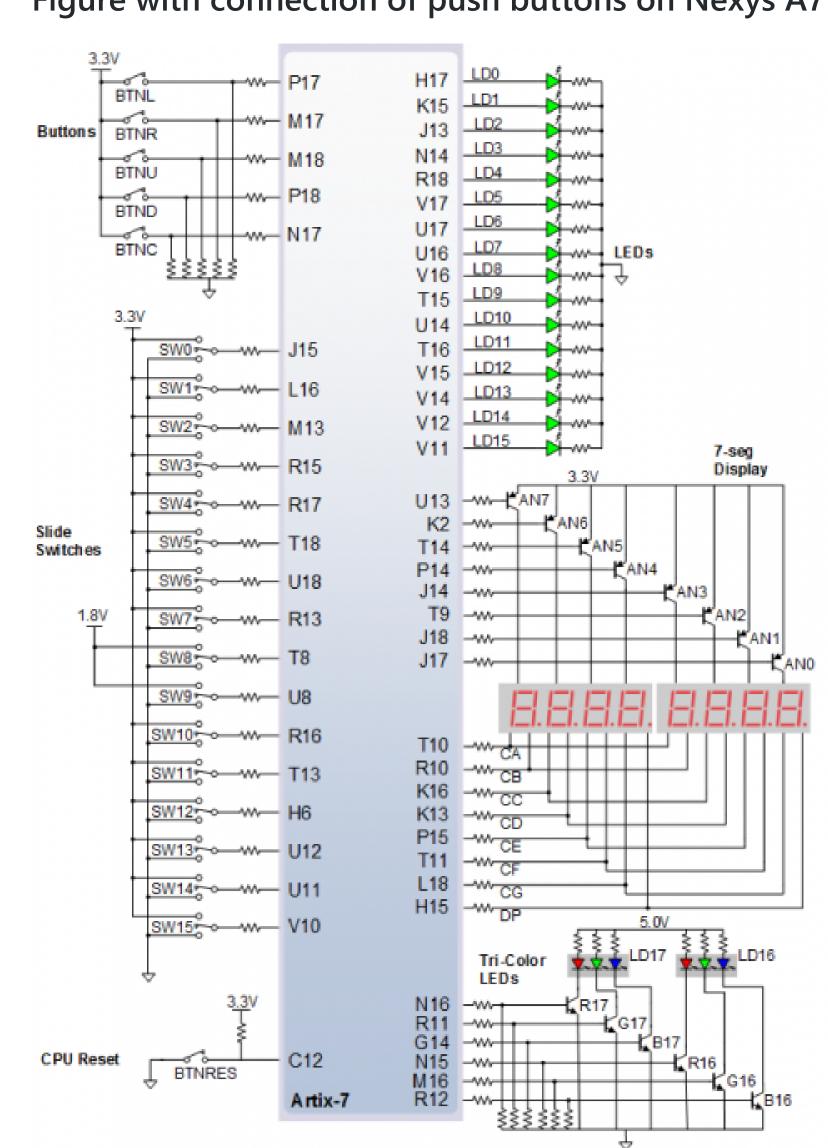
## Assignment 5

### 1. Preparation tasks

Figure with connection of push buttons on Nexys A7 board



#### Time interval Number of clk periods

Table with calculated values

	Time interval	Number of clk periods	Number of clk periods in hex	Number of clk periods in binary
	2 ms	200 000	x"3_0D40"	b"0011_0000_1101_0100_0000"
	4 ms	400 000	x"6_1A80"	b"0110_0001_1010_1000_0000"
	10 ms	1 000 000	x"F_4240"	b"1111_0100_0010_0100_0000"
	250 ms	25 000 000	x"17D_7840"	b"0001_0111_1101_0111_1000_0100_0000"
	500 ms	50 000 000	x"2FA_F080"	b"0010_1111_1010_1111_0000_1000_0000"
	1 sec	100 000 000	x"5F5_E100"	b"0101_1111_0101_1110_0001_0000_0000"
2. Bidirectional counter				

