ECE 571 Spring 2015 Homework 4

Design and implement in SystemVerilog a finite state machine to implement the control logic for a mass transit ticket vending machine. The state machine should be implemented as a one-hot Moore machine and utilize SystemVerilog constructs wherever reasonable.

The vending machine dispenses transit tickets valid for one week of travel at a cost of \$40. The system accepts \$20 and \$10 bills (all other bills are rejected). The machine has two indicator lights: one to show that the system is ready to begin a transaction, and one to show that additional bills must be inserted to reach \$40.

The system has two inputs: Twenty and Ten which are one when a \$20 bill and a \$10 bill have been inserted respectively. Once a total of \$40 has been inserted, the machine dispenses a ticket. If more than \$40 is inserted change is returned. There are four outputs: Ready (to turn on the LED to indicate the system is ready to begin a transaction), Dispense (to dispense a ticket when \$40 has been inserted), ReturnTen returns a ten doller bill to make change, and Bill (to turn on the LED to indicate the system is awaiting additional bills because \$40 has not yet been inserted).

Create a testbench to verify your design. Keep track of all states the FSM has been in and at the end of simulation report any states that were never entered. Demonstate that this works.

Submit:

- State transition diagram and table with states, inputs, and outputs labeled
- SystemVerilog code for your FSM
- SystemVerilog code for your testbench
- Results of running your testbench

In summary, the system has the following inputs:

Signal	Meaning
Ten	A ten dollar bill has been inserted
Twenty	A twenty dollar bill has been inserted

The outputs are:

Signal	Meaning
Ready	To turn on green ready LED
Bill	To turn on red LED to indicate more money is needed
Dispense	To dispense a ticket
ReturnTen	To return a ten dollar bill in change