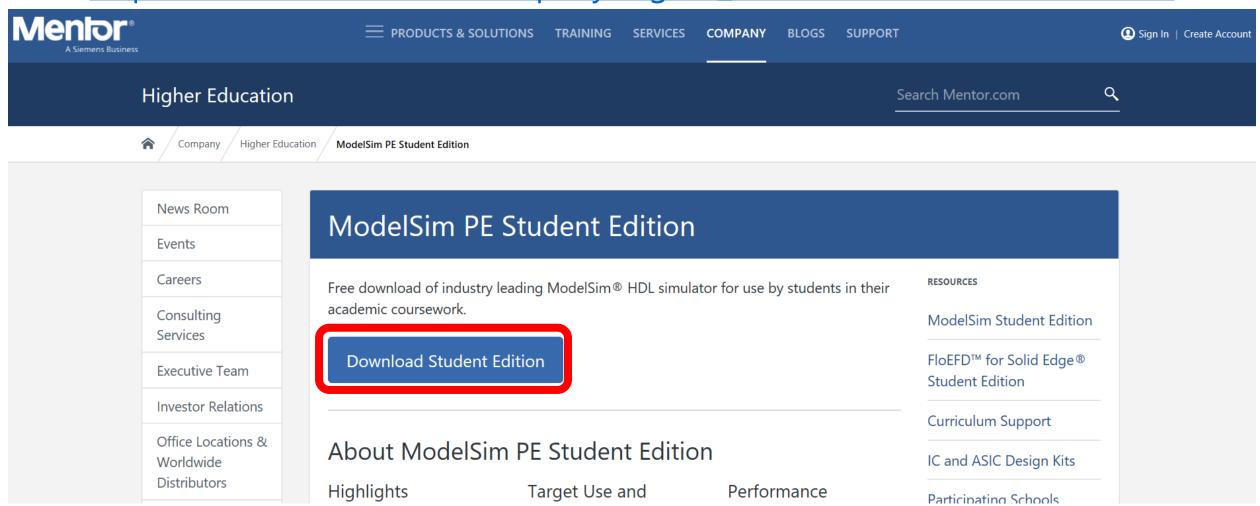
# ModelSim Installation

Sanghwan Jang jsh710101@postech.ac.kr



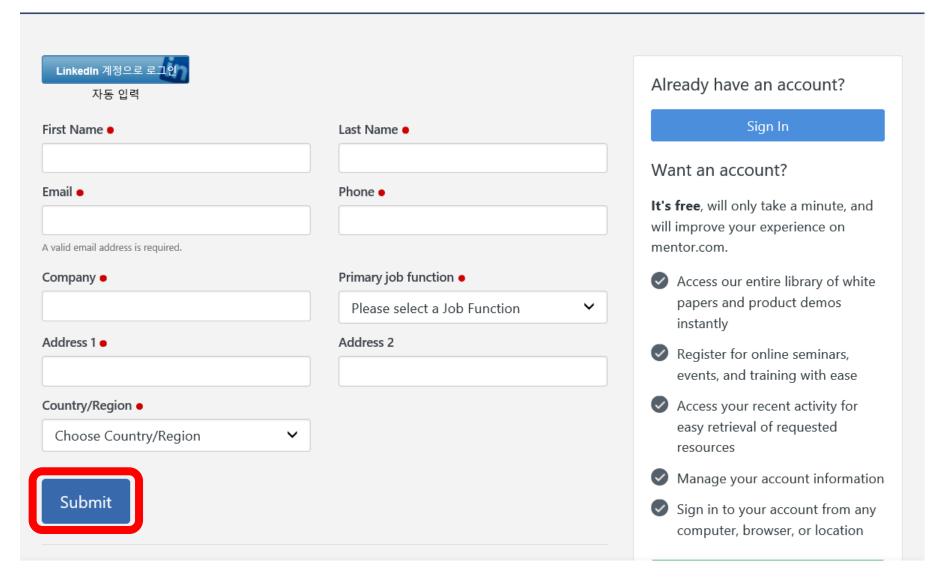
#### Visit

https://www.mentor.com/company/higher\_ed/modelsim-student-edition





## Fill In & Submit





# Accept

#### 18. MISCELLANEOUS.

This Agreement contains the parties' entire understanding relating to its subject matter and supersedes all prior or contemporaneous agreements. Any translation of this Agreement is provided to comply with local legal requirements only. In the event of a dispute between the English and any non-English versions, the English version of this Agreement shall govern to the extent not prohibited by local law in the applicable jurisdiction. This Agreement may only be modified in writing, signed by an authorized representative of each party. Waiver of terms or excuse of breach must be in writing and shall not constitute subsequent consent, waiver or excuse.

