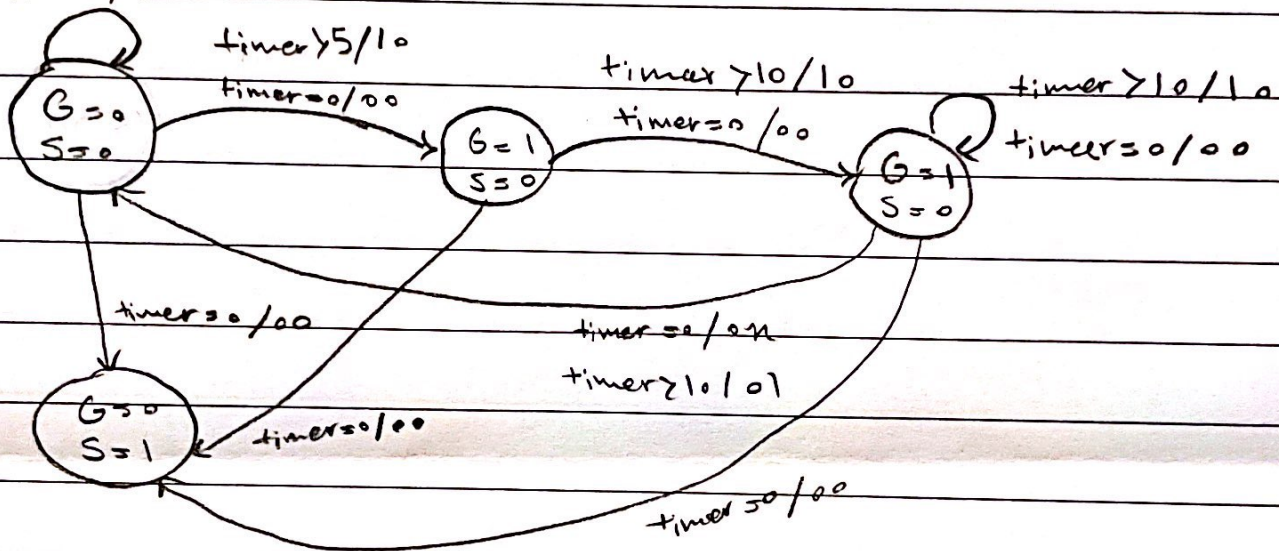
نیلی پتالہ 98522094

$G_0(0 \rightarrow 1)$ { consequently: UP = 1 (10ms), Down = 10'
not ~ : UP = 1 (5ms), Down = 10' }

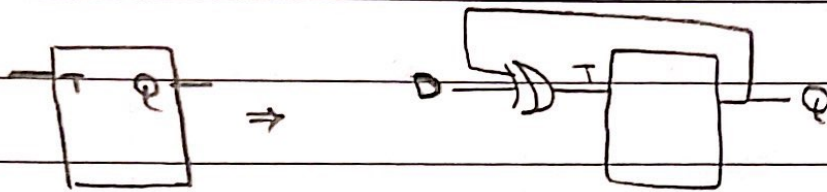
$G_0(0)$ { UP = 10', Down = 1' (10ms)

Stop(0 \rightarrow 1) { UP = 10', Down = 10' }

timer > 10 / 01
timer = 0 / 00

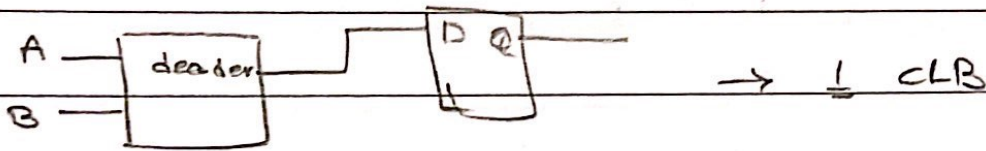


Q3)

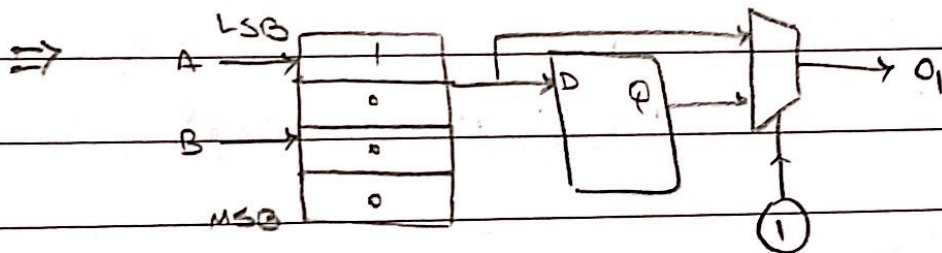


Truth table

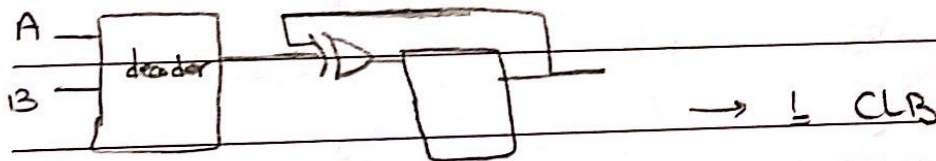
A	B	
0	0	0001
0	1	0010
1	0	0100
1	1	1000



