Create a digital circuit for a loadable UP/DOWN counter using Verilog HDL.

#### **Problem Statement**

Create a digital circuit for a loadable UP/DOWN counter with customizable bitwidth using Verilog HDL.

# **©** Requirements

#### Phase - 1

Use a one-bit signal to control the counter to perform UP or DOWN counting.

Use a one-bit signal to load the counter register with an external input value. Use configurable bitwidth for the 'load\_value' port.

Use 32 bits as the default bitwidth for the counter register.

Phase - 2

Internally add a maximum and minimum count values for the counter to wrap-around a set of values only.

Phase - 3

Add START, STOP, PAUSE, CONTINUE options to this circuit.

#### Deliverables

Source and testbench files

Document for the design and user guide

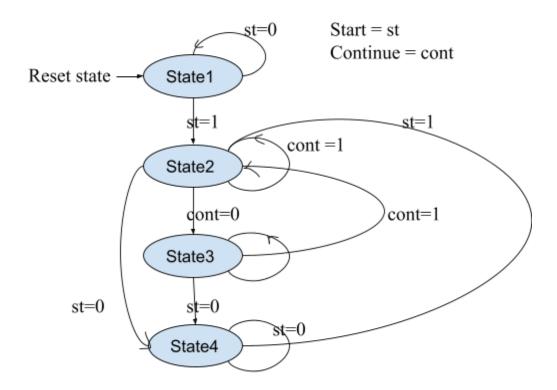
- -Explain the implementation part
- -Add simulation results
- -Add synthesis results

### Solution Approach

- As per the given requirements, we need a 1 bit signal to count up or down and another 1 bit signal to load the counter with external input value.
- If the load signal is high the counter is assigned with an external load value.
- Else we can check for up /down signal to count up or down.
- And if the start signal is high we can start the counting, else stop.
- If continue is high, continue to count else pause counting.

# Code Implementation

- I implemented the code using FSM that contains one combinational and 2 sequential blocks.
- In the combinational block I used case statements for the state transitions.
- State Diagram

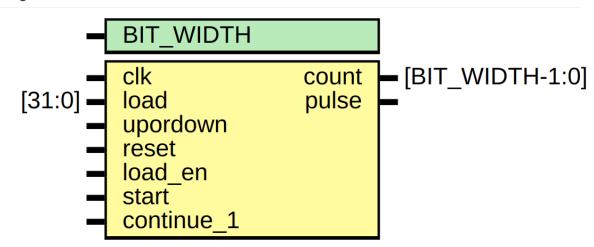


- One sequential block is for next state transition and reset state.
- One sequential block is for output logic .
- For customizable width used parameters.

# RTL simulation

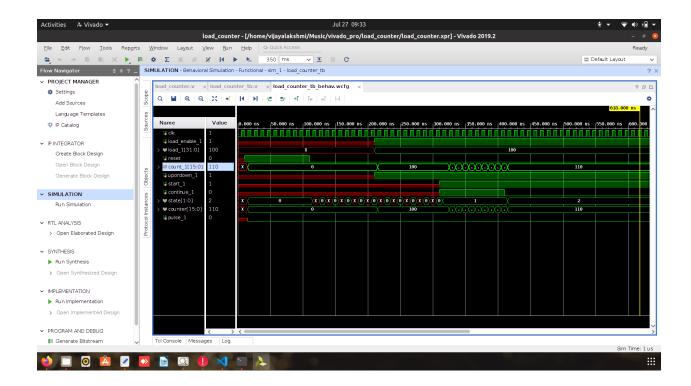
### Block Diagram

#### Diagram



#### Test results:

Inputs: reset = active high for 10 clock cycles, load\_enable =1, upordown =1, load= 32'd100



### Conclusion

• I designed digital circuit for a loadable UP/DOWN counter with customizable bitwidth using Verilog HDL.