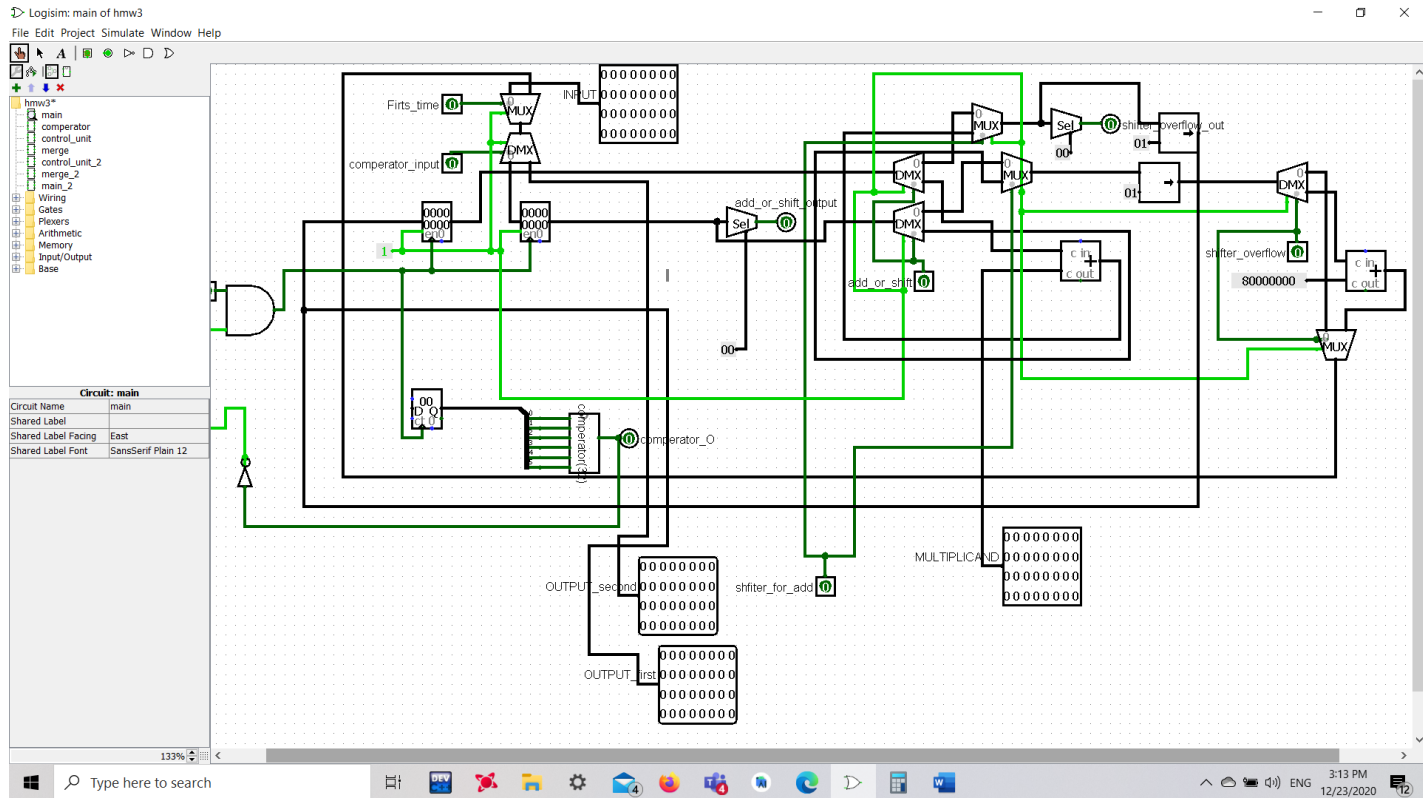
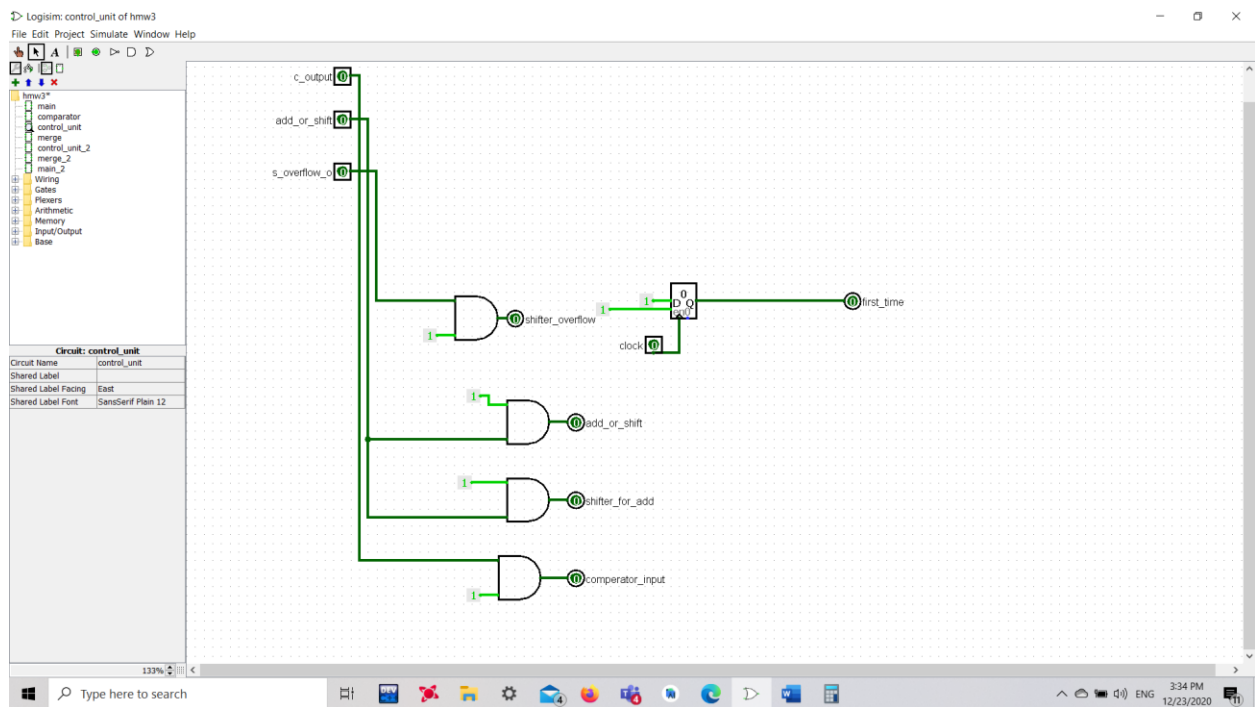


DATAPATH

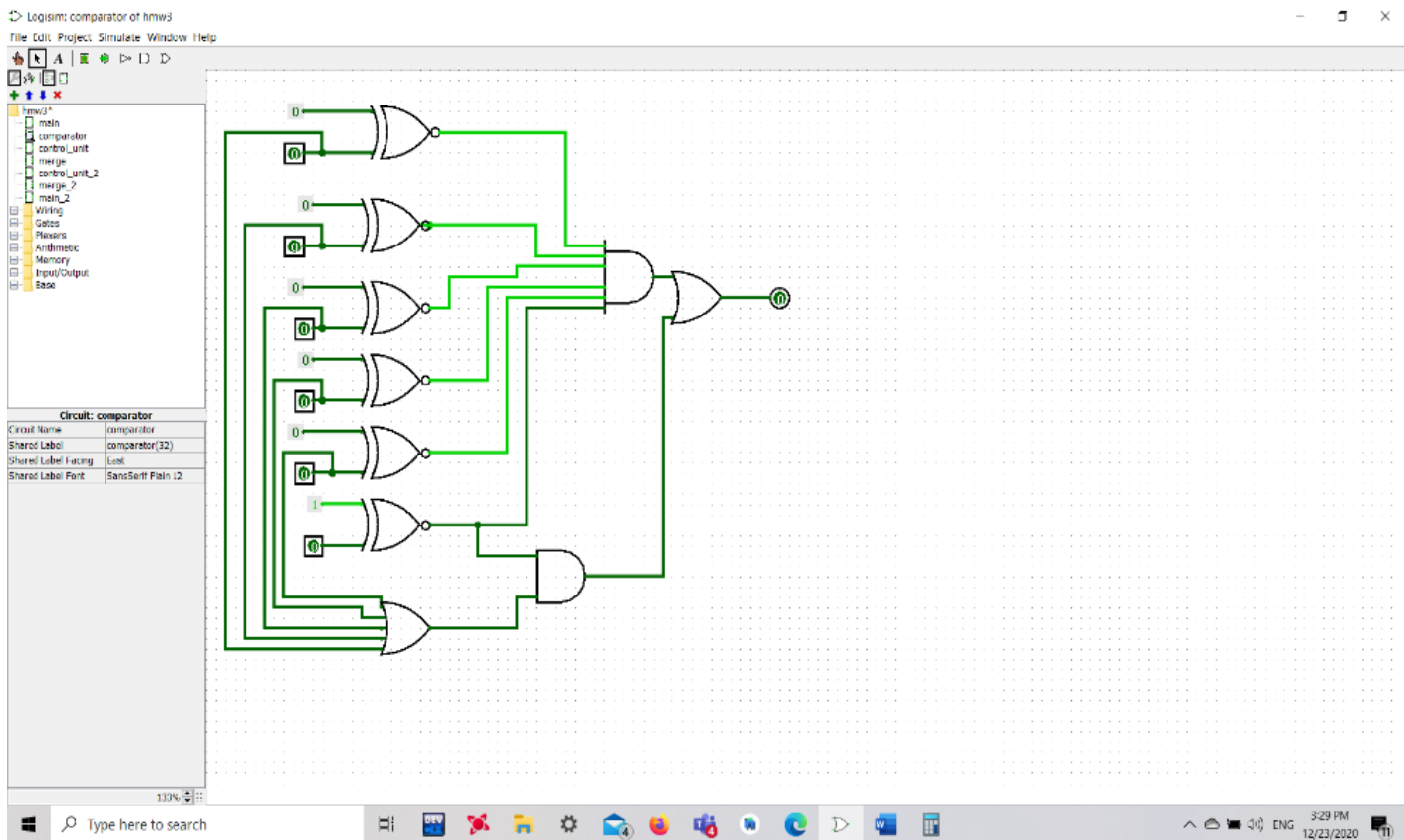


Control Unit

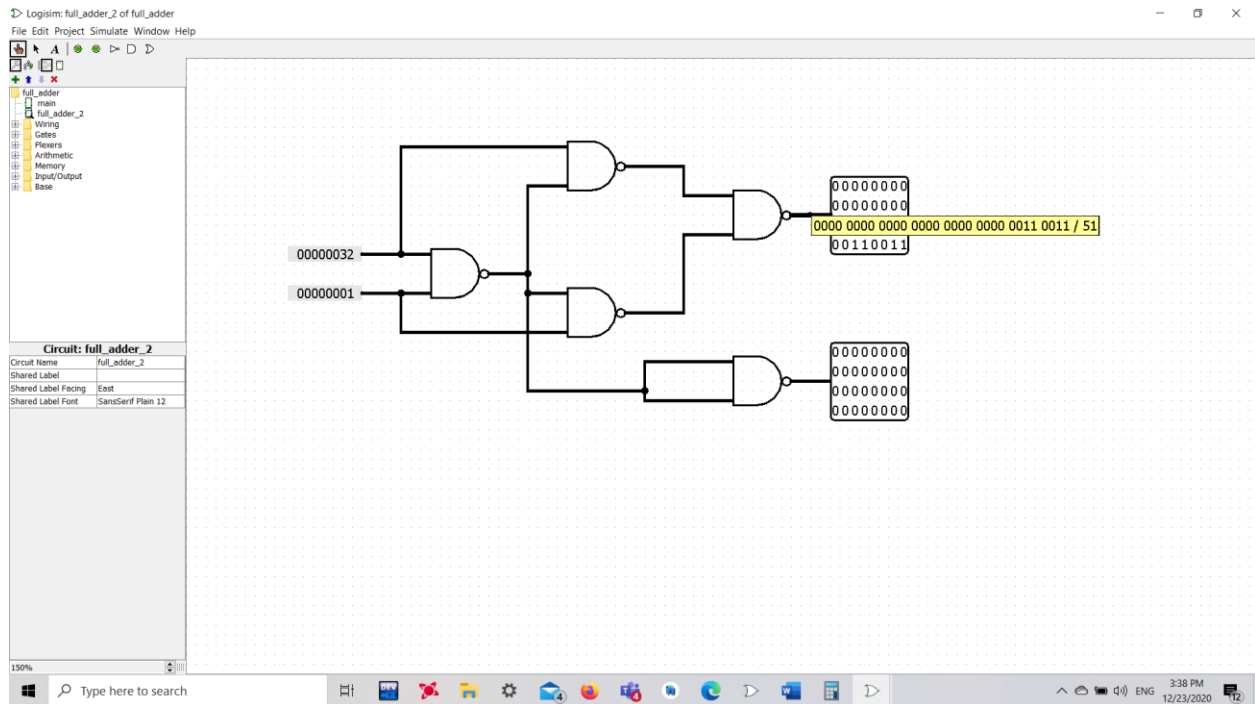


Bonus:

Comparator



Full_adder



DATAPATH:

Firs_time:

Buradaki datapati basitce aciklamak gerekirse first time 0 iken sayi registira yuklenir.

Sonra first time 1 olur.

Add_or_shift_output=0 :

Eger sayinin LSB'si 0 ise hem register 2(resimde soldaki) hem register 1 shift edilir(ikiside 32 bit).

Add_or_shift_input = 0

Shifter_for_add = 0

Add_or_shift_output=1:

Eger sayinin LSB'si 1 ise reg 1 multiplicand ile toplanir sonra iki register da shift edilir.

