

Practical 5

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```
library IEEE;
```

```
use IEEE.STD_LOGIC_1164.ALL;
```

```
use IEEE.STD_LOGIC_arith.ALL;
```

```
use IEEE.STD_LOGIC_unsigned.ALL;
```

```
entity LCD123 is
```

```
    Port ( rst : in std_logic;
```

```
          clk : in std_logic;
```

```
          rs : out std_logic;
```

```
          en : out std_logic;
```

```
          rw:out      std_logic;
```

```
          data : out std_logic_vector(7 downto 0));
```

```
end LCD123;
```

```
architecture Behavioral of LCD123 is
```

```
    signal clk1 : std_logic;
```

```
    type state_type is (s0,s1,s2,s3,s4,s5,s6,s7,s8,s9,s10,s11,s12,s13,s14,s15,s16,s17,s18,s19);
```

```
    signal state      : state_type;
```

```
    signal count:std_logic_vector(22 downto 0);
```

```
    begin
```

```

        rw<='0'        ;

process(rst,clk)
begin
    if( clk'event and clk ='1')then
        count<=count+1;

        end if;

        clk1<=count(20);
    end process;
----- state and output  decoding process

process(clk1, rst)
begin
    if( rst='1')then
        data<="00000000";
        state<=s0;
    elsif(clk1'event and clk1='1' )then

        case state is

when s0      =>rs <='0';

                                en<='1';

                                data  <= "00110000";           -- function set
                                state<=s1;

when s1      =>en<='0';

                                state<=s2;

```

```

when s2    =>rs <='0';

                                en<='1';

                                data  <= "00001111";          -- cursor blinking

                                state<=s3;

when s3    =>en<='0';

                                state<=s4;

when s4    =>rs <='0';

                                en<='1';

                                data  <= "00000001";          -- clear LCD

                                state<=s5;

when s5    =>en<='0';

                                state<=s6;

when s6    =>rs <='0';

                                en<='1';

                                data  <= "10000100";          -- Cursor position

                                state<=s7;

when s7    =>en<='0';

                                state<=s8;

when s8    =>rs <='1';

                                en<='1';

```

```

data    <= "01010011";           -- Binary value of S
state<=s9;

when s9    =>en<='0';

state<=s10;

when s10    =>rs<='1';

en<='1';

data    <= "01001011";           -- Binary value of K
state<=s11;

when s11    =>en<='0';

state<=s12;

when s12    =>rs<='1';

en<='1';

data    <= "01001110";           -- Binary value of N
state<=s13;

when s13    =>en<='0';

state<=s14;

when s14    =>rs<='1';

en<='1';

data    <= "01000011";           -- Binary value of C

state<=s15;

when s15    =>en<='0';

```

```

state<=s16;

when s16    =>rs<='1';

                en<='1';
data    <= "01001111";           -- Binary value of O
                state<=s17;

when s17    =>en<='0';

                state<=s18;

when s18    =>rs<='1';