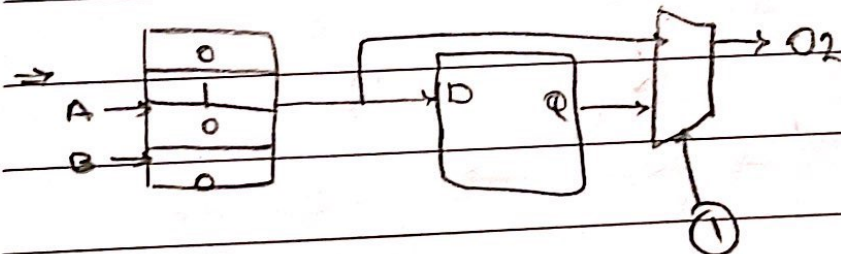
→ 1 CLB



CLB0 = 10001



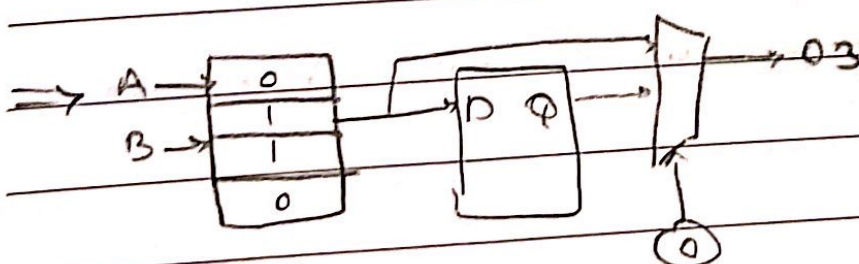
→ 1 CLB



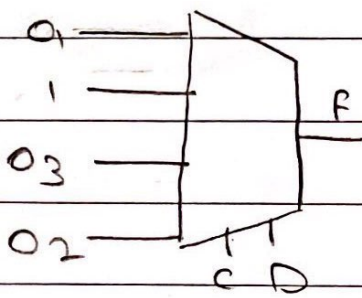
CLB1 = 01001



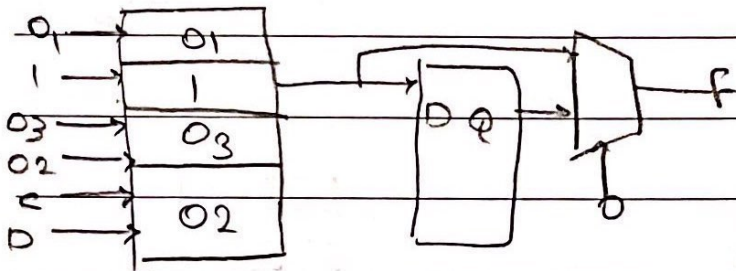
→ 1 CLB



CLB2 = 01100

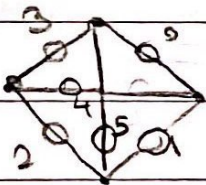


01	1	03	02	C	D
0	1	0	0	0	0
0	1	0	0	0	0
0	1	0	0	0	0
0	1	0	0	0	0



CLB3 =

100011110110001001



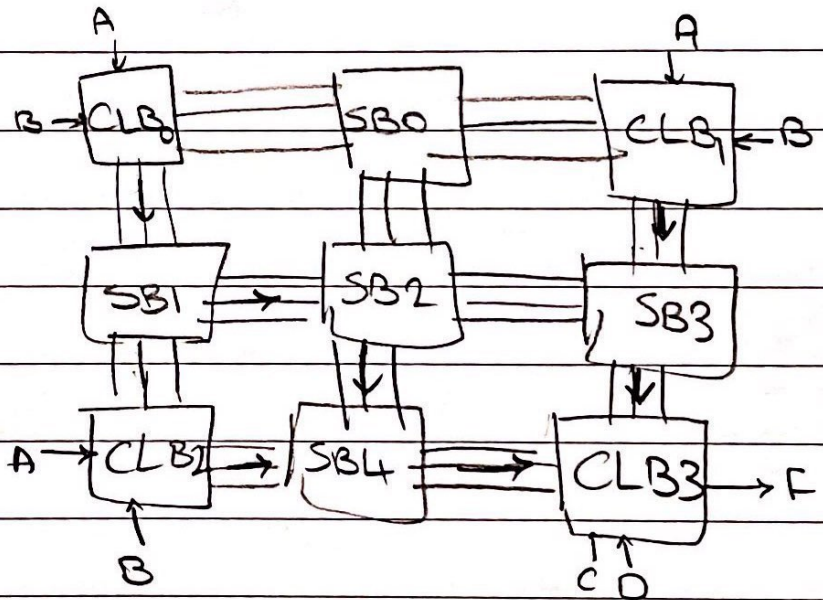
SB3 = 000001

SB4 = 000010

SB1 = 00010

SB2 = 000001

SB0 = 000000



Q4) code1:

$i++ \rightarrow$ non-synthesizable, $i=i+1$

$M[i], A[i], B[i], PS[i] \rightarrow$ Size not set \rightarrow non-synthesizable

code2:

if

else if

\times no else $\times \rightarrow$ might cause problems in synthesis.