Shifter_overflow_out=0:

Sifir olmasi eger shift edilecekse overflow olmadigi anlamina gelir.

ornek:

now:

1000 0000 0000 0000 0000 0000 0000 0000 (reg1)

1000 0000 0000 0000 0000 0000 0000 0000 (reg2)

Next: (overflow yok sadece sifir geliyo)

0100 0000 0000 0000 0000 0000 0000 0000 (reg1)

0100 0000 0000 0000 0000 0000 0000 0000 (reg2)

Shifter_overflow_out=1:

Sifir olmasi eger shift edilecekse overflow oldugu anlamina gelir.

ornek:

now: (overflow var buyuk sayinin lsb'si 1 kucuk sayinin msb'sine kaymali)

1000 0000 0000 0000 0000 0000 0000 0001 (reg1)

1000 0000 0000 0000 0000 0000 0000 0000 (reg2)

next:

0100 0000 0000 0000 0000 0000 0000 0000 (reg1)

1100 0000 0000 0000 0000 0000 0000 0000 (reg2)

Comparator_o:

Bu output counter 32 ve 32'den büyük olursa comparator_inputu 1 yapar. Sonucu registra basar.

Bonus: (Comparator kendi tasarimim) -> kullanildi calisiyor.

Adder:(kendi tasarimim)-> kullanilmadi ama testleri gecti calisiyor.

Clock:

Burada sekile dikkatle bakilrsa counter 32 saydiktan sonra eksilere indigi icin comparator_o'yu not gate'dan gecirip clockla andledik boylece sonuc ekranda sabit bi sekilde kaliyor.

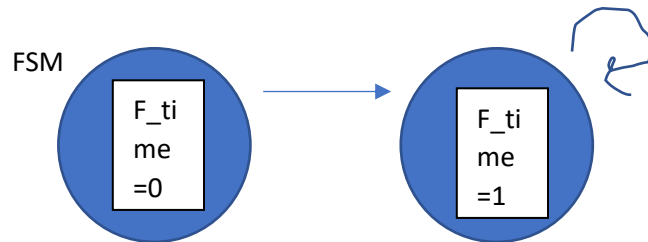
CONTROL_UNIT:

Combinational part:

Sekilden anlasilacagi uzere burada add_or_shift,c_output,s_overflow_out gibi inputlarimiz var bunlari and gate'lerde sokup outputlara verdik burada sequential bi durum yok.

Sequencil part:

Buradaki first_time input'umuz sequential calismaktadir tasarimi asagidadir.



Truth table:

PS		NS	
S0		V0	F_TIME
0		1	0
1		1	1

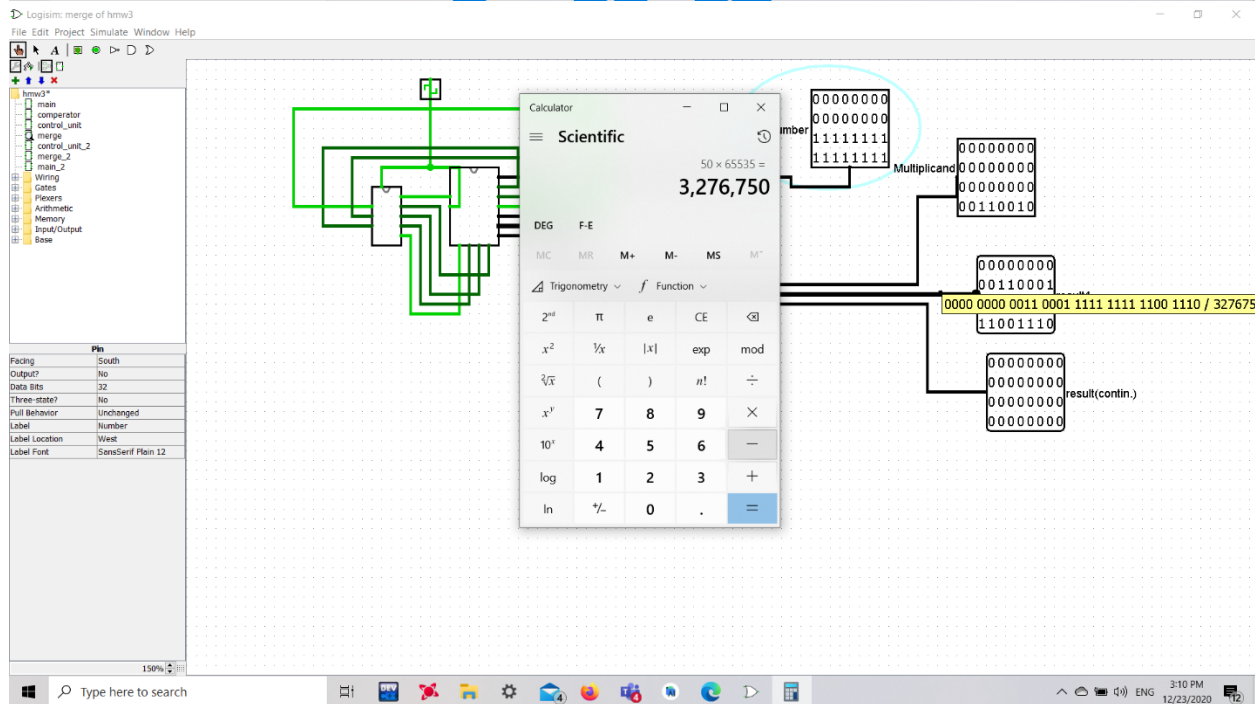
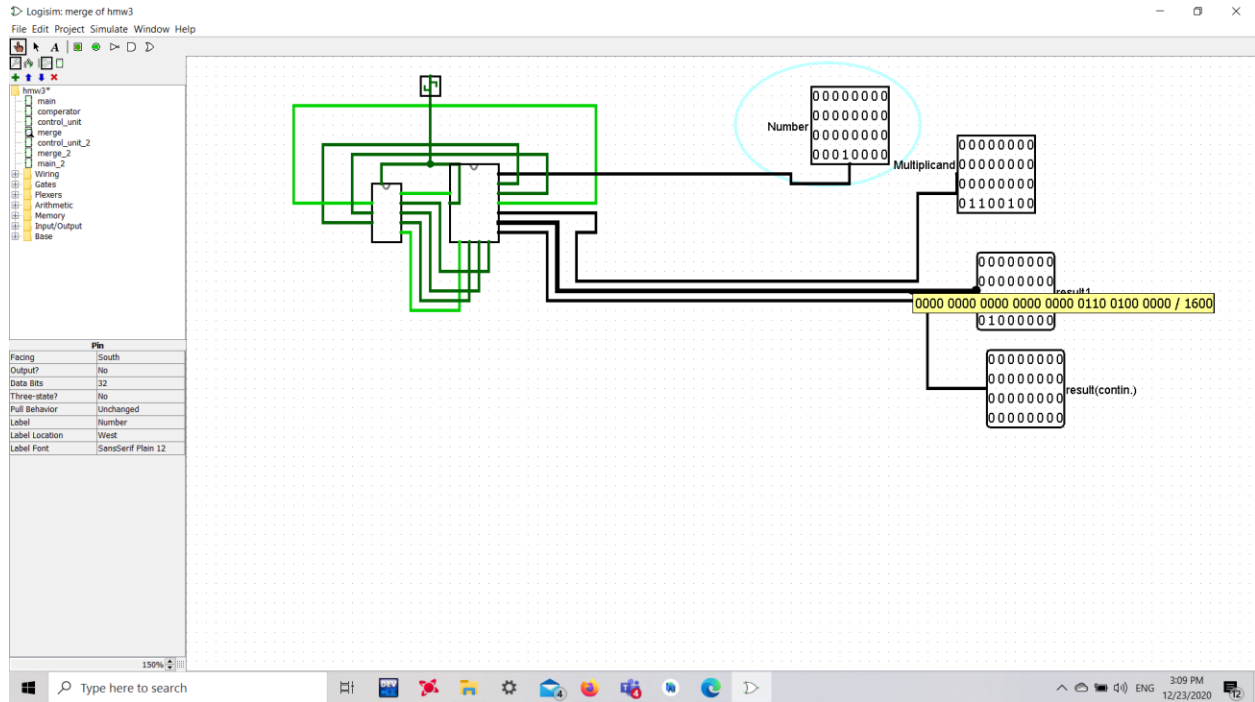
V0= 1

F_TIME=s0

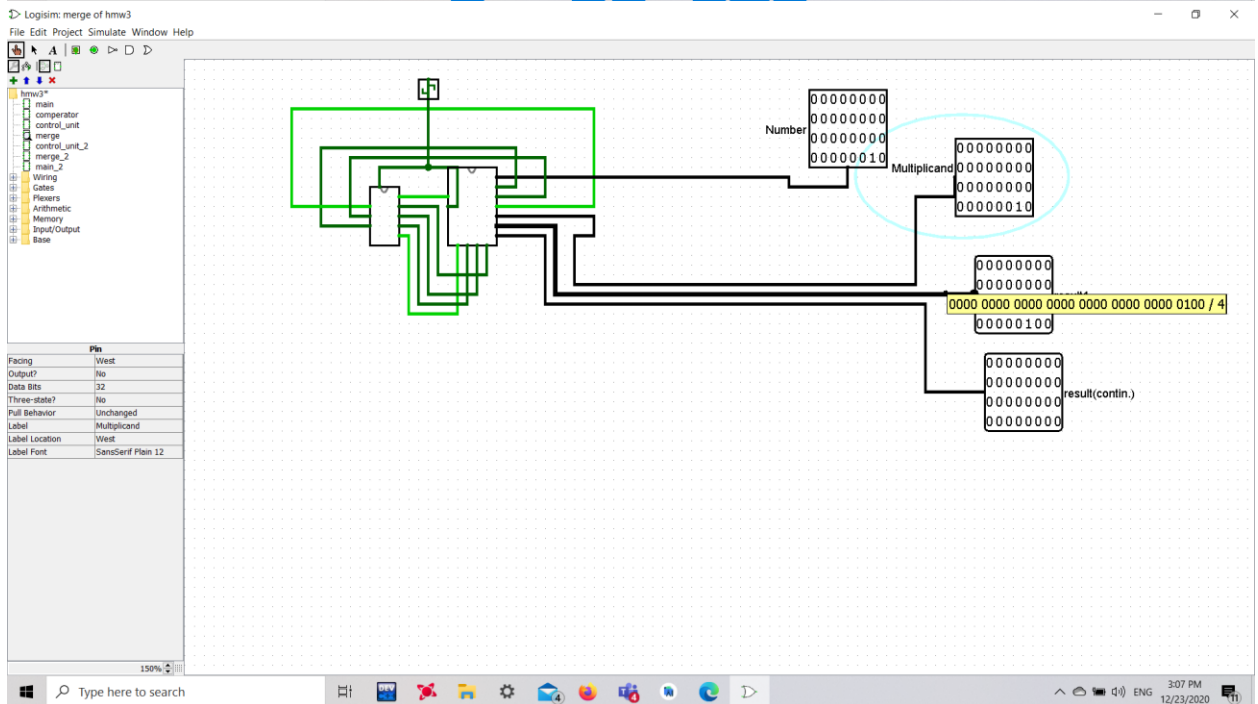
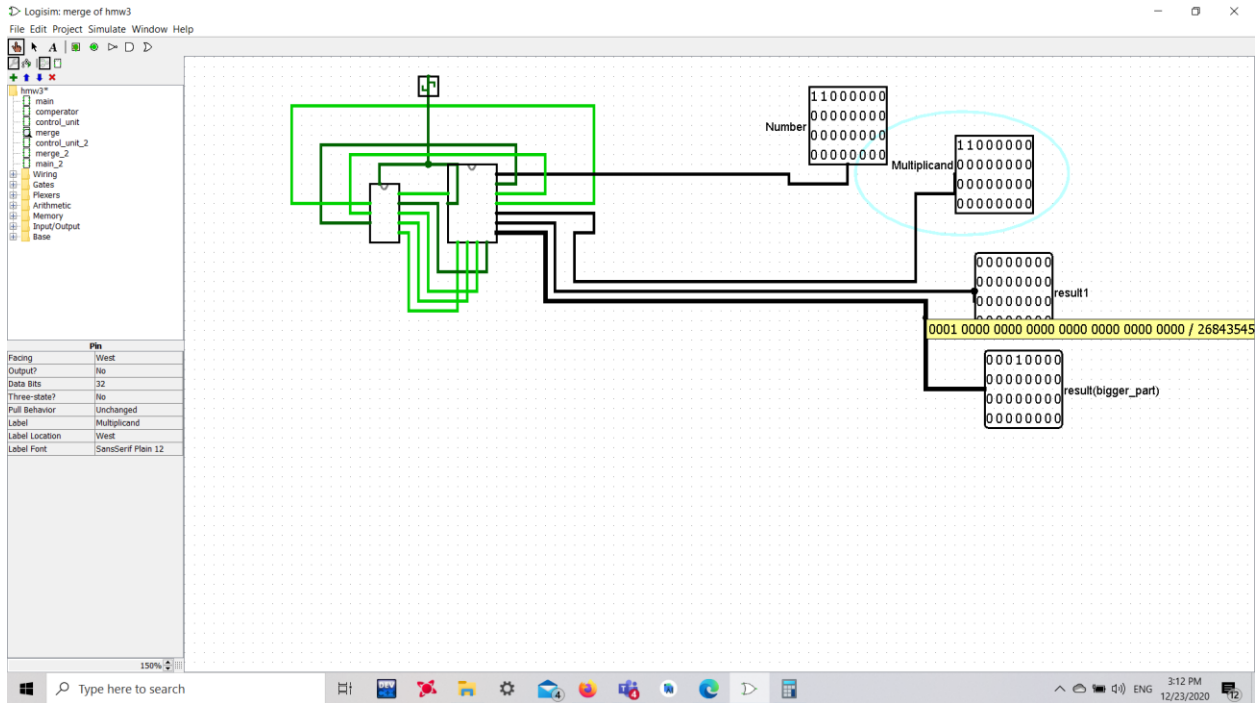
TEST_CASES:

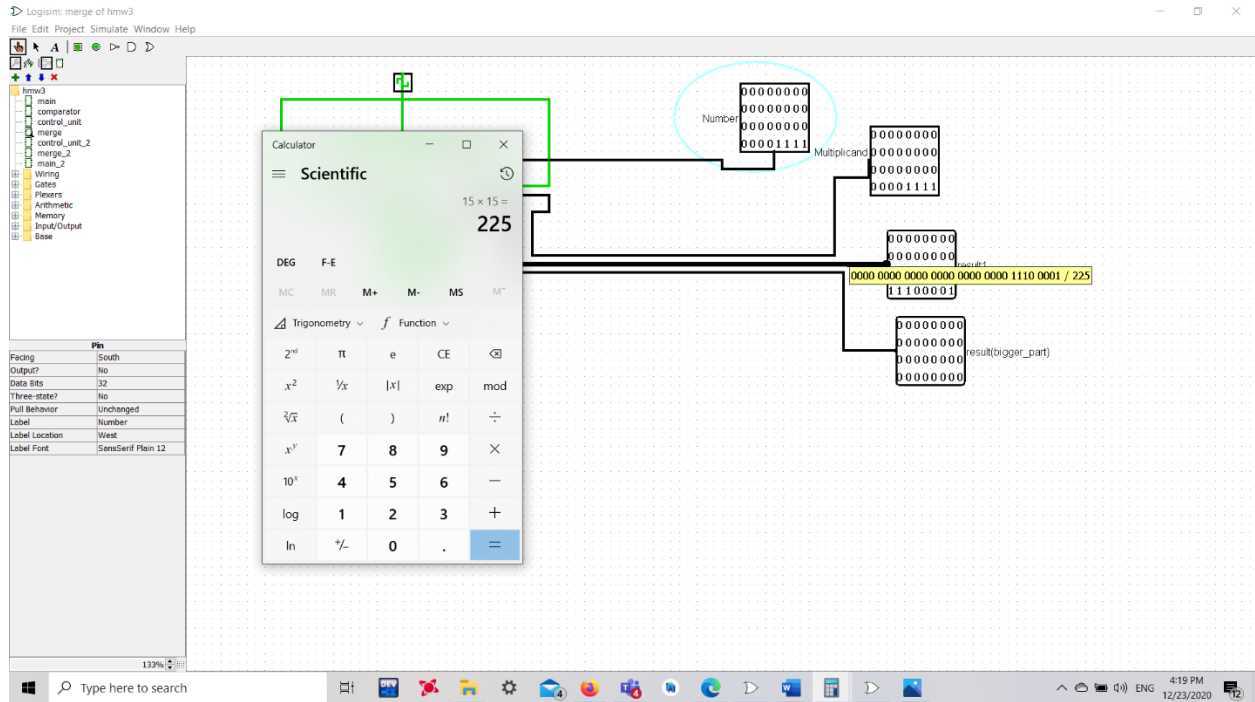
4.1kz ile test edilmistir digger clocklar ile de denenebilir sorun cikmamistir.

Result bigger part ilk 32 bit result 1 kalan 32 bit.