## Listing of VHDL code of the process p\_cnt\_up\_down

p\_cnt\_up\_down : process(clk)

```
if rising_edge(clk) then
          s_cnt_local <= (others => '0'); -- Clear all bits
          -- TEST COUNTER DIRECTION HERE
             if (cnt_up_i = '1') then
                s_cnt_local <= s_cnt_local + 1;</pre>
             elsif (cnt_up_i = '0') then
                s_cnt_local <= s_cnt_local - 1;</pre>
             end if;
          end if;
       end if;
    end process p_cnt_up_down;
Listing of VHDL reset and stimulus processes from testbench file tb_cnt_up_down.vhd
```

```
p_reset_gen : process
     begin
         s_reset <= '0';
         wait for 12 ns;
         -- Reset activated
         s_reset <= '1';
         wait for 73 ns;
         s_reset <= '0';</pre>
         wait;
     end process p_reset_gen;
     -- Data generation process
  p_stimulus : process
     begin
         report "Stimulus process started" severity note;
          -- Enable counting
               <= '1';
         s_en
          -- Change counter direction
         s_cnt_up <= '1';
         wait for 380 ns;
         s_cnt_up <= '0';
         wait for 320 ns;
          -- Disable counting
               <= '0';
         s_en
         report "Stimulus process finished" severity note;
         wait;
     end process p_stimulus;
 end architecture testbench;
Screenshots with simulated time waveforms
```

#### s\_reset ¹⊌ s\_en s\_cnt\_up

Value

10000 ps

# 

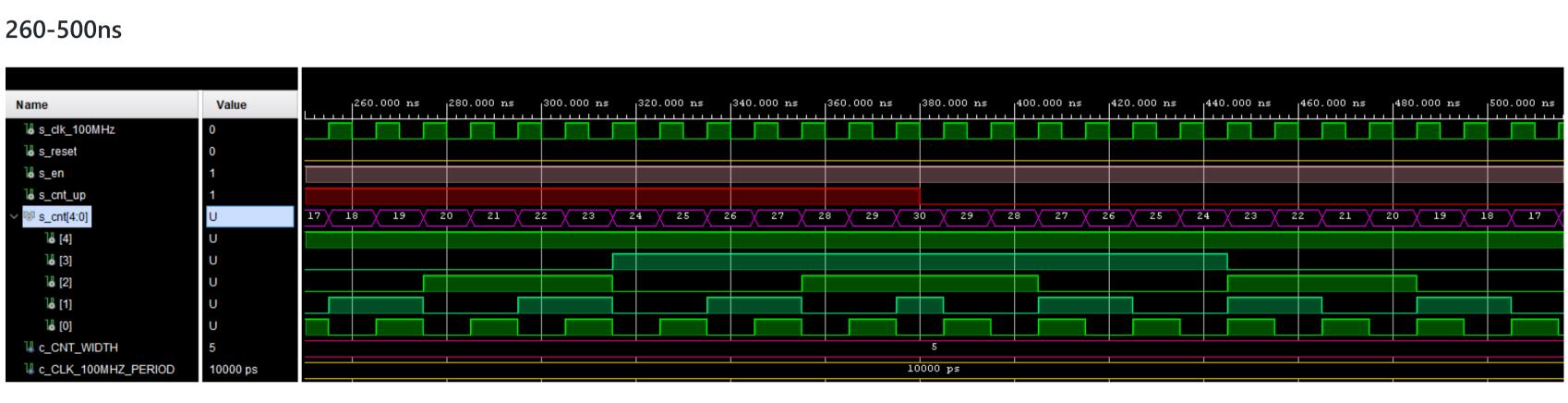
s\_clk\_100MHz

Full scale



### ↓ c\_CNT\_WIDTH ↓ c\_CLK\_100MHZ\_PERIOD

la [2] 7**6** [1] Ta [0]



<sub>|</sub>600.000 ns

18 × 17 × 16 × 15 × 14 × 13 × 12 × 11 × 10 × 9 × 8 × 7 × 6 × 5 × 4 × 3 × 2 × 1 × 0 × 31 ×

|620.000 ns

<sub>|</sub>640.000 ns

|660.000 ns

540.000 ns

|560.000 ns

|580.000 ns

10000 ps

720.000 ns |740.000 ns

7 CA - C6

5"1M1\_1M0" 8 AN (7:0)

LED (3:0)

LED (15:0)

|700.000 ns

|680.000 ns

#### s\_cnt\_up Ta [4] 1 [3] 7 [2]

1 [1] 🌡 [0]

↓ c\_CNT\_WIDTH

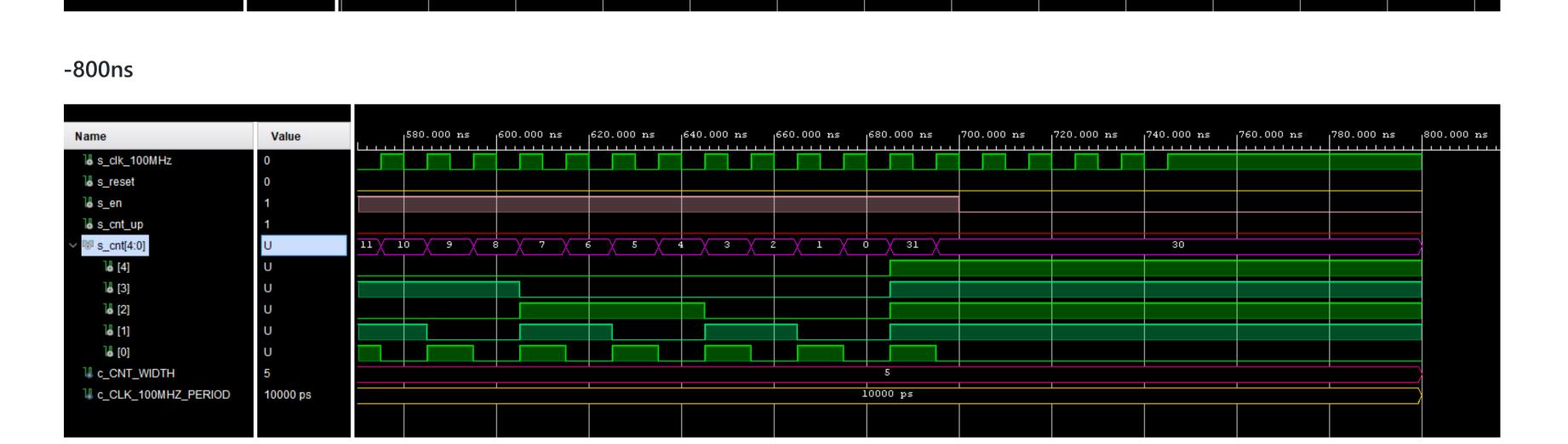
↓ c\_CLK\_100MHZ\_PERIOD

10000 ps

s\_reset 🌡 s\_en

500-760ns

I s\_clk\_100MHz



# Listing of VHDL code from source file top.vhd

3. Top level

);

9-MAX=100000000

clock-enable

9-MAX=10000 000

Ce-o

sen16

clk

veset

BTNC

SW

CLK 100MHZ

-- Instance (copy) of clock\_enable entity

clk\_en0 : entity work.clock\_enable

g\_MAX => 100000000

clk => CLK100MHZ,

reset => BTNC,

generic map(

port map(

```
ce_o => s_en
      -- Instance (copy) of cnt_up_down entity
      bin_cnt0 : entity work.cnt_up_down
          generic map(
              g_CNT_WIDTH => 4
          port map(
              clk => CLK100MHZ,
              reset => BTNC,
              en_i => s_en,
              cnt_up_i => SW(0),
              cnt_o => s_cnt
          );
      -- Display input value on LEDs
      LED(3 downto 0) <= s_cnt;</pre>
      -- Instance (copy) of hex_7seg entity
      hex2seg : entity work.hex_7seg
          port map(
              hex_i => s_cnt,
              seg_o(6) \Rightarrow CA
              seg_o(5) \Rightarrow CB
              seg_o(4) \Rightarrow CC,
              seg_o(3) \Rightarrow CD,
              seg_o(2) \Rightarrow CE,
              seg_o(1) \Rightarrow CF,
              seg_o(0) \Rightarrow CG
          );
Image of the top layer including both counters
              TOP
                      clock-enable
                                                          cnt-up-down
                                                                                              hex-7sey
                                 ce-0 5-en
                                                        reset
                                                                   cnt_o S_cnt
                                                        Clk
                                                                                          hex_i
                                                                                                      Seg-0
```

g-CNT-WIDTH=4

Cnt-0 C-Cn+16

reset

en-i

9-CNT\_WIDTH= 16