# **Digital Electronics Verilog Lab 5**

## **Submitted By:**

Saurabh Kumar SC ID: SC22B146

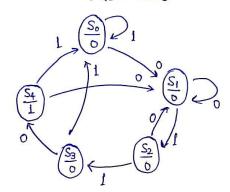
Course: DIGITAL ELECTRONICS AND VLSI DESIGN LAB (AV232)

## **LAB SHEET**

**Question No. 1** Design a state machine for detecting sequence "0110" using Moore and Mealy state machine **Sol:** Moore Machine:

State Diagram:

Moore Machine: 0110



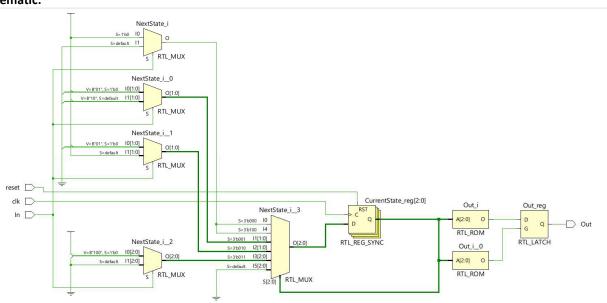
```
Code:
```

```
module detect_0110_Moore(clk,reset,In,Out);
  input clk, reset, In;
  output reg Out;
parameter S0 = 3'b000, S1 = 3'b001, S2 = 3'b010, S3 = 3'b011, S4 = 3'b100;
reg[2:0] CurrentState,NextState;
always@(posedge clk)
begin
if(reset)
  CurrentState = SO;
else
  CurrentState = NextState;
end
always@(CurrentState, In)
begin
case(CurrentState)
S0:begin
  if(!In) NextState = S1;
  else NextState = SO;
```

```
end
S1:begin
  if(!In) NextState = S1;
  else NextState = S2;
  end
S2:begin
  if(!In) NextState = S1;
  else NextState = S3;
  end
S3:begin
  if(!In) NextState = $4;
  else NextState = SO;
  end
S4:begin
  if(!In) NextState = S1;
  else NextState = S0;
  end
default:NextState = S0;
endcase
end
always@(CurrentState)
begin
case(CurrentState)
S0: Out = 0;
S1: Out = 0;
S2: Out = 0;
S3: Out = 0;
S4: Out = 1;
endcase
end
```

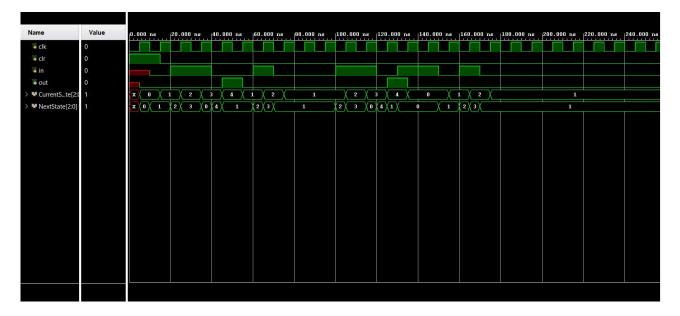
endmodule

#### **Schematic:**

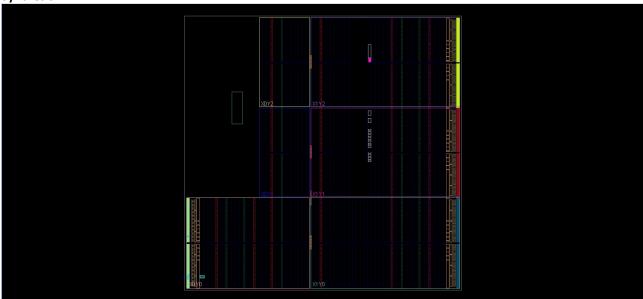


#### Simulation using TestBench:

Input Given: 01100100011011010

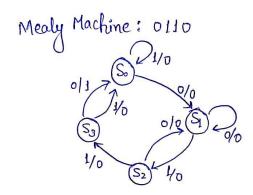


Synthesis:



#### **Mealy Machine:**

State Diagram:



## Code:

module detect\_0110\_Mealy(clk,reset,In,Out);
input clk, reset, In;

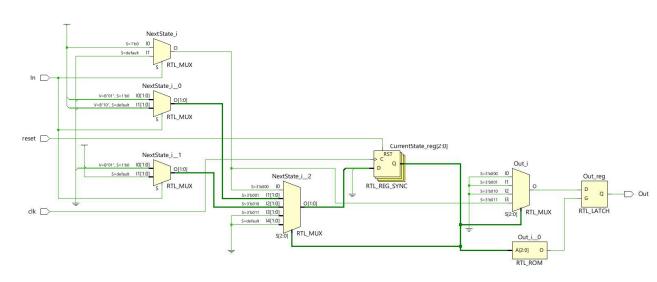
```
output reg Out;
parameter S0 = 3'b000, S1 = 3'b001, S2 = 3'b010, S3 = 3'b011;
reg[2:0] CurrentState,NextState;
always@(posedge clk)
begin
if(reset)
  CurrentState = SO;
else
  CurrentState = NextState;
end
always@(CurrentState, In)
begin
case(CurrentState)
S0:begin
  if(!In)
    begin
    NextState = S1;
    Out = 0;
    end
  else
    begin
    NextState = SO;
    Out = 0;
    end
  end
S1:begin
  if(!In)
    begin
    NextState = S1;
    Out = 0;
    end
  else
    begin
    NextState = S2;
    Out = 0;
    end
  end
S2:begin
  if(!In)
    begin
    NextState = S1;
    Out = 0;
    end
  else
    begin
    NextState = S3;
    Out = 0;
    end
  end
S3:begin
  if(!In)
    begin
    NextState = SO;
    Out = 1;
    end
  else
    begin
    NextState = SO;
    Out = 0;
```

```
end
end
default:NextState = SO;
endcase
end
```

Endmodule

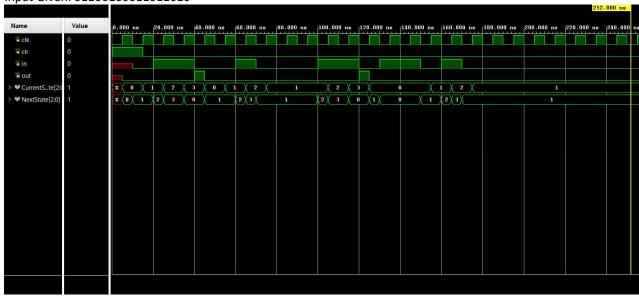
endmodule

#### Schematic:

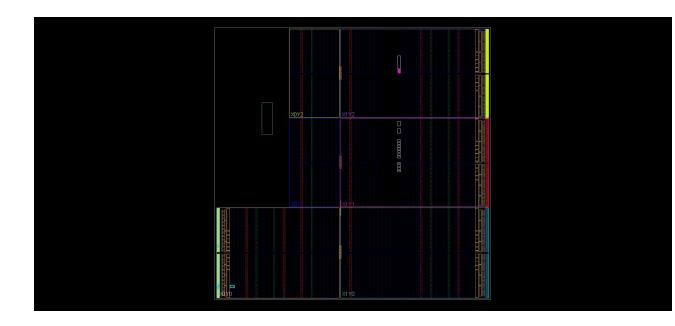


## Simulation using TestBench:

Input Given: 01100100011011010



Synthesis:

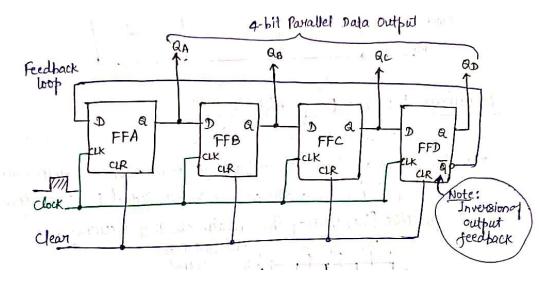


Question No. 2 Design a 4-bit Johnson counter and implement on FPGA.

#### Sol: Implementation using D Flip Flop (DFF Code):

```
module DFF(clk,reset,D,Q,Qbar);
  input D,clk,reset;
  output reg Q, Qbar;
always@(posedge clk)
begin
  if(reset)
    begin
    Q \le 0;
    Qbar <= 1;
    end
  else
    begin
    Q \leq D;
    Qbar <= ^{\sim}D;
    end
end
endmodule
```

## 4-bit Johnson counter

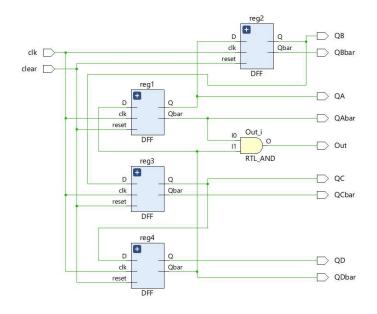


Code:

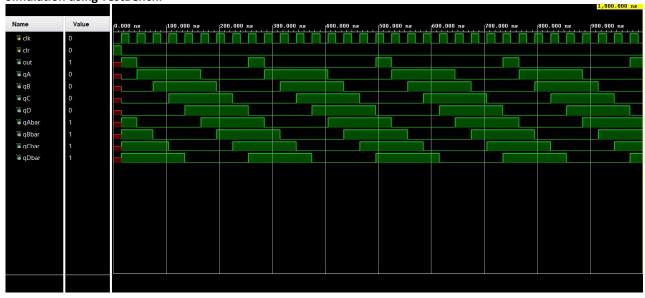
```
module JohnsonCount(clk,clear,Out,QA,QB,QC,QD,QAbar,QBbar,QCbar,QDbar);
input clk,clear;
output Out;
output QA,QB,QC,QD,QAbar,QBbar,QCbar,QDbar;
wire qa,qb,qc,qd;

assign QA = qa, QB = qb, QC = qc, QD = qd;
assign Out = (QAbar & QDbar);
DFF reg1(clk,clear,QDbar,qa,QAbar);
DFF reg2(clk,clear,qa,qb,QBbar);
DFF reg3(clk,clear,qd,qc,QCbar);
DFF reg4(clk,clear,qc,qd,QDbar);
endmodule
```

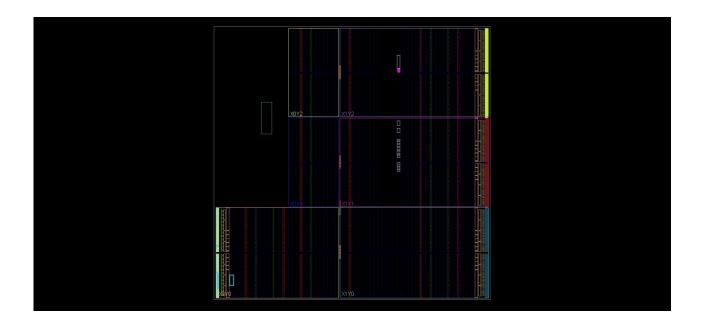
#### **Schematic:**



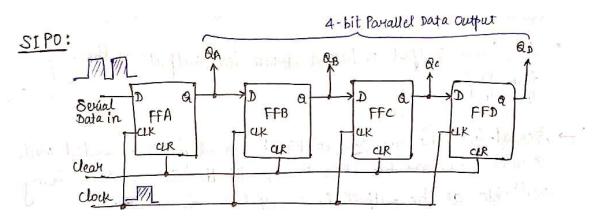




Synthesis:



**Question No. 3** Design a 4-bit serial-in-parallel-out shift register and implement on FPGA **Sol: 4-bit Serial-in parallel-out (SIPO) shift register:** 

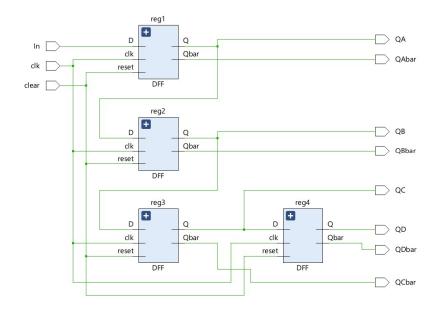


#### Code:

```
module SIPO(clk,clear,In,QA,QB,QC,QD,QAbar,QBbar,QCbar,QDbar);
input clk,clear,In;
output QA,QB,QC,QD,QAbar,QBbar,QCbar,QDbar;
wire qa,qb,qc,qd;

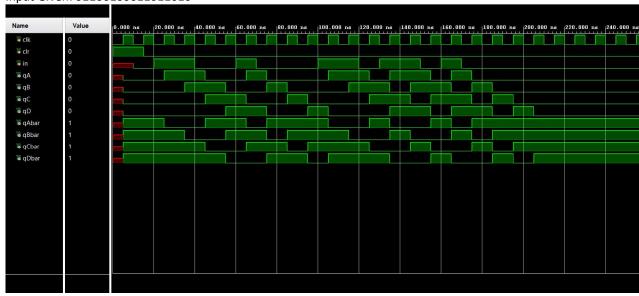
assign QA = qa, QB = qb, QC = qc, QD = qd;
DFF reg1(clk,clear,In,qa,QAbar);
DFF reg2(clk,clear,qa,qb,QBbar);
DFF reg3(clk,clear,qc,qd,QDbar);
DFF reg4(clk,clear,qc,qd,QDbar);
endmodule
```

#### **Schematic:**



## Simulation using TestBench:

Input Given: 01100100011011010



Synthesis:

