



xfolrk03 Update README.md



1 contributor

Raw

Blame



168 lines (127 sloc) | 4.84 KB

## Lab assignment

1. Preparation tasks (done before the lab at home). Submit:

- Figure or table with connection of push buttons on Nexys A7 board,
- Table with calculated values.

2. Bidirectional counter. Submit:

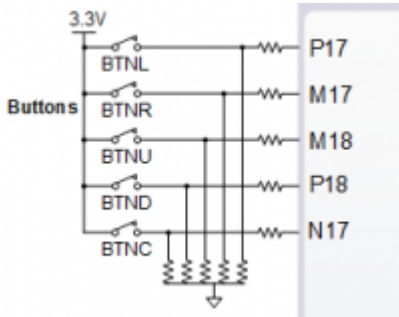
- Listing of VHDL code of the process `p_cnt_up_down` with syntax highlighting.
- Listing of VHDL reset and stimulus processes from testbench file `tb_cnt_up_down.vhd` with syntax highlighting and asserts,
- Screenshot with simulated time waveforms; always display all inputs and outputs,

3. Top level. Submit:

- Listing of VHDL code from source file `top.vhd` with all instantiations for the 4-bit bidirectional counter.
- Image of the top layer including both counters, ie a 4-bit bidirectional counter from Part 4 and a 16-bit counter with a 10 ms time base from Part Experiments on your own. The image can be drawn on a computer or by hand.

# 1. Preparation tasks

Figure or table with connection of push buttons on Nexys A7 board



BTN\_L = 0V

BTN\_H = 3,3V

Button	Pin
BTNL	P17
BTNR	M17
BTNU	M18
BTND	P18
BTNC	N17

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"

Time interval	Number of clk periods	Number of clk periods in hex	Number of clk periods in binary
1 sec	100 000 000	x"5F5_E100"	b"0101_1111_0101_1110_0001_0000_0000"

## 2. Bidirectional counter.

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Listing of VHDL code of the process `p_cnt_up_down` with syntax highlighting.

```
p_cnt_up_down : process(clk)
begin
    if rising_edge(clk) then

        if (reset = '1') then
            s_cnt_local <= (others => '0');

        elsif (en_i = '1') then

            if(cnt_up_i = '1') then
                s_cnt_local <= s_cnt_local + 1;

            else
                s_cnt_local <= s_cnt_local -1;
            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` with syntax highlighting and asserts

```
p_stimulus : process
begin
    report "Stimulus process started" severity note;

    -- Enable counting
    s_en      <= '1';

    -- Change counter direction
    s_cnt_up <= '1';
    wait for 230 ns;
    s_cnt_up <= '0';
```

```

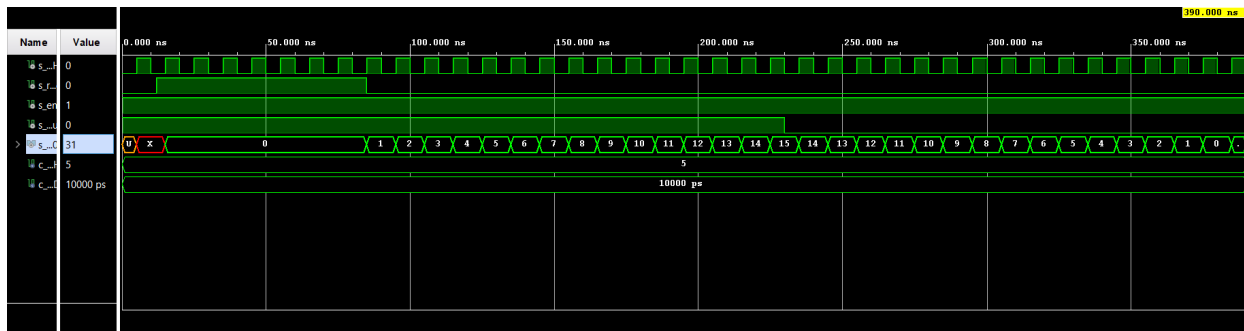
wait for 230 ns;

-- Disable counting
s_en    <= '0';

report "Stimulus process finished" severity note;
wait;
end process p_stimulus;

```

## Screenshot with simulated time waveforms



### 3. Top level

## Listing of VHDL code from source file `top.vhd` with all instantiations for the 4-bit bidirectional counter

architecture Behavioral of top is

```

-- Internal clock enable
signal s_en  : std_logic;
-- Internal counter
signal s_cnt : std_logic_vector(16 - 1 downto 0);

```

begin

-----

-- Instance (copy) of clock\_enable entity

```

clk_en0 : entity work.clock_enable
  generic map(
    g_MAX => 100000000
  )
  port map(
    clk    => CLK100MHZ,
    reset  => BTNC,
    ce_o   => s_en
  );

```

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-- 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;

    -----

    -- Instance (copy) of hex_7seg entity
    hex2seg : entity work.hex_7seg
        port map(
            hex_i    => s_cnt,
            seg_o(6) => CA,
            seg_o(5) => CB,
            seg_o(4) => CC,
            seg_o(3) => CD,
            seg_o(2) => CE,
            seg_o(1) => CF,
            seg_o(0) => CG
        );

    -- Connect one common anode to 3.3V
    AN <= b"1111_1110";

end architecture Behavioral;
```

Image of the top layer including both counters, ie a 4-bit bidirectional counter from Part 4 and a 16-bit counter with a 10 ms time base

