CEG3155: DGD 3

Questions

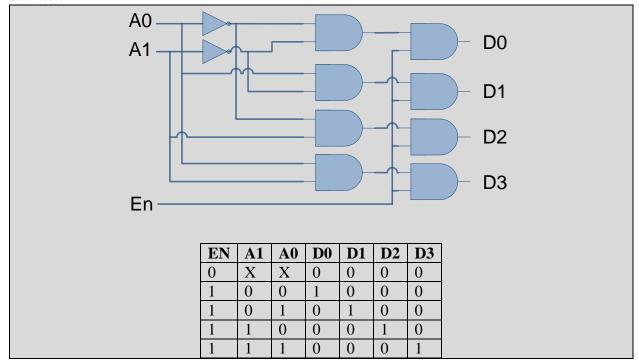
Question 1

- a) Convert the structural VHDL code shown below into schematic.
- b) Fill the truth table for the schematic from part a).

```
-- 2-to-4 Line Decoder; structural VHDL Description
 2
      library ieee;
      use ieee.std logic 1164.all
 4
    entity decoder_2_4_w_enable is port(
 5
 6
          port(
 7
              EN, A0, A1 : in std_logic;
 8
              DO, D1, D2, D3 : out std logic
 9
10
     end decoder_2_to_4_w_enable;
11
12
    architecture structural1_1 of decoder_2_to_4_w_enable is
13
          component NOT1
14
              port(
15
                  in1: in std_logic;
16
                  out1: out std logic
17
18
          end component;
19
20
          component AND2
21
              port(
22
                  in1, in2: in std logic;
23
                  out1: out std_logic
24
              );
25
          end component;
26
27
          signal A0_n, A1_n, N0, N1, N2, N3: std_logic;
28
29
              g0: NOT1 port map (in1 => A0, out1 => A0_n);
30
              g1: NOT1 port map (in1 => A1, out1 => A1_n);
31
              g2: AND2 port map (in1 => A0_n, in2 => A1_n, out1 => N0);
32
              g3: AND2 port map (in1 => A0, in2 => A1_n, out1 => N1);
33
              g4: AND2 port map (in1 => A0 n, in2 => A1, out1 => N2);
34
              g5: AND2 port map (in1 => A0, in2 => A1, out1 => N3);
35
              g6: AND2 port map (in1 =>EN, in2 => N0, out1 => D0);
36
              g7: AND2 port map (in1 => EN, in2 => N1, out1 => D1);
37
              g8: AND2 port map (in1 => EN, in2 => N2, out1 => D2);
              g9: AND2 port map (in1 => EN, in2 => N3, out1 => D3);
39
     end structural_1;
40
```

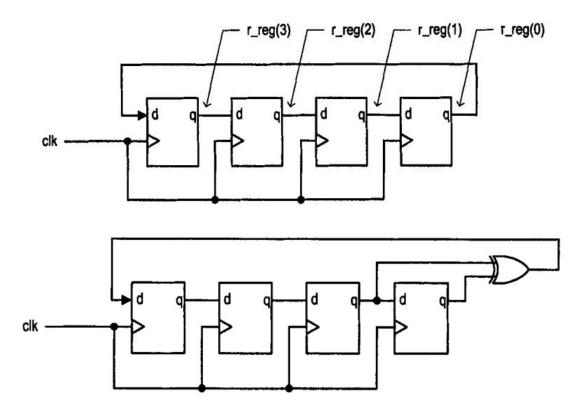
EN	A1	A0	D 0	D1	D2	D3

Solution



Question 2

Assume the initial value of the counters is "1000". How many different states each counter performs?

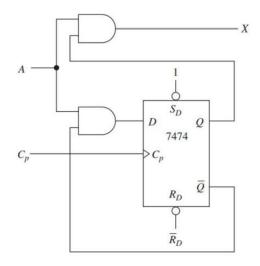


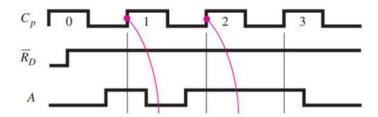
Solution

- a) $1000 \rightarrow 0100 \rightarrow 0010 \rightarrow 1001 \rightarrow 1100 \rightarrow 0110 \rightarrow 1011 \rightarrow 0101 \rightarrow 1010 \rightarrow 1101 \rightarrow 1110 \rightarrow 1111 \rightarrow 0111 \rightarrow 0001 \rightarrow 1000 (15 states).$
- b) $1000 \rightarrow 0100 \rightarrow 0010 \rightarrow 0001 \rightarrow 1000 (4 \text{ states}).$

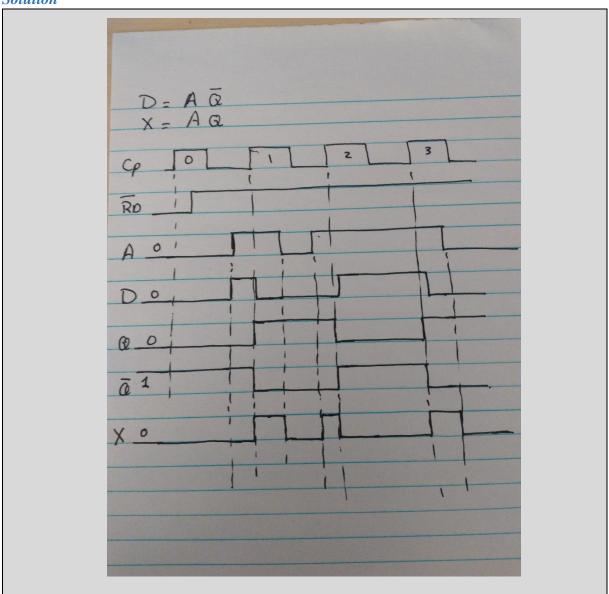
Question 3

The D flip-flop shown in figure below is a positive edge-triggered flip-flop. For given waveforms at the input, sketch D, Q and X.



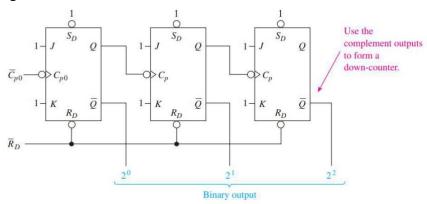


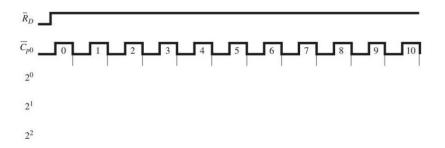
Solution



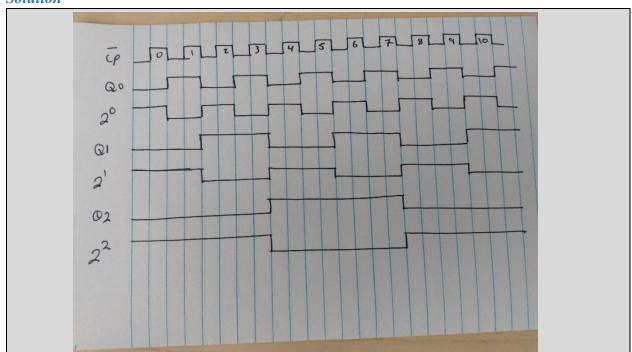
Question 4

Draw timing diagrams for the counter below:





Solution



Question 5 (Chu 4.6)

We wish to design a shift-left circuit manually. The inputs include a, which is an 8-bit signal to be shifted, and ctrl, which is a 3-bit signal specifying the amount to be shifted. Both are with the std_logic_vector data type. The output y is an 8-bit signal with the std_logic_vector data type. Use concurrent signal assignment statements to derive the circuit and draw the conceptual diagram.

Solution

```
library ieee;
2
     use ieee.std logic 1164.all;
3
4
    entity shift left is
5
        port(
           a: in std logic vector (7 downto 0);
 6
7
           ctrl: in std logic vector(2 downto 0);
8
           y: out std_logic_vector(7 downto 0)
9
        );
10
    end shift left;
11
12
     architecture beh arch of shift left is
13
    □begin
14
        with ctrl select
15
           y <= a
                                         when "000",
16
                a(6 downto 0) & "0"
                                         when "001",
                a(5 downto 0) & "00"
17
                                         when "010",
                a(4 downto 0) & "000"
                                         when "011",
18
19
                a(3 downto 0) & "0000"
                                         when "100",
20
                a(2 downto 0) & "00000"
                                         when "101",
21
                a(1 downto 0) & "000000" when "110",
                a(0) & "0000000"
22
                                         when others; -- 111
23
     end beh arch ;
```