Rev. 170330 Part No. 270941

I Accept This Agreement



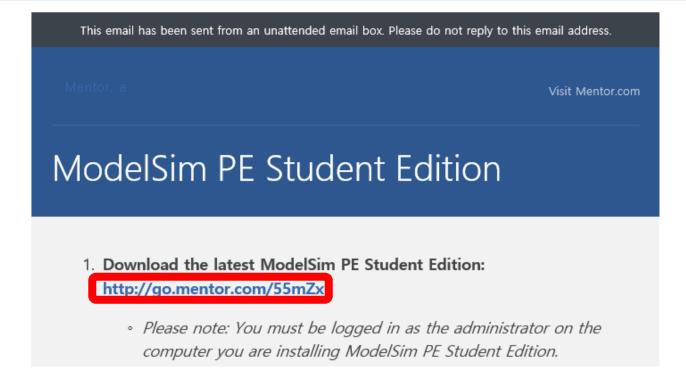
# Download (e-mail)

S sales\_info@mentor.com 오늘, 오후 4:30 장상환(컴퓨터공학과) >



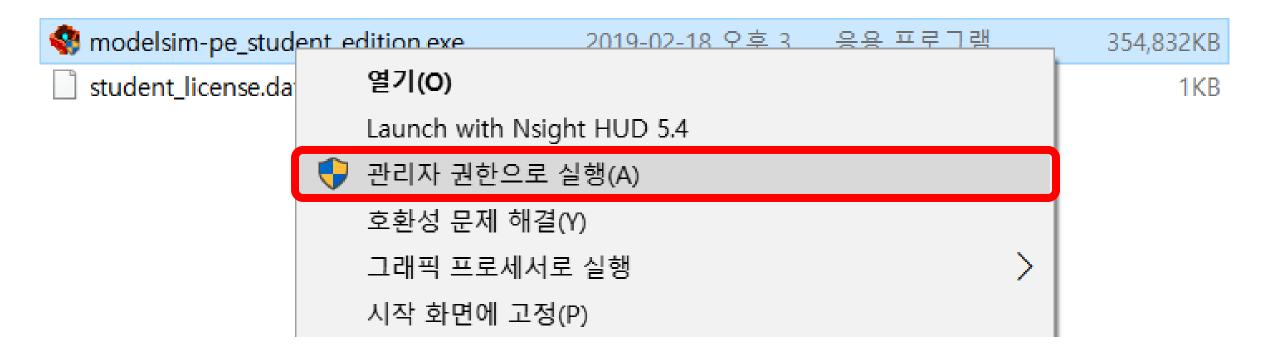
개인 정보 보호를 위해 이 메시지의 일부 내용을 차단했습니다. 차단된 기능을 다시 사용하려면 여기를 클릭하세요.

이 보낸 사람의 내용을 항상 표시하려면 여기를 클릭하세요.



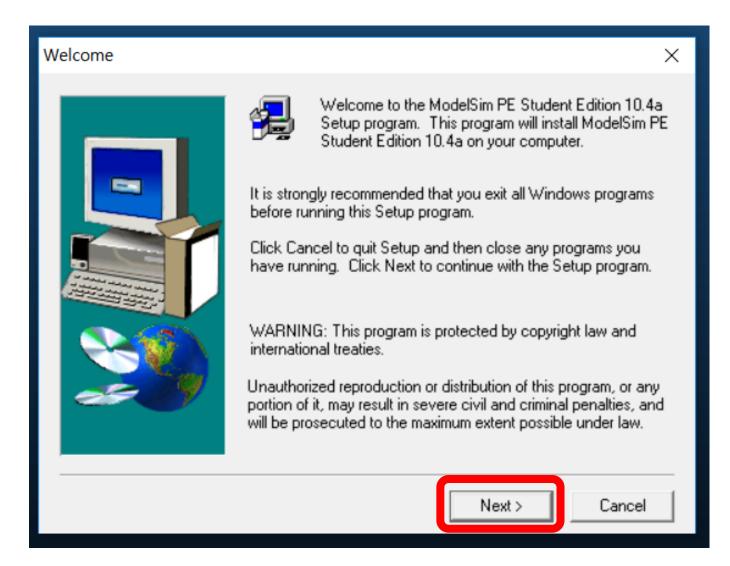


#### Run





### Install





# Fill In & Request

#### **ModelSim PE Student Edition – License Request**

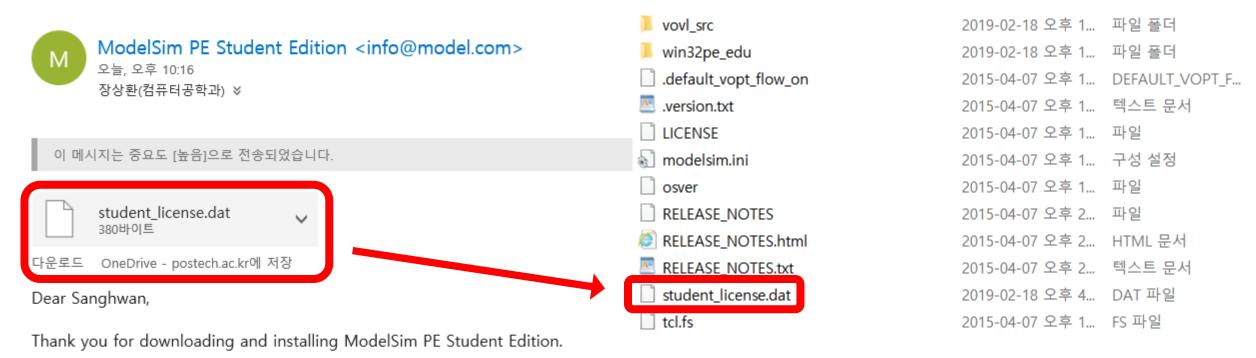
Please complete the form below to have a license file emailed to you.

First Name *	Last Name *
Email *	Phone * (No Dashes or Spaces)
Email (Please Re-enter your email) *	Please verify your email is correct, as the ModelSim Student Edition license file will be emailed to you.
Address *	Address 2
City *	State/Province (US or Canada Only)
	<b>~</b>
Country *	Zip/PostCode *
UNITED STATES V	
Please specify your University, College, Schoo	l, or Institute: *
Are you a Student or Instructor? *	
○ Student ○ Professor / Instructor ○ Other:	
If you are a student:	
Please indicate your grade or position: *	
0 0 0 0	Other:
Freshman Sophomore Junior Senior Gr	aduate Student



# Download (e-mail)

#### ModelSim Student Edition License

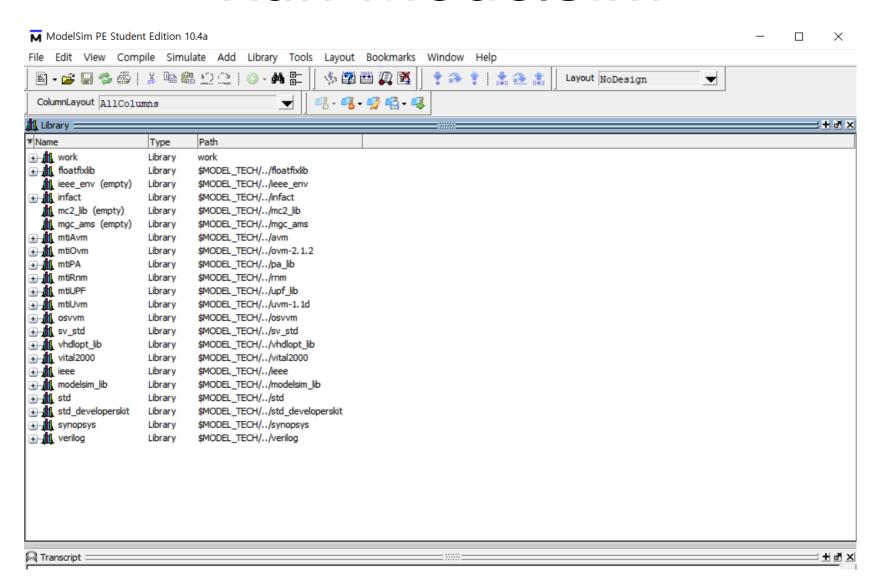


Enclosed is your license key. In order to complete the installation you will need to carry out the FINAL INSTALLATION INSTRUCTIONS detailed below.

