# DC Lab3 Report Team 04

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## File Structure

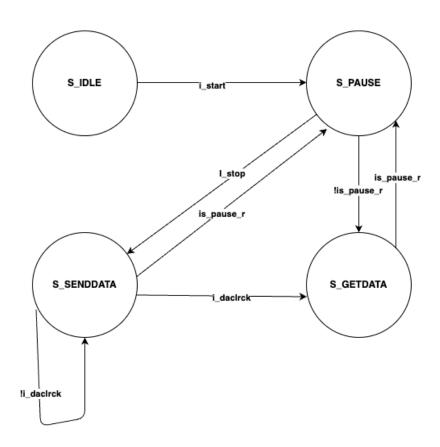
team04\_lab3\_report

```
team04_lab3
|- src
|- DE2_115
|- DE2_115.sv
|- FastSlow.sv
|- SevenHexDecoder.sv
|- Debounce.sv
|- AudPlayer.sv
|- AudDSP.sv
|- AudRecorder.sv
|- I2cInitializer.sv
|- Top.sv
```

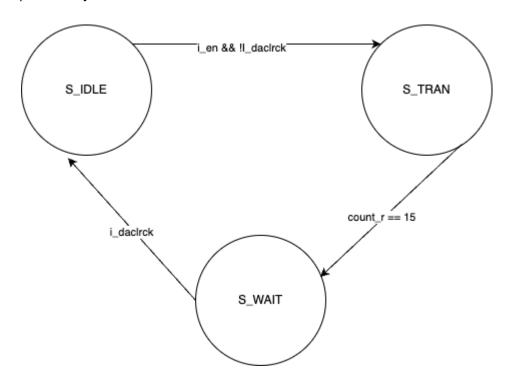
# Hardware Scheduling

### Modules / Submodules

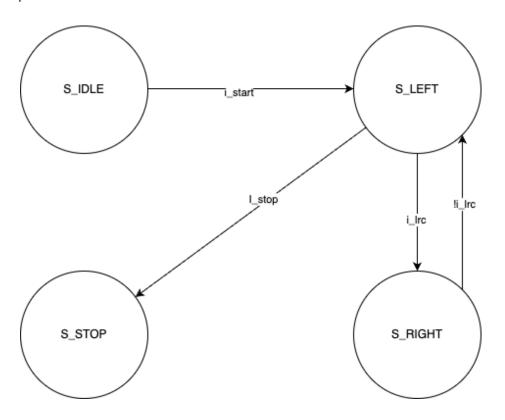
#### |- AudDSP sv



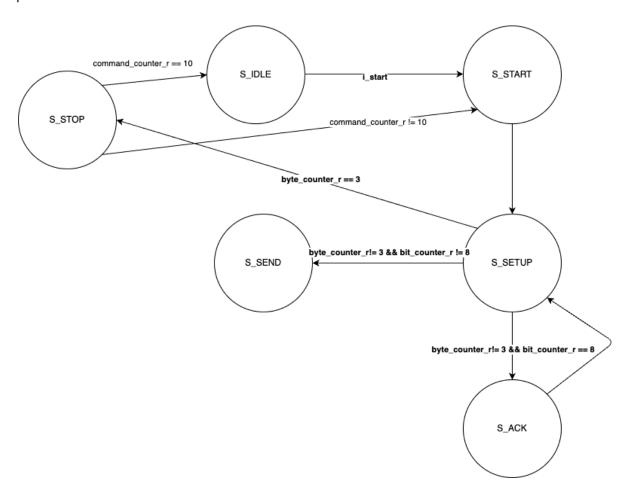
### |- AudPlayer.sv



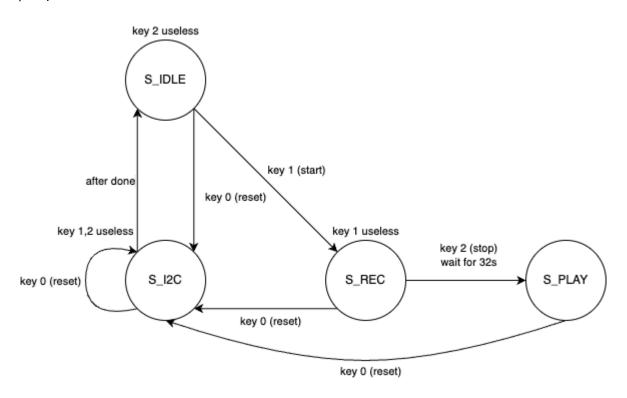
#### |- AudRecorder.sv



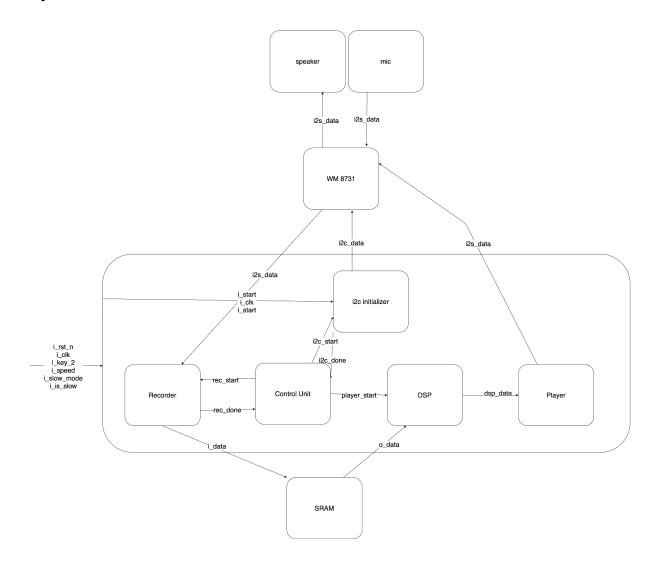
#### |- I2cInitializer.sv

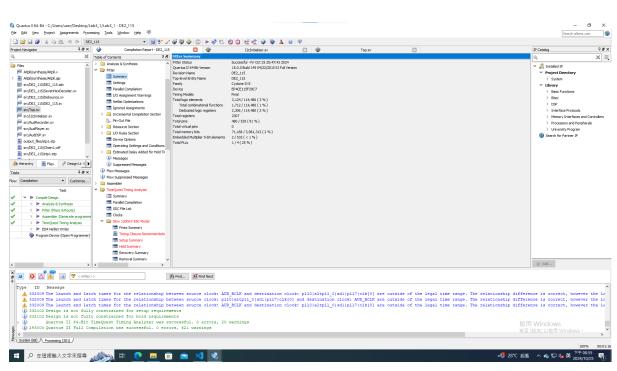


#### |- Top.sv

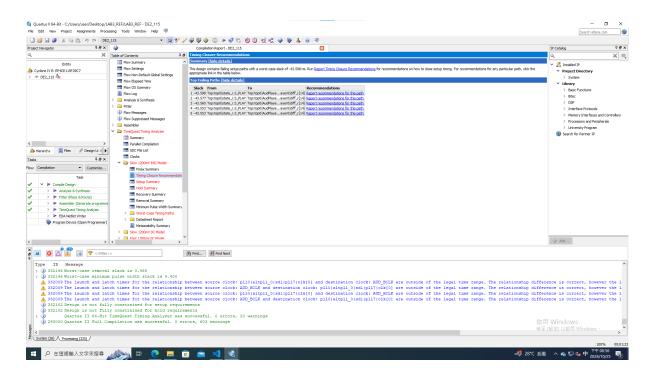


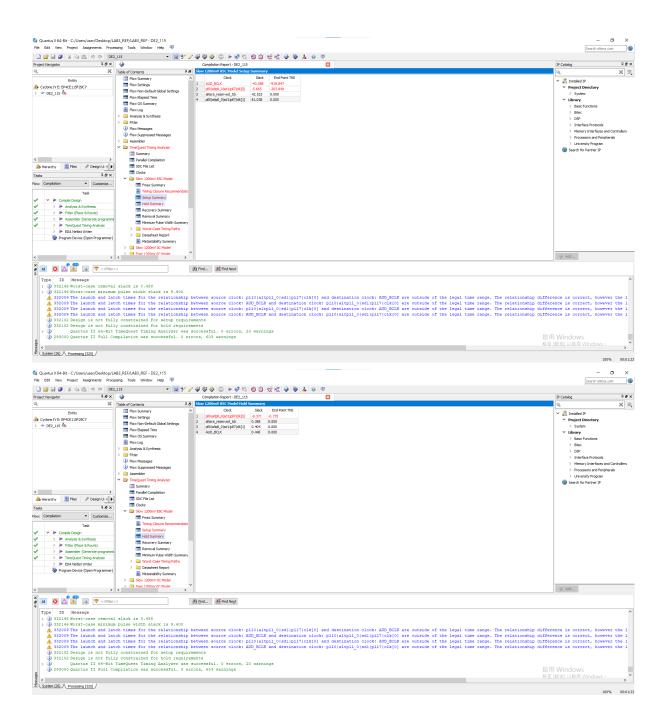
# System Architecture

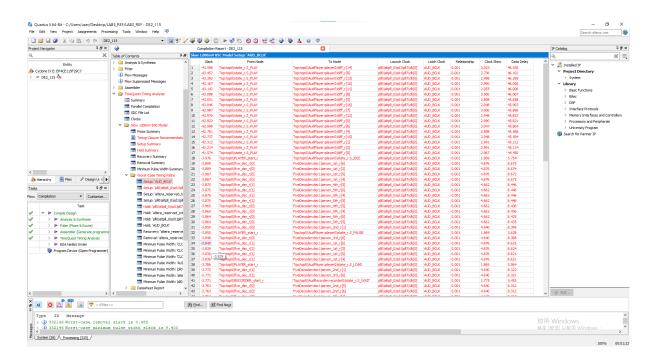


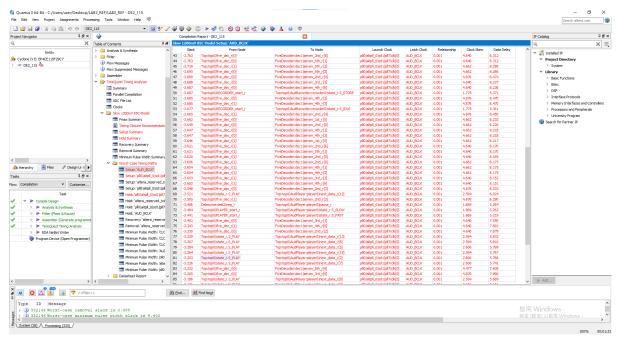


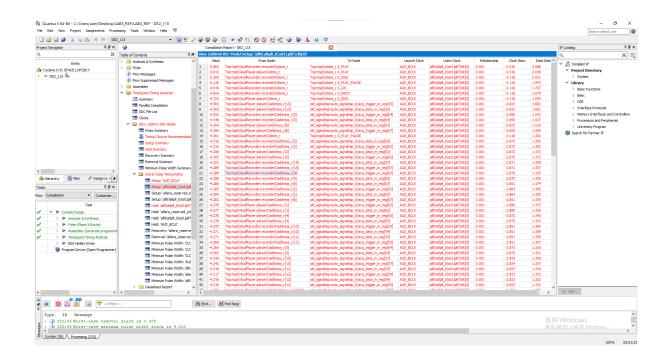
#### TIMING SUMMARY

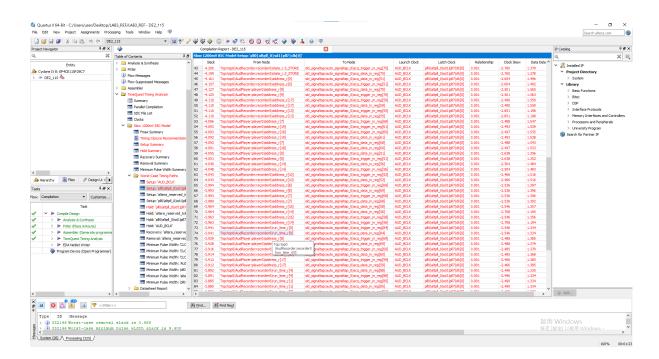


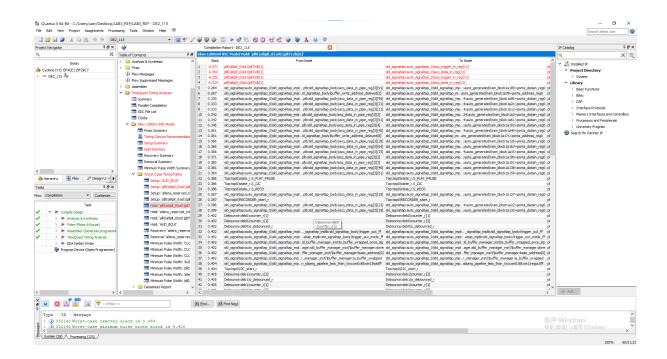


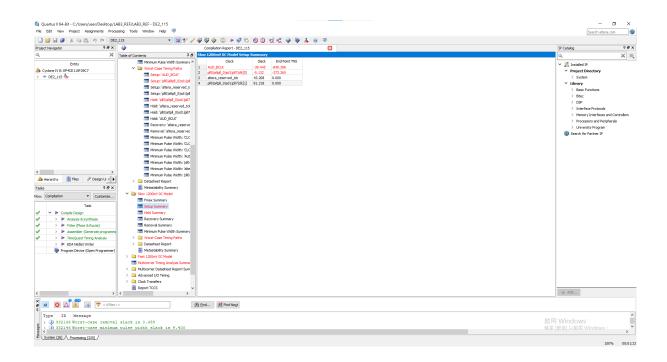


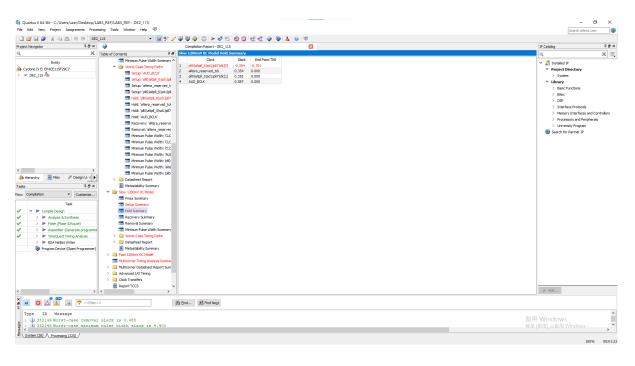


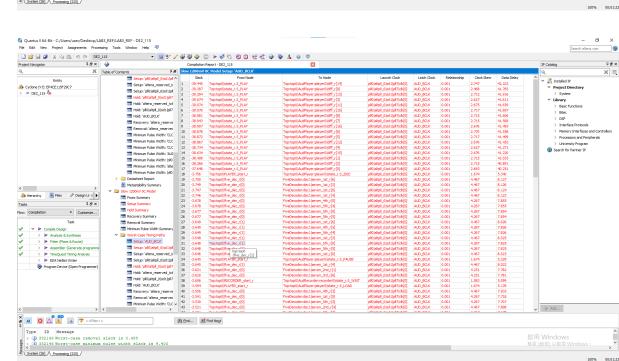


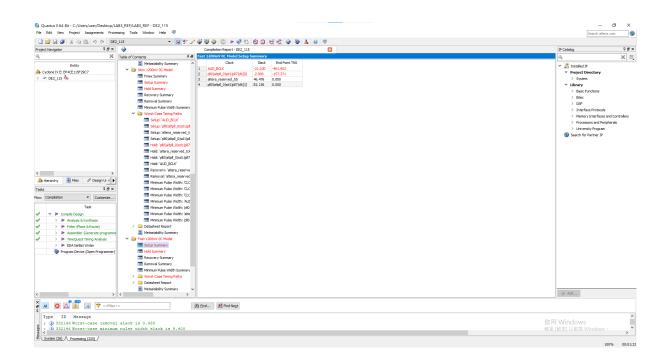


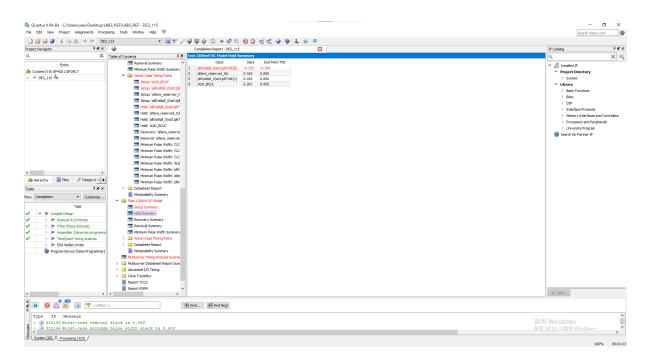


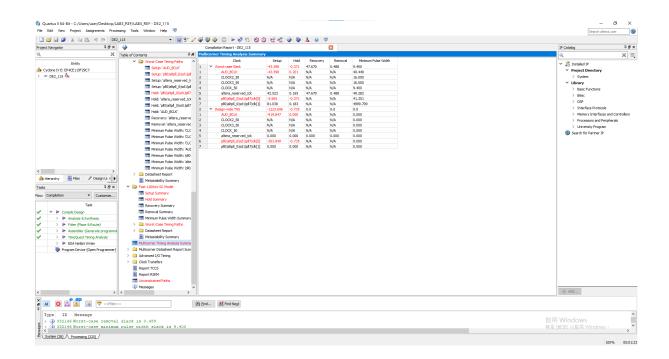












#### 遇到問題的解決方法

debug一開始沒有很好的方式,後來發現軟體內建有示波器signal tab, 所以可以直接透過軟體的示波器去看。不然坑很多會很易出事。另外一個問題是pll module沒有特別說他的名字, 所以定義pll的時候名字要按照那個或是自己手動改, 否則clock會無法出來。坑太多, 族繁不及備載。

#### 心得:

這次作業真的太狠了, 放出來的瞬間就是心情的最高點了。