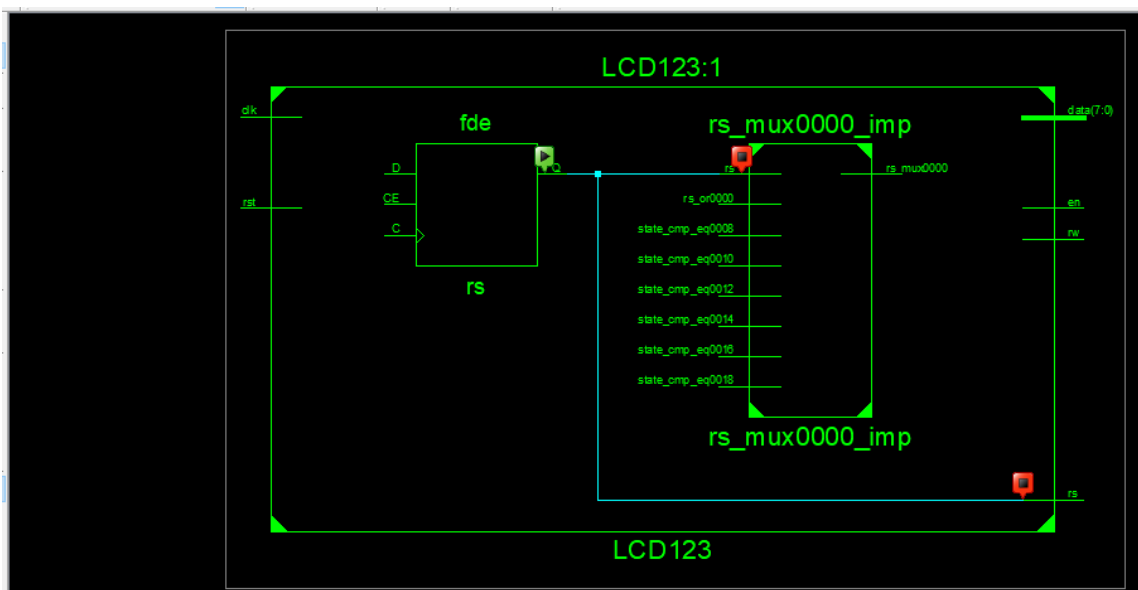
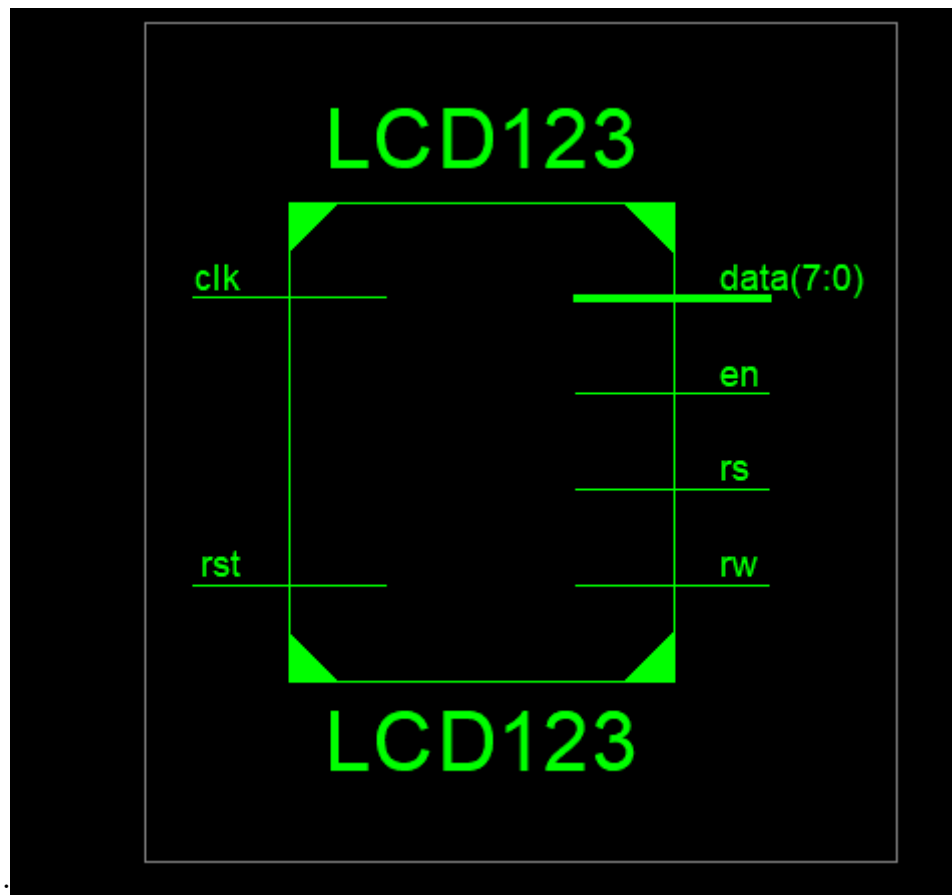
                en<='1';
data    <= "01000101";           -- Binary value of E
                state<=s19;

when s19    =>en<='0';

                state<=s0;
                when others=>state<=s0;
                end case;
                end if;
                end Process;