Path: C:₩Modeltech\_pe\_edu\_10.4a



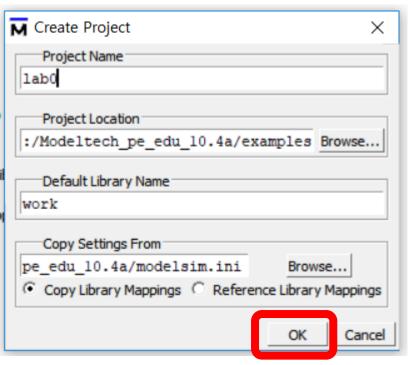
#### Run ModelSim

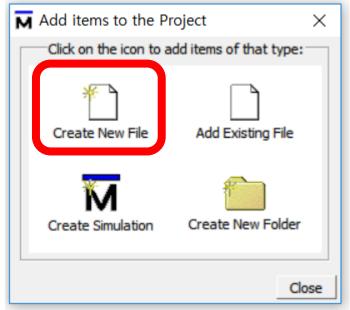


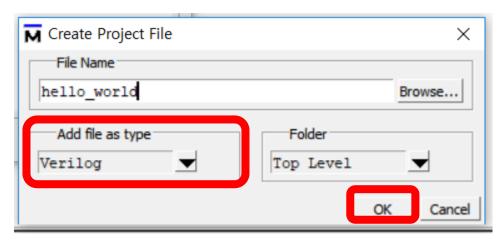


# Create New Project

• File – New – Proejct...



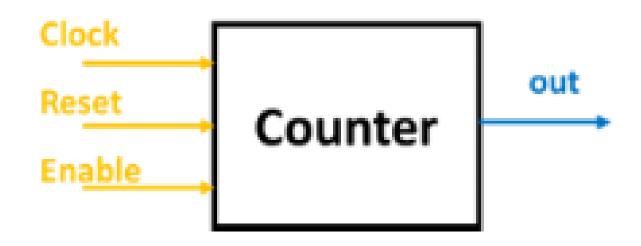






#### Hello World

- 4-bit synchronous up counter
- Update at clock posedge



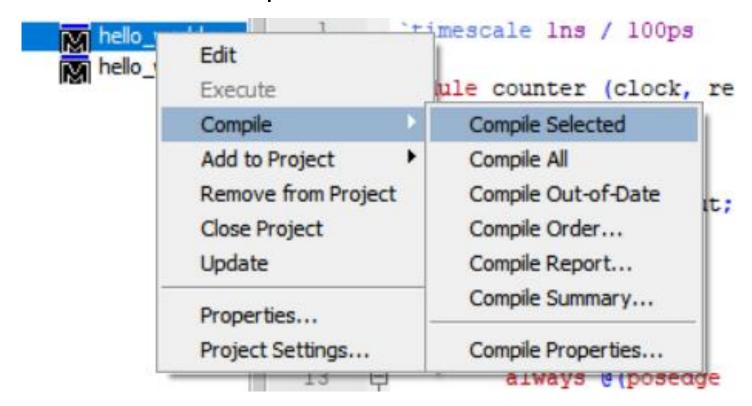


```
`timescale 1ns / 100ps
module counter (clock, reset, enable, out);
            input clock;
            input reset;
            input enable;
            output [0:3] out;
            reg [0:3] out;
            initial begin
            end
            always @(posedge clock) begin
                       if (enable == 1'b1) begin
                                    if (reset == 1'b1)
                                               out <= 4'b0000;
                                    else begin
                                               out <= out + 1;
                                    end
                        end
            end
```



