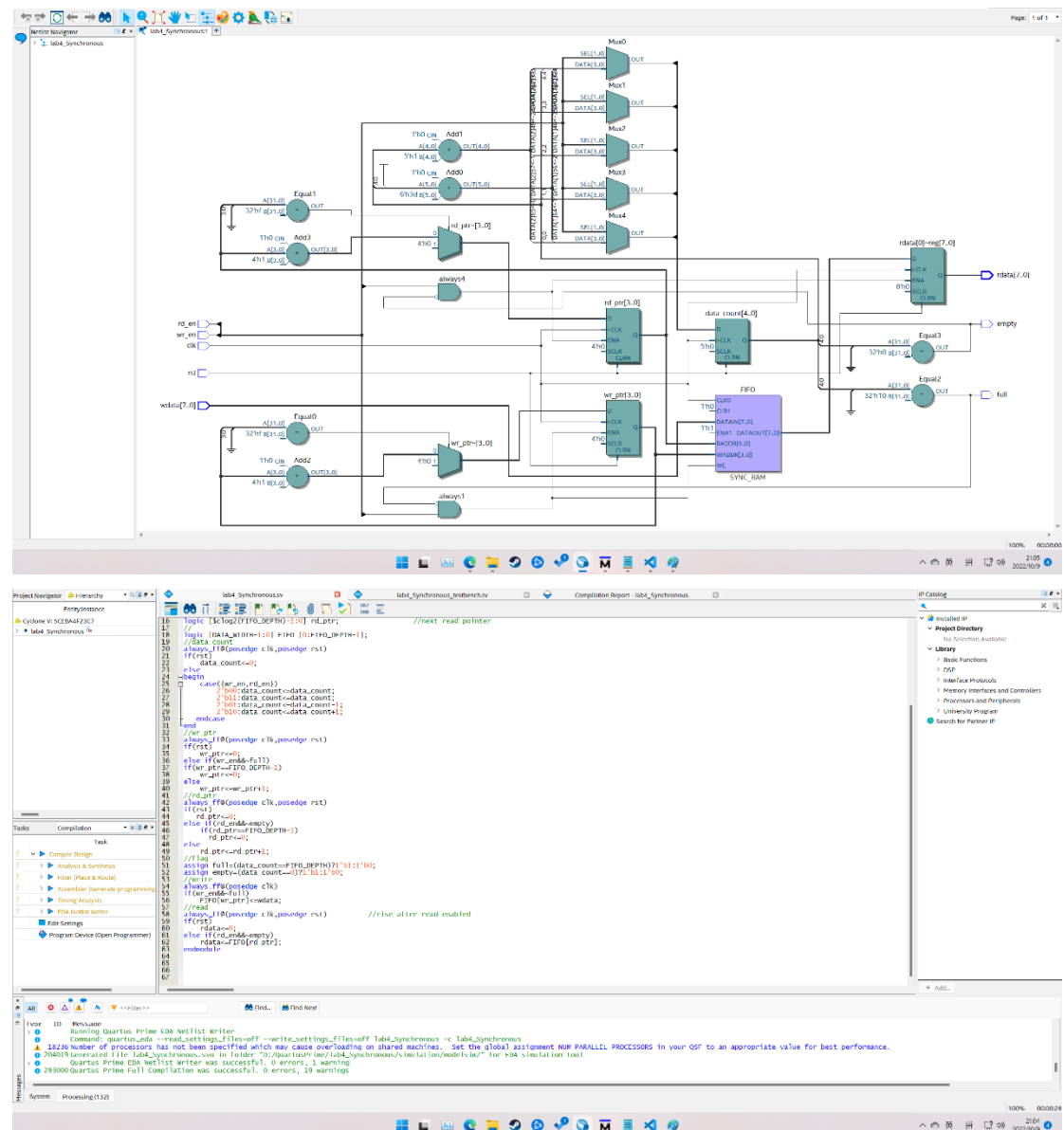
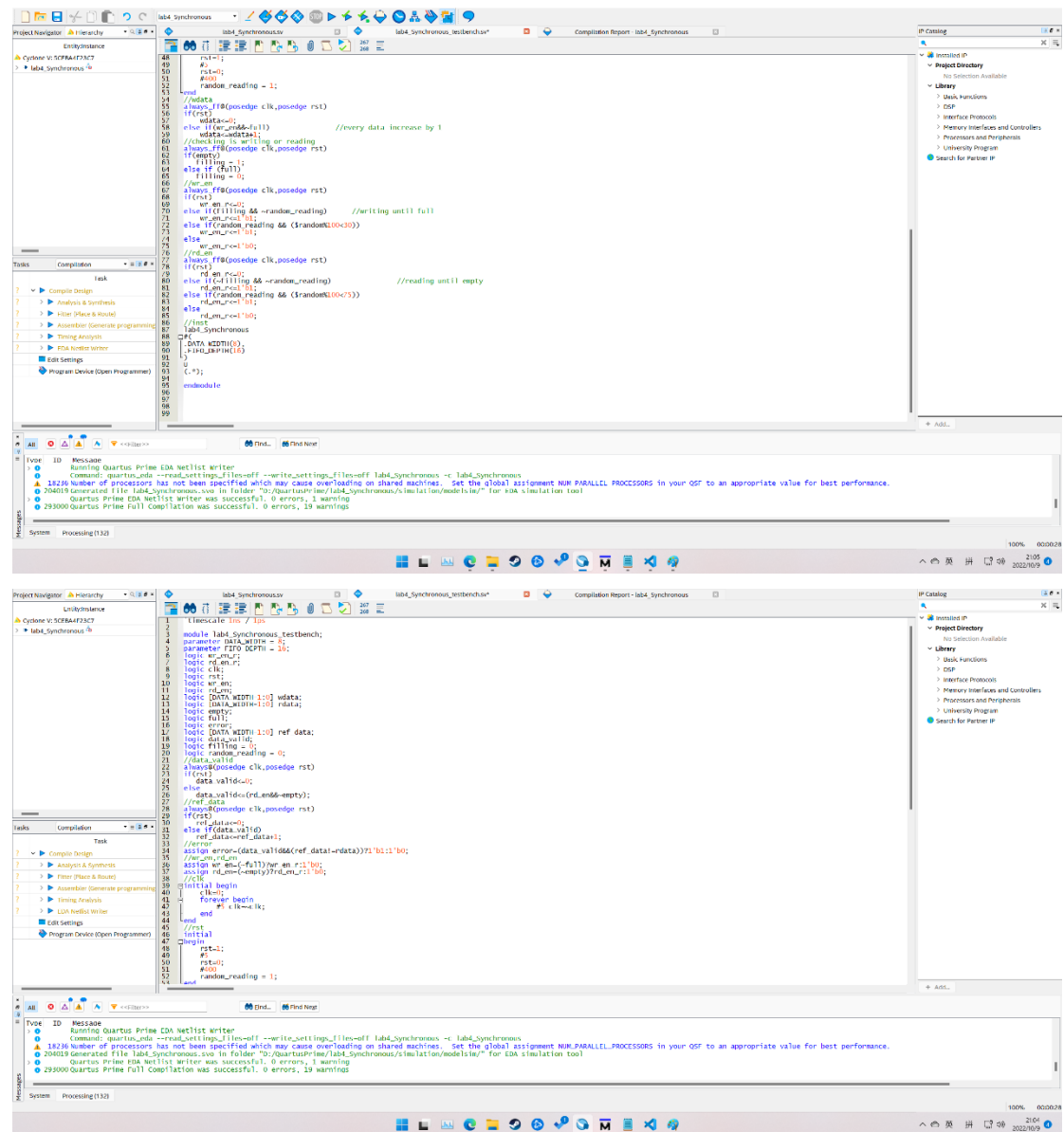


This lab uses 4 hours.

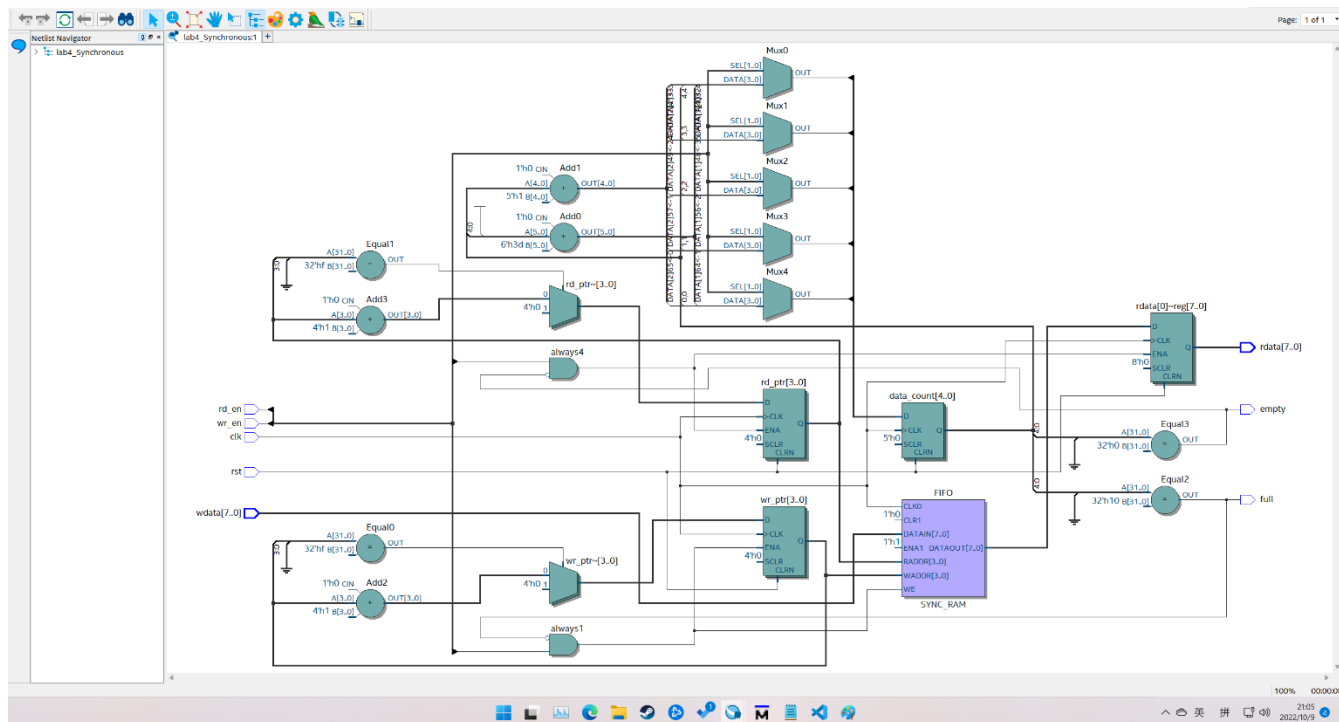
## Synchronous code



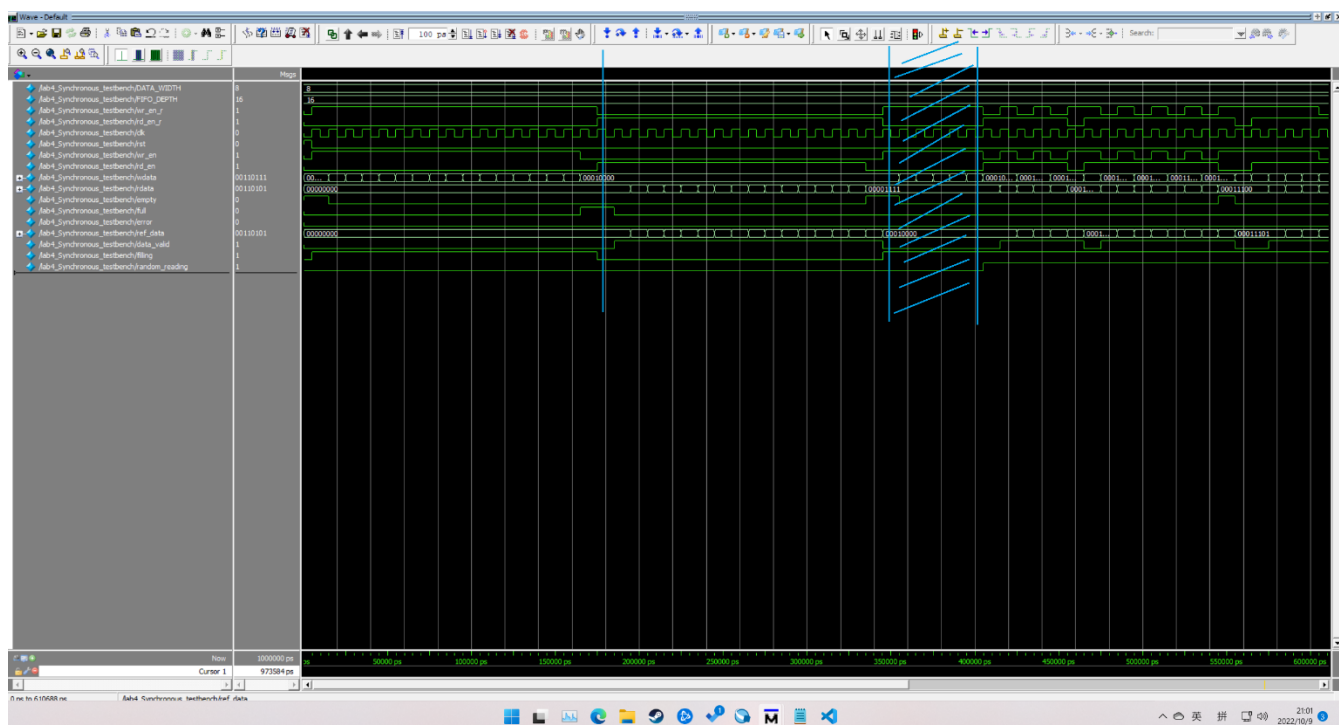
# Synchronous testbench



## Synchronous RTL

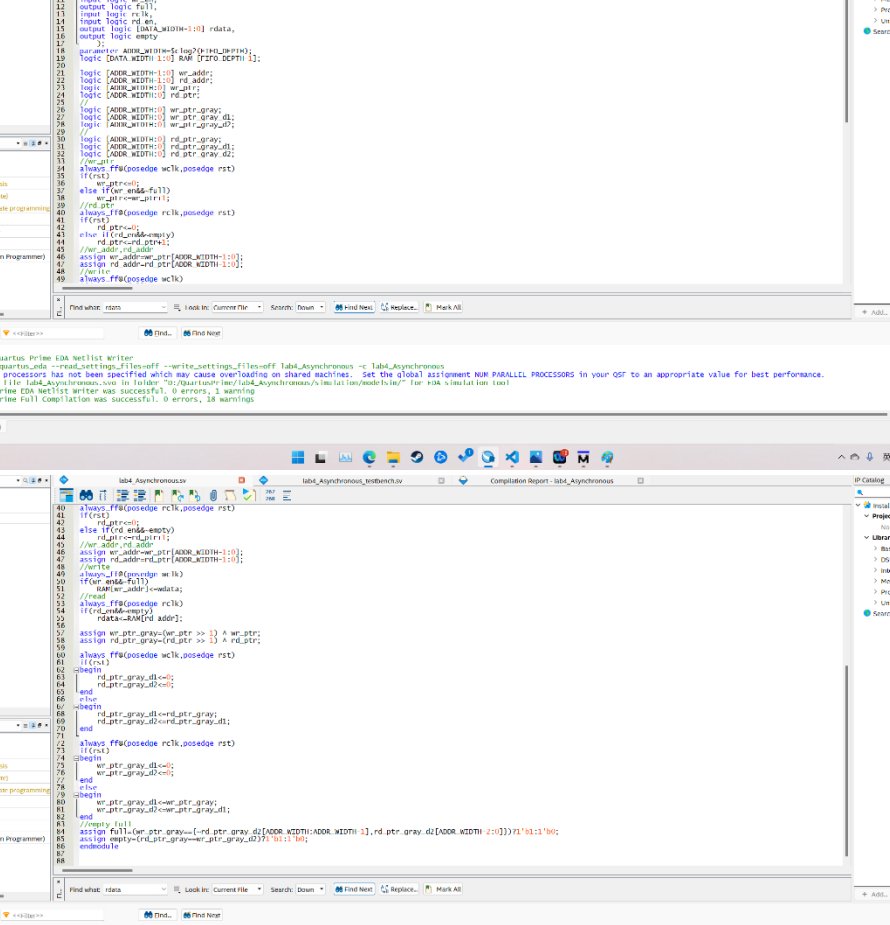


## Synchronous waveform



The first section is let FIFO write from 0 to 16. At first, empty is high, after first data is written, it is low. When data is 16, the FIFO is full, so full is high. Then in the second section, FIFO reads data, from 0 to 16. Then empty is high again. In third section, the FIFO randomly reads and writes. So both read and write would trigger randomly. The waveform is as expected.

