CPEN 211 Introduction to Microcomputers, 2017 Lab Proficiency Test #2

Question 1 [3 marks]: Create a file named "q1.v" and inside it write synthesizable Verilog that implements the finite state machine illustrated in the figure below. Like the examples in class, state transitions occur on the rising edge of input "c1k" and the reset is synchronous. Transitions from a state to itself are not explicitly shown. The condition for an unlabeled edge is always true. The input "in" is 2-bits wide. The output "out" is 2-bits wide. The output for each state is shown in square brackets. For example, when in state A, out should be 01, and if in is 11, then the next state should be B. The auto grader used to mark your answer will assume your top-level module is called "top_module" with inputs "clk", "reset" and "in", output "out", and that "top_module" is declared as follows:

module top_module(clk,reset,in,out);

Your q1.v file must include definitions for any modules instantiated inside top_module (even those from the slides or textbook). Upload your Verilog file named "q1.v" via the "Lab Proficiency Test #2" assignment on Connect before 6:50 pm as the submission site closes at exactly 6:50 pm. Do NOT "zip" your submission. The file you upload for this question must be called "q1.v" or the autograder script will not mark it.

Your solution will get zero if any of the following are true:

- 1. Your last "Lab Proficiency Test #2" attempt on Connect does not include "q1.v",
- 2. Your q1.v file does not compile using ModelSim (e.g., due to syntax errors),
- 3. Your q1.v file does not contain a module called top_module with inputs/outputs as above,
- 4. Your top_module cannot be simulated (e.g., due to missing module definitions in q1.v),
- 5. The Verilog used by your top module is not synthesizable by Quartus.
- 6. The Verilog used by your top module has inferred latches.
- 7. Your top_module output "out" does not exactly match the output of the state machine below for some sequence of values for inputs "clk", "reset" and "in".