#### Hello World

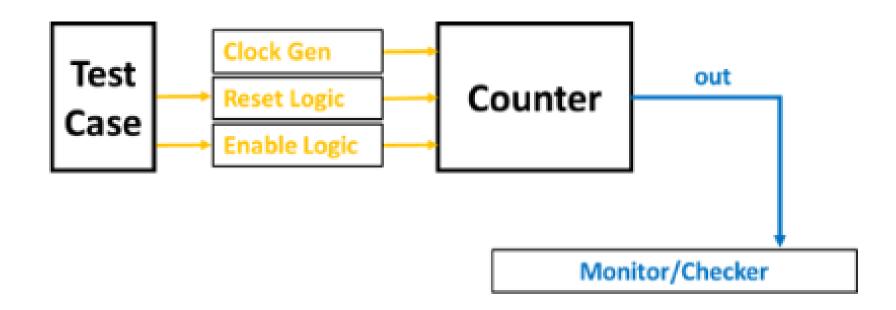
- Edit 'hello\_world.v' (Copy & Paste)
- Compile 'hello\_world.v' (Compile Selected)





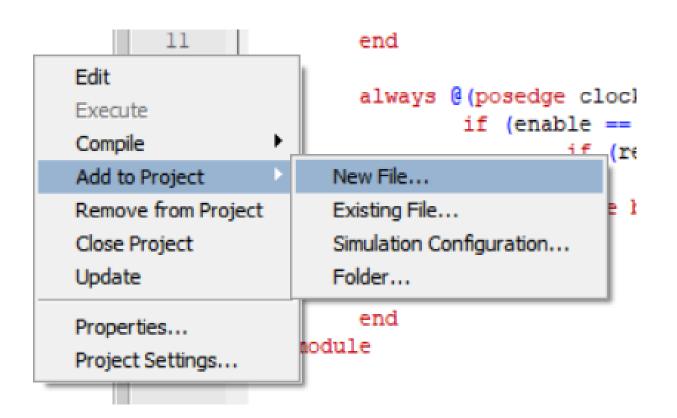
### Hello World Testbench

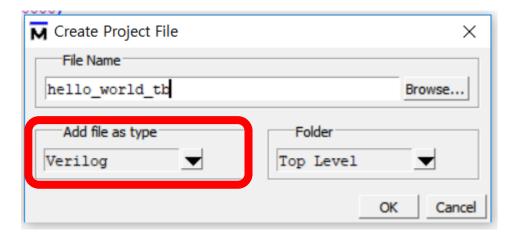
• Test the module(counter)





#### Create New File





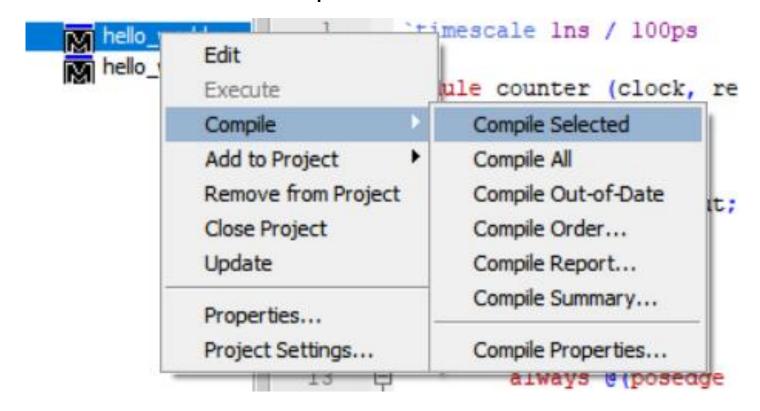


```
`include "hello_world.v"
module hello_world_tb();
                 reg clock_r, reset_r, enable_r;
                 wire [0:3] counter_out;
                 initial begin
                                  $display ("time₩t clk reset enable counter");
                                  $monitor ("%T\t %b %b %b
                                                                        %b", $time, clock_r, reset_r, enable_r, counter_out);
                                  clock_r <= 1;
                                  reset_r <= 0;
                                  enable_r \leq 0;
                                  #5 enable_r <= 1;
                                  #5 reset_r <= 1;
                                  #10 reset_r <= 0;
                                  #100 enable_r <= 0;
                                  #5 $finish;
                 end
                 always begin
                                  #5 clock_r <= ~clock_r;
                 end
                 counter U_counter (clock_r, reset_r, enable_r, counter_out);
```



#### Hello World Testbench

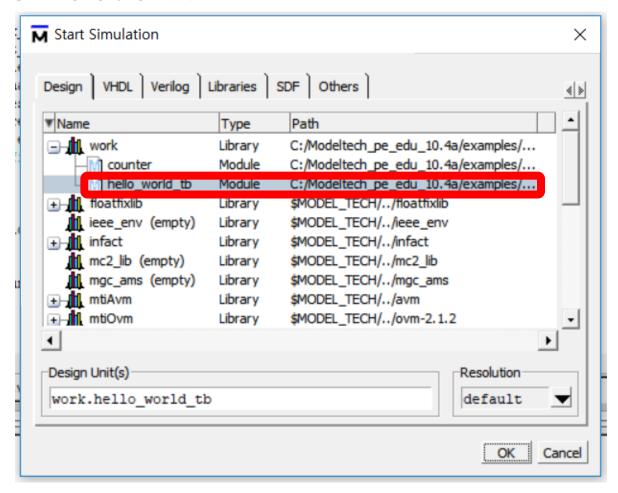
- Edit 'hello\_world\_tb.v' (Copy & Paste)
- Compile 'hello\_world\_tb.v' (Compile Selected)





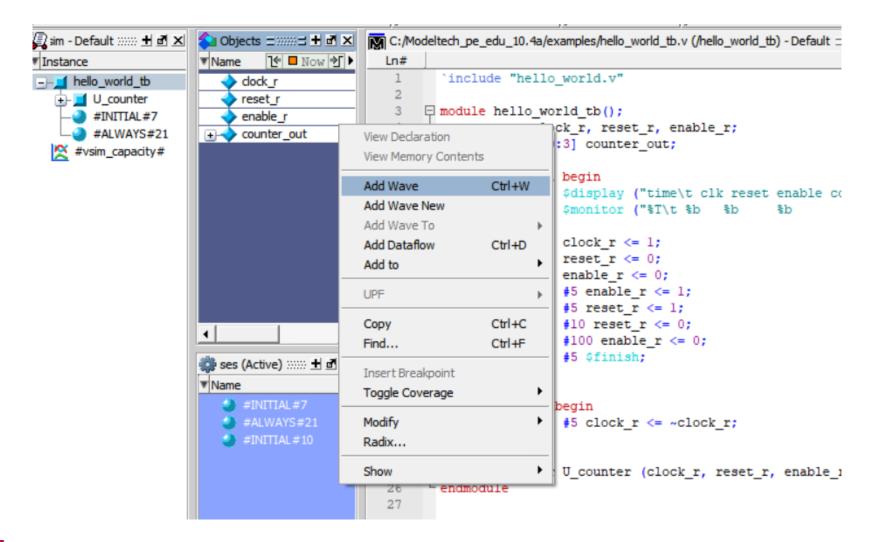
### Simulation

Simulate – Start Simulation...





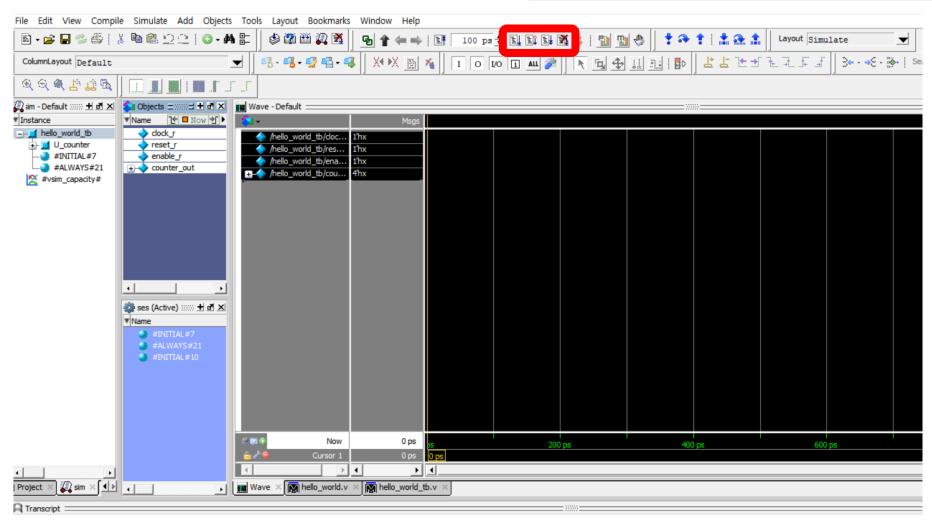
#### Add Wave







### Run





#### Result