end Behavioral

```



```
LIBRARY ieee;
```

```
USE ieee.std_logic_1164.ALL;
```

```
ENTITY SSS IS
```

```
END SSS;
```

```
ARCHITECTURE behavior OF SSS IS
```

```
-- Component Declaration for the Unit Under Test (UUT)
```

```
COMPONENT LCD123
```

```
PORT(
```

```
    rst : IN  std_logic;
```

```
    clk : IN  std_logic;
```

```
    rs : OUT  std_logic;
```

```
    en : OUT  std_logic;
```

```
    rw : OUT  std_logic;
```

```
    data : OUT  std_logic_vector(7 downto 0)
```

```
);
```

```
END COMPONENT;
```

```
--Inputs
```

```
signal rst : std_logic := '0';
```

```
signal clk : std_logic := '0';
```

```
--Outputs
```

```
signal rs : std_logic;  
signal en : std_logic;  
signal rw : std_logic;  
signal data : std_logic_vector(7 downto 0);
```

```
-- Clock period definitions
```

```
constant clk_period : time := 10 ns;
```

```
BEGIN
```

```
    -- Instantiate the Unit Under Test (UUT)
```

```
uut: LCD123 PORT MAP (
```

```
    rst => rst,
```

```
    clk => clk,
```

```
    rs => rs,
```

```
    en => en,
```

```
    rw => rw,
```

```
    data => data
```

```
);
```

```
-- Clock process definitions
```

```
clk_process :process
```

```
begin
```

```
    rst <= '1';
```

```
    wait for 100 ns;
```

```
    rst <= '0';
```

```
    wait for 100 ns;
```



```
end process;
```

```
-- Stimulus process
```

```
stim_proc: process
```

```
begin
```

```
-- hold reset state for 100 ns.
```

```
wait for 100 ns;
```

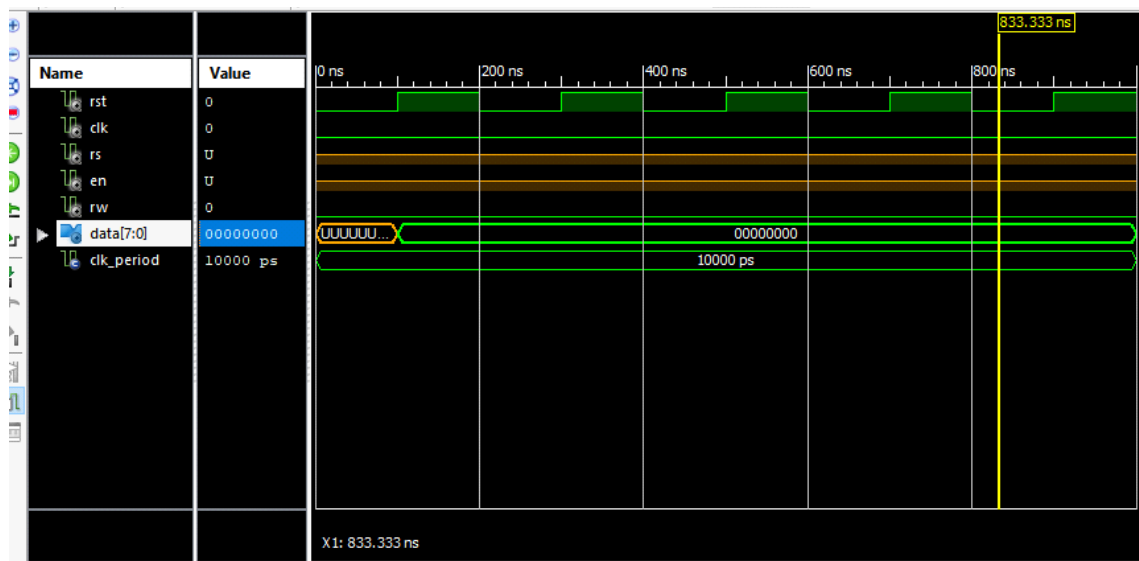
```
wait for clk_period*10;
```

```
-- insert stimulus here
```

```
wait;
```

```
end process;
```

```
END;
```



UCF FILE

```
net clk loc=p183;  
net rst loc=p102;  
net data(0) loc=p62;  
net data(1) loc=p63;  
net data(2) loc=p64;  
net data(3) loc=p65;  
net data(4) loc=p67;  
net data(5) loc=p68;  
net data(6) loc=p71;  
net data(7) loc=p72;  
net en loc=p61;  
net rw loc=p58;  
net rs loc=p57;
```