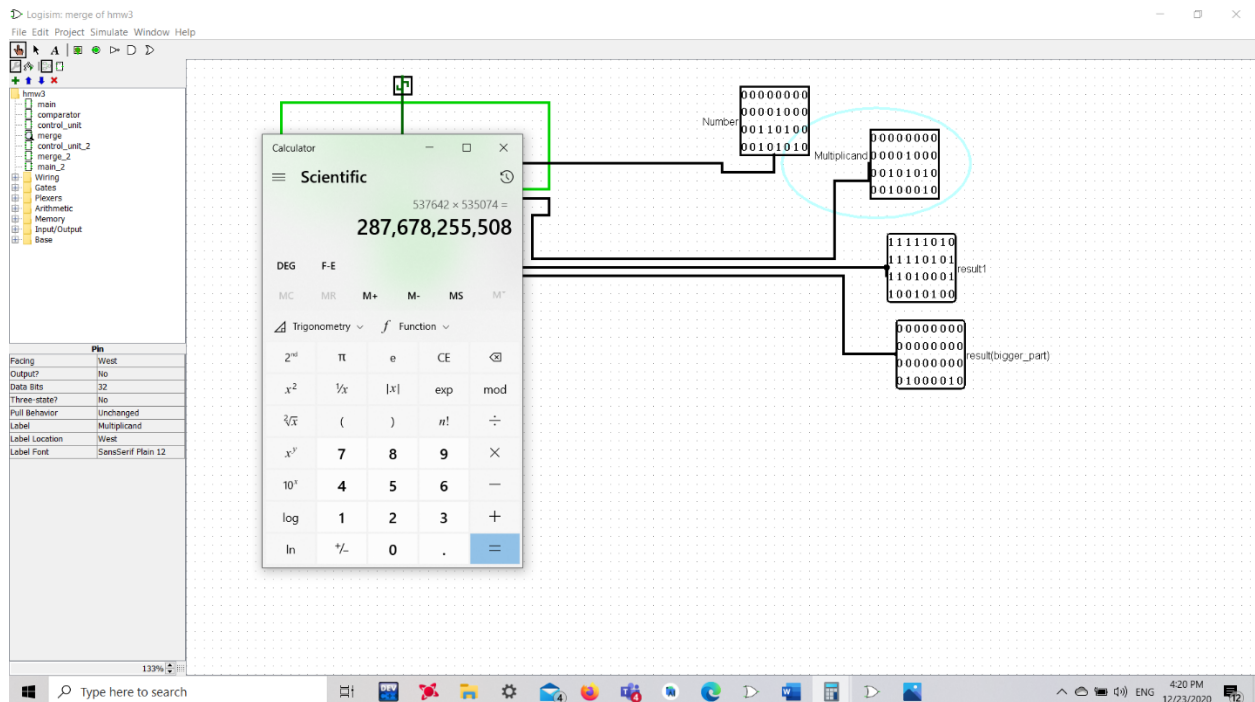


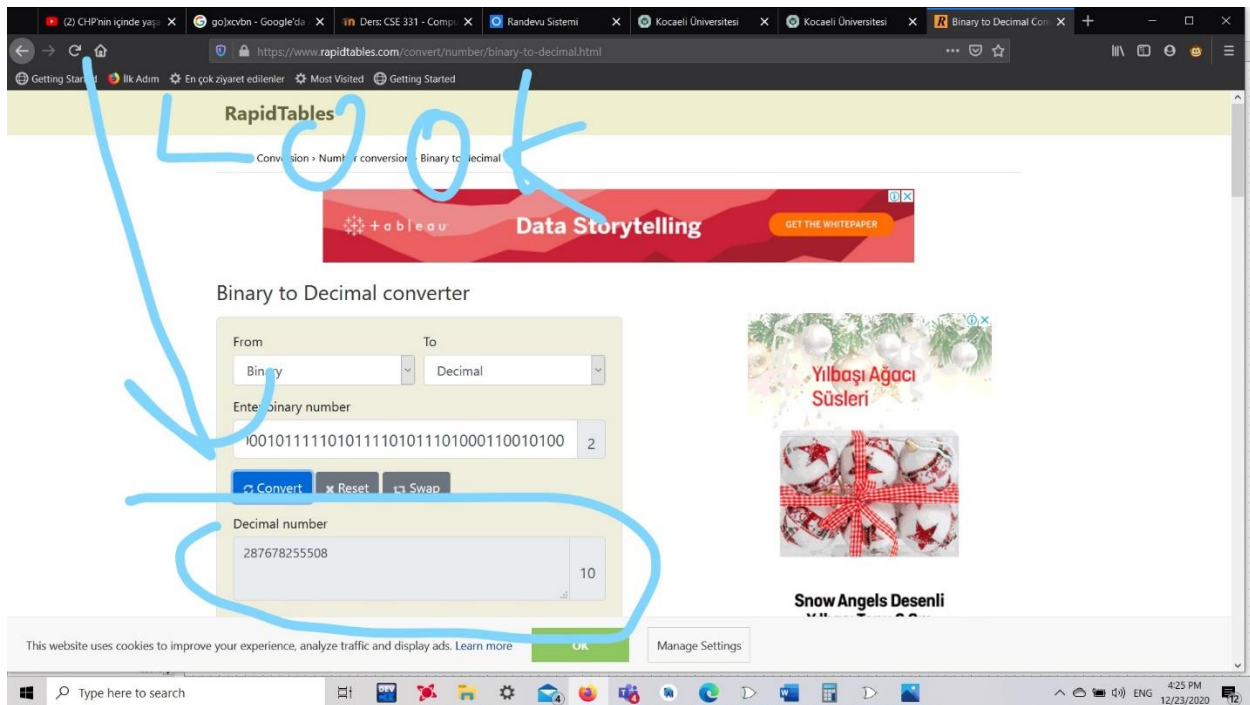
Result1 deki sifirlar eklenmeli 64 bitlik output yok biliyosunuz. Ornek sonda var denendi.





Result bigger part ilk 32 bit result 1 kalan 32 bit





Adder test:

