

Pre-Lab 3: Counters and Shift Registers I

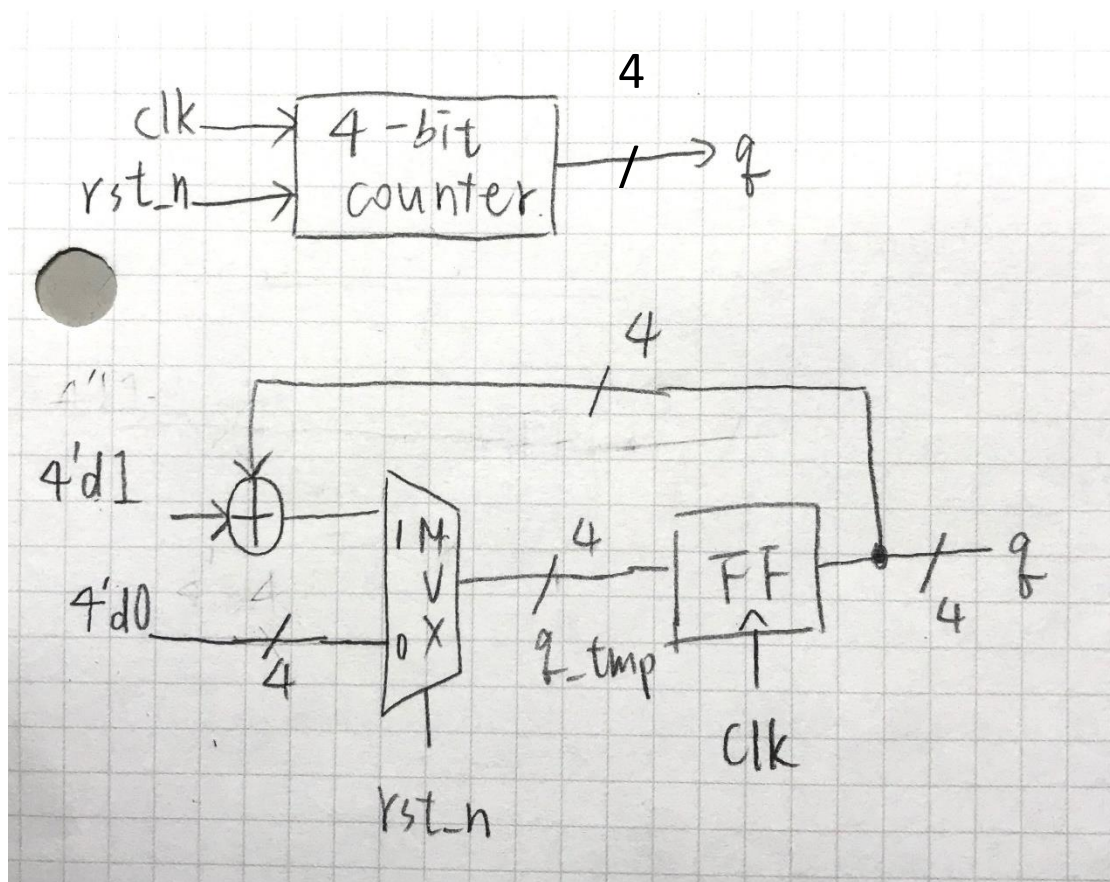
1. Consider a 4-bit synchronous binary up counter.

Design Specification:

Input: rst_n, clk

Output: [3:0]q

1.1 Draw the logic diagram



1.2 Construct Verilog RTL representation for the logics with verification.

Module code:

```
module prelab3_1(  
  q, // output  
  clk, // global clock  
  rst_n // active low reset
```

```

);
output [3:0] q; // output
input clk; // global clock
input rst_n; // active low reset
reg [3:0] q; // output (in always block)
reg [3:0] q_tmp; // input to dff (in always block)
// Combinational logics
always @*
q_tmp = q + 4'd1;
// Sequential logics: Flip flops
always @(posedge clk or negedge rst_n)
if (~rst_n) q<=4'd0;
else q<=q_tmp;
endmodule

```

Testbench:

```

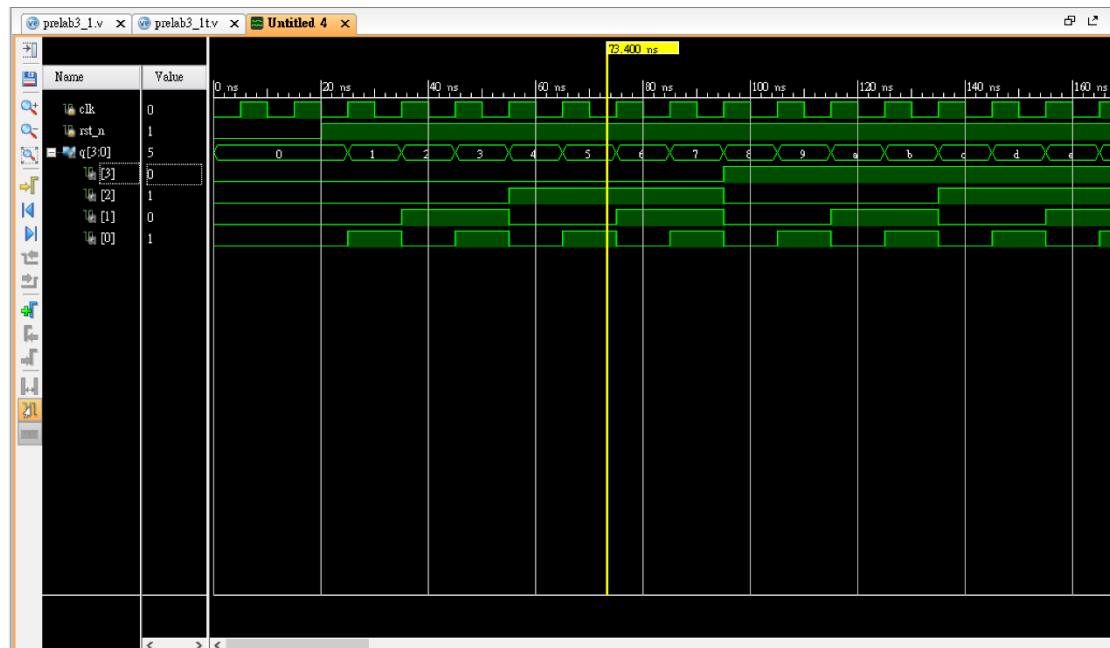
module prelab3_1t;
reg clk,rst_n;
wire [3:0]q;
prelab3_1 U0(.q(q),.clk(clk),.rst_n(rst_n));

initial begin
clk=0;
forever #5 clk=~clk;
end

initial begin
rst_n=0;
#20;
rst_n=1;
end
endmodule

```

波形圖:

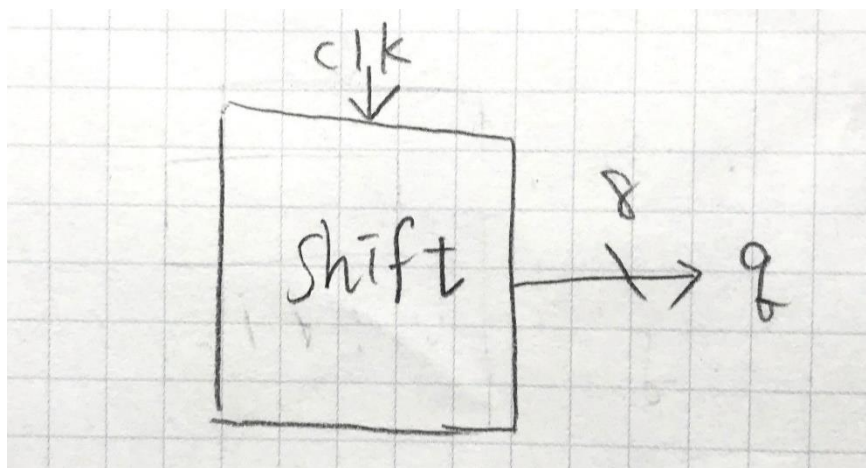


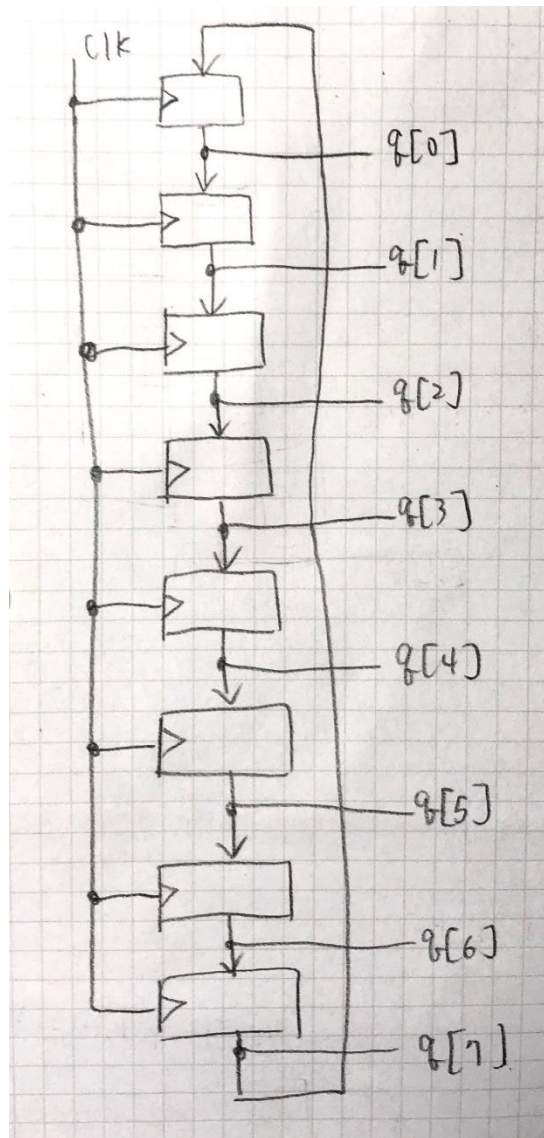
2. Cascade eight DFFs together as a shift register. Connect the output of the last DFF to the input of the first DFF as a ring counter. Let the initial value of DFF output after reset be 01010101. Construct the Verilog RTL representation for the logics with verification.

Design Specification:

Input: clk , rst_n

Output: [7:0]q





Module code:

```

module prelab3_2(
  q, // shifter output
  clk, // global clock
  rst_n // active low reset
);
  output [7:0] q; // output
  input clk; // global clock
  input rst_n; // active low reset
  reg [7:0] q; // output
  // Sequential logics: Flip flops
  always @(posedge clk or negedge rst_n)

```

```

if (~rst_n)
begin
q<=8'b01010101;
end
else
begin
q[0]<=q[7];
q[1]<=q[0];
q[2]<=q[1];
q[3]<=q[2];
q[4]<=q[3];
q[5]<=q[4];
q[6]<=q[5];
q[7]<=q[6];
end
endmodule

```

testbench:

```

module prelab3_2t;
reg clk,rst_n;
wire [7:0]q;
prelab3_2 U0(.q(q),.clk(clk),.rst_n(rst_n));

```

```

initial begin
clk=0;
forever #5 clk=~clk;
end

```

```

initial begin
rst_n=0;
#20;
rst_n=1;
end
endmodule

```

波形圖:

