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# Abstract

*The scope of this lab is to create a circuit that blinks a led on the Basys-2 development board.*

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# Introduction

## Background Reading

[1] [Digilent Basys2 Board Reference Manual.](http://www.csd.uoc.gr/~hy220/http:/www.csd.uoc.gr/~hy220/2015f/Basys2_rm.pdf/Basys2_rm.pdf)

[2] [Basys2 Master Board Constraints File.](http://www.csd.uoc.gr/~http:/www.csd.uoc.gr/~hy220/2015f/Basys2_100_250General.ucf/2015f/Basys2_100_250General.ucf)

## Glossary

## Design Library

lab0

## People Involved

| Name | E-mail address |
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|  |  |
|  |  |

# General Description

The blinker block is essentially a counter that blinks a LED on the Basys2 Development board. It uses an adder and a register to create a counter and uses the most significant bit of the counter value to blink the led. It also drives the anodes of the seven segment display to keep it off.

# Pin List

| Signal | | I/O | | Description |
| --- | --- | --- | --- | --- |
| Clock & Reset | | | | |
| system\_clock | in | | System clock. | |
| system\_reset | in | | Global synchronous reset. Active high. | |
| **Interface 0** | | | | |
| blink | out | | This signal drives the led. | |
| **Interface 1** | | | | |
| SevenSegAnode[3:0] | out | | This signal drives the seven segment display anodes. | |

*Table 3.1:*

# Functional Description

## Overview

The diagram of Figure 4.1 illustrates a single instantiation of blinker block.

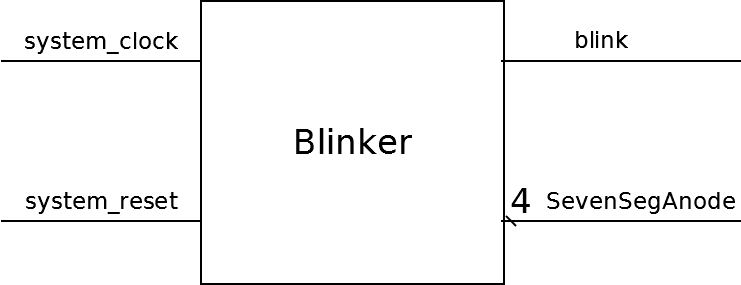


Figure 4.1:Blinker Instance

## Procedural Diagram

Figure 4.2 depicts the internal subblocks of the blinker block.

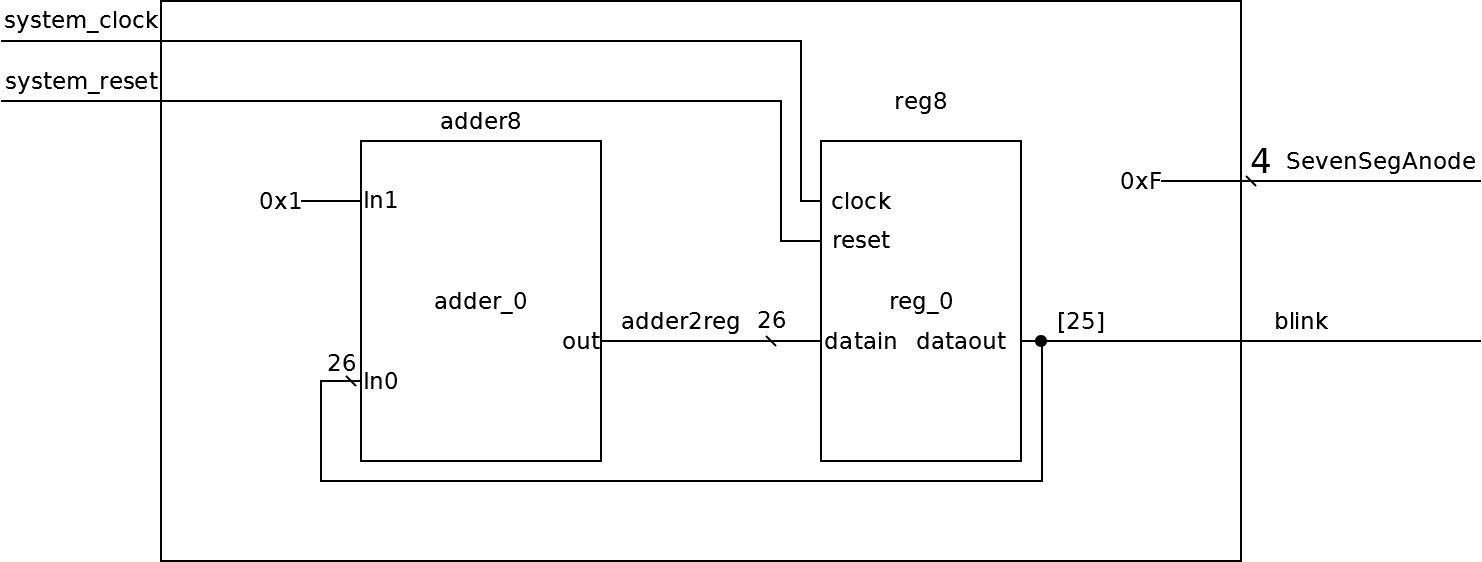


Figure 4.2:Blinker internal subblocks.

## Detailed Description

### adder8

This subblock is a simple adder that adds two 26 bit inputs. A timing diagram follows.

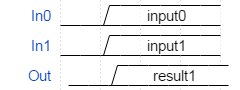


Figure 4.3: Adder8 Timing relationships

### reg8

This subblock is a 28 bit wide register with synchronous reset. A simple timing diagram follows.



Figure 4.4: Reg8 Timing relationships

# Implementation

The following paragraphs describe the implementation of the Blinker block. Figure 4.2 shows the interconnections of the subblocks included in the Blinker block.

## Adder8 (adder\_0) Subblock

### Pin List

| Signal | I/O | Description |
| --- | --- | --- |
| **Input interface** | | |
| In0[25:0] | in | Input signal. |
| In1[25:0] | in | Input signal. |
| **Output interface** | | |
| Out[25:0] | out | Output signal |

*Table 5.1: Adder8 Subblock Pin List*

### Interface Diagram

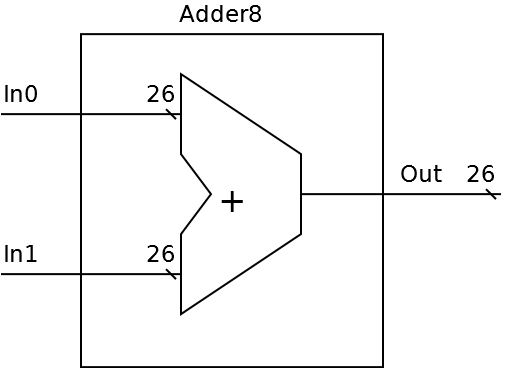


Figure 5.2: Adder8 Subblock Interface Diagram

### Description

This sublock implements an adder that adds two 26 bit values. It does the computation In0+In1. It produces the result on Out.

## reg8 (reg\_0)Subblock

### Pin List

| Signal | I/O | Description |
| --- | --- | --- |
| **Input interface** | | |
| datain[25:0] | in | Data in. |
| clock | in | Clock. |
| reset | in | Reset. Active high |
| **Output interface** | | |
| dataout[25:0] | out | Data out |

*Table 5.1: Adder8 Subblock Pin List*

### Interface Diagram

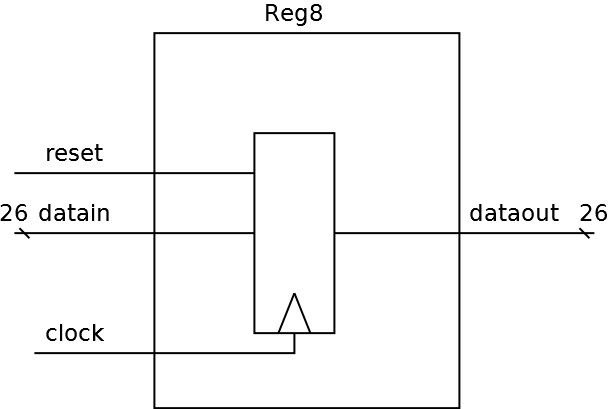


Figure 5.2: Reg8 Subblock Interface Diagram

### Description

This subblock implements a 26 bit positive edge triggered register with synchronous reset. It samples input data from datain and reset at the positive edge of the clock and if reset is high data out is zero. Else data out is data in.

# Verification

## List of Tests

* Test A – Verification of Blinker function.

| Test | Description |
| --- | --- |
| Test A -<tb.v> | Tests Blinker operation. |

*Table 6.1: List of Tests*

## Detailed Test Description

### Test A

**The goal of this test is:** Describe To simulate the Blinker and see that it blinks the led.

* Unit under test: Blinker
* input vectors: system\_clock, system reset.
* output vectors:blink, SevenSegAnode.

The purpose of this test is to check if the blinkers functions properly. We generate a clock equal of that of the FPGA (f=50Mhz T=20ns). First we reset the UUT (Unit under test) for 100 ns and then we wait 2 seconds (2 bilion nanoseconds) and check the blink output vector to see if it changes from low to high and reverse. Since we use a 26bit counter blijnk should go high at 671088740 ns (33554437 cycles) and then low at 1.342.177.380 ns (67.108.869 cycles) .