## Asynchronous code



The image displays two screenshots of the Quartus Prime IDE interface, showing the process of generating an HDL netlist for a Lab4\_Asyncronous project.

**Top Screenshot:** The main editor window shows the Verilog code for the Lab4\_Asyncronous module. The code defines a module with inputs for data, address, and control signals, and outputs for data, address, and control signals. It includes a parameter for the number of processors (NPROC) and a parameter for the number of processors per bank (NPROC\_PER\_BANK). The code is organized into several blocks, including a data path, an address path, and a control path. The code is compiled, and the compilation progress is shown in the Messages window.

**Bottom Screenshot:** The main editor window shows the Verilog code for the Lab4\_Asyncronous module. The code defines a module with inputs for data, address, and control signals, and outputs for data, address, and control signals. It includes a parameter for the number of processors (NPROC) and a parameter for the number of processors per bank (NPROC\_PER\_BANK). The code is organized into several blocks, including a data path, an address path, and a control path. The code is compiled, and the compilation progress is shown in the Messages window.

# Asynchronous testbench

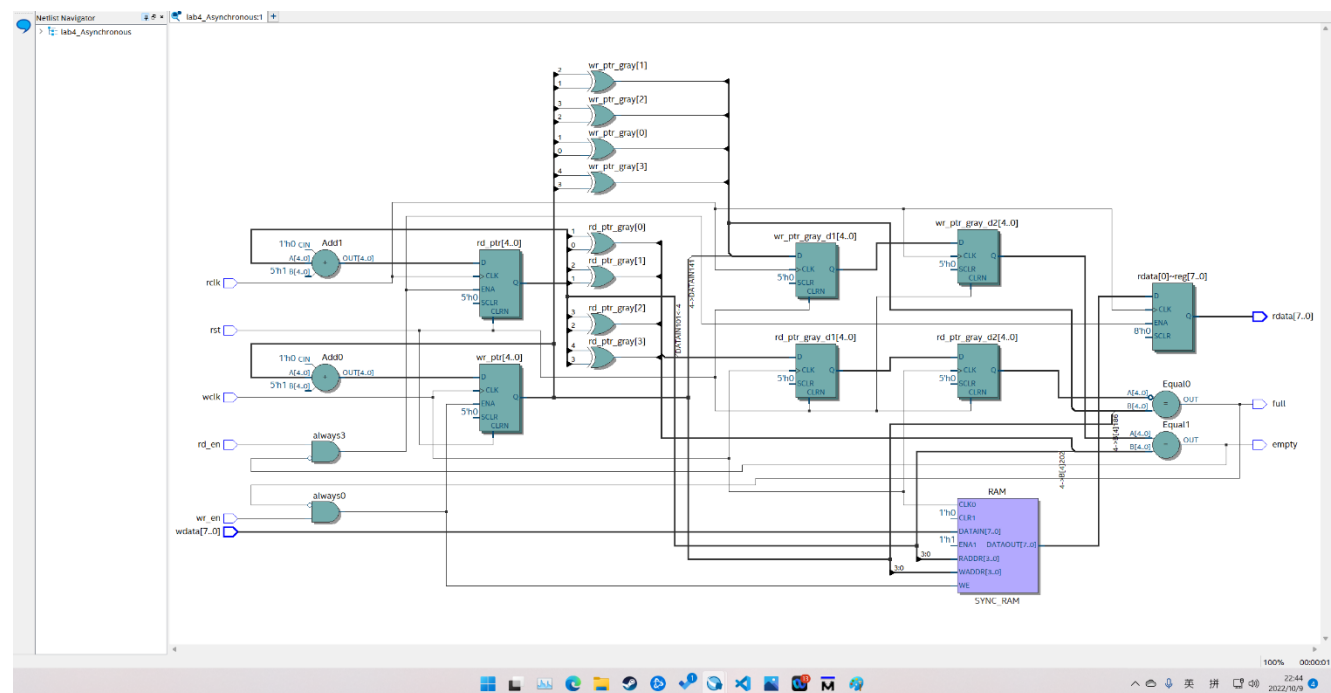
The image displays three sequential screenshots of the Quartus II IDE, illustrating the development of an asynchronous testbench for a 1-bit shift register.

**Top Screenshot:** Shows the initial setup. The `lab4_Asynchrous.v` file is open, containing a Verilog module for a 1-bit shift register. The module has inputs `clk` and `rst`, and outputs `q` and `z`. The testbench `lab4_Asynchrous_testbench.v` is also visible, showing a `timescale 1ns / 10ps` and a `module lab4_Asynchrous_testbench` that instantiates the shift register module. The Messages window shows the compilation results, indicating that the Quartus Prime EDA testbench writer was successful.

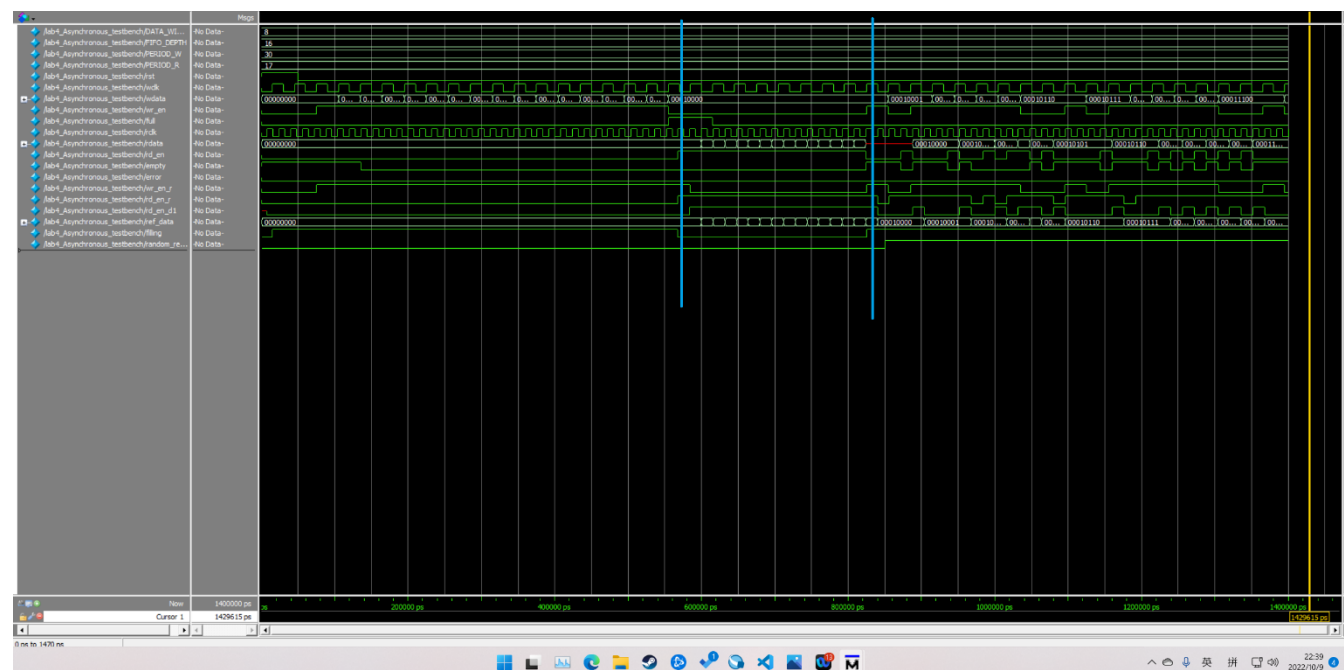
**Middle Screenshot:** Shows the testbench code being modified. The `lab4_Asynchrous_testbench.v` file is open, and the `initial` block is being edited. The code includes a `random_reading` variable and a `random_reading` signal. The Messages window shows the compilation results, indicating that the Quartus Prime EDA testbench writer was successful.

**Bottom Screenshot:** Shows the final testbench code. The `lab4_Asynchrous_testbench.v` file is open, and the `initial` block is being edited. The code includes a `random_reading` variable and a `random_reading` signal. The Messages window shows the compilation results, indicating that the Quartus Prime EDA testbench writer was successful.

## Asynchronous RTL



## Asynchronous waveform



The full and empty is same as synchronous. Asynchronous focus on different clock in reading and writing. This uses grey code. Gray code pointers that are synchronized into the opposite clock domain before generating synchronous FIFO full or empty status signals. The three sections are writing until full, reading until empty, and reading and writing randomly. The waveform is as expected.