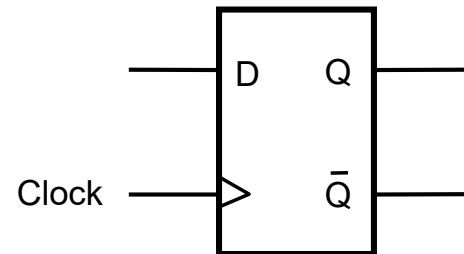


Lab 09: Flip-flops and counters

- Design an edge-triggered D flip-flop with Quartus II library and VHDL

D	CK	Q	\overline{Q}
0	\uparrow	0	1
1	\uparrow	1	0
X	0	Q_0	$\overline{Q_0}$
X	1	Q_0	$\overline{Q_0}$



Graphical symbol

D flip-flop

- Process module
- Attribute: Clock'EVENT
- Postive edge: Clock'EVENT AND Clock = '1'

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY flipflop IS
    PORT ( D, Clock : IN    STD_LOGIC ;
          Q          : OUT  STD_LOGIC) ;
END flipflop ;

ARCHITECTURE Behavior OF flipflop IS
BEGIN
    PROCESS ( Clock )
    BEGIN
        IF Clock'EVENT AND Clock = '1' THEN
            Q <= D ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

Figure 7.37. D flip-flop.

D flip-flop: WAIT-UNTIL

- Process module with no sensitivity list
- WAIT-UNITL

```
LIBRARY ieee;
USE ieee.std_logic_1164.all;

ENTITY flipflop IS
    PORT ( D, Clock : IN      STD_LOGIC ;
          Q          : OUT    STD_LOGIC );
END flipflop ;

ARCHITECTURE Behavior OF flipflop IS
BEGIN
    PROCESS
    BEGIN
        WAIT UNTIL Clock'EVENT AND Clock = '1' ;
        Q <= D ;
    END PROCESS ;
END Behavior ;
```

Figure 7.38. D flip-flop using WAIT-UNTIL statement.

Design C

- Modulo-10 counter with CLEAR, CLK, and En
- Synchronous counter with asynchronous CLEAR
- Sample VHDL code: next page

Modulo-10 up-counter

- Asynchronous reset
- “Enable” input

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_arith.all;
use ieee.std_logic_unsigned.all;

entity counter10 is
port(Clk: in std_logic; Clear: in std_logic; Enable : in std_logic;
      Q : out std_logic_vector(3 downto 0));
end counter10;

architecture RTL of counter10 is
    signal Count: std_logic_vector(3 downto 0);
begin
    counter10: process(Clk,Clear)
    begin
        if (Clear = '0')then
            Count <= (others => '0');
        elsif(Clk'event and Clk = '1')then
            if(Enable = '1')then
                if (Count = "1001")then
                    Count <= (others => '0');
                else
                    Count <= Count + 1;
                end if;
            end if;
        end if;
    end process counter10;
    Q <= Count;
end RTL;
```