

# VHDL sekvensnät

```
-- Sdet1_mo , tillståndsgraf på sid 217 i läroboken och på sid 407
library IEEE;
use IEEE.std_logic_1164.all;

entity Sdet1_mo is
    port( x, clock: in std_logic;
          u:out std_logic);
end entity Sdet1_mo;

architecture beteende of Sdet1_mo is
    type state_type is (s0,s1,s2,s3);
    signal present_state, next_state: state_type;
begin
    process(present_state,x)
    begin
        case present_state is
            when s0 => if x='0' then
                next_state<=s0;
            else
                next_state<=s1;
            end if;
            when s1 => if x='0' then
                next_state<=s0;
            else
                next_state<=s2;
            end if;
            when s2 => if x='0' then
                next_state<=s0;
            else
                next_state<=s3;
            end if;
            when s3 => if x='0' then
                next_state<=s0;
            else
                next_state<=s3;
            end if;
        end case;
    end process;
end architecture;
```

```
process(present_state)
  begin-- detta går minst lika bra med if .... then.... else...
    case present_state is
      when s0 =>u<='0';
      when s1 =>u<='0';
      when s2 =>u<='0';
      when s3 =>u<='1';
    end case;
end process;

process(clock)
begin
  if rising_edge(clock) then
    present_state<=next_state;
  end if;
end process;

end architecture;
```

# Sdet1\_me

Sekvensnätet som ett Mealynät

```

library IEEE;
use IEEE.std_logic_1164.all;
entity Sdet1_me is
    port (x,clock:in std_logic;
          u:out std_logic);
end entity Sdet1_me;

architecture beteende of Sdet1_me is
type state_type is (s0,s1,s2);
signal present_state, next_state: state_type;
begin
    process (present_state,x)
    begin
        case present_state is
            when s0 => if x='0' then
                next_state<=s0;
            else
                next_state<=s1;
            end if;
            when s1 => if x='0' then
                next_state<=s0;
            else
                next_state<=s2;
            end if;
            when s2 => if x='0' then
                next_state<=s0;
            else
                next_state<=s2;
            end if;
        end case;
    end process;

    process (present_state,x)
    begin
        if present_state=s2 and x='1' then
            u<='1';
        else
            u<='0';
        end if;

    end process;

```

```
process(present_state,x)
begin
    if present_state=s2 and x='1' then
        u<='1';
    else
        u<='0';
    end if;

end process;

process(clock)
begin
    if rising_edge(clock) then
        present_state<=next_state;
    end if;
end process;

end architecture beteende;
```

# En enkel räknare

En binärräknare som räknar modulo 16

```

-- en 4-bitars binärräknare som räknar modulo-16

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

entity cnt4b is
  port (clock:in std_logic;
        q:out std_logic_vector(3 downto 0));
end entity cnt4b;

architecture beteende of cnt4b is
  subtype state_type is integer range 0 to 15;
  signal present_state, next_state:state_type;
begin
  process(present_state)
  begin
    if present_state=15 then next_state<=0;
    else
      next_state<=present_state+1;
    end if;
  end process;
  q<=conv_std_logic_vector(present_state,4); -- omvandlar en integer till en 4-bitars vektor.

  process(clock)
  begin
    if rising_edge(clock) then
      present_state<=next_state;
    end if;
  end process;
end architecture beteende;

```



modulo -16 räknare  
med enable

```
-- en 4-bitars binärräknare som räknar modulo-16 med enable

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

entity cnt4b_e is
    port(clock, enable:in std_logic;
          q:out std_logic_vector(3 downto 0));
end entity cnt4b_e;

architecture beteende of cnt4b_e is
    subtype state_type is integer range 0 to 15;
    signal present_state, next_state:state_type;
begin
    process(present_state)
    begin
        if enable='0' then next_state<=present_state;
        elsif present_state=15 then next_state<=0;
        else
            next_state<=present_state+1;
        end if;
    end process;
    q<=conv_std_logic_vector(present_state,4);

    process(clock)
    begin
        if rising_edge(clock) then
            present_state<=next_state;
        end if;
    end process;
end architecture beteende;
```

# Modulo-16 räknare med reset

```
-- en 4-bitars binärräknare som räknar modulo-16 med synkron reset
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_arith.all;

entity cnt4b_r is
  port(clock, reset:in std_logic;
        q:out std_logic_vector(3 downto 0));
end entity cnt4b_r;

architecture beteende of cnt4b_r is
  subtype state_type is integer range 0 to 15;
  signal present_state, next_state:state_type;
begin
  process(present_state,reset)
  begin
    if reset='1' then next_state<=0;
    elsif present_state>=15 then next_state<=0;
    else
      next_state<=present_state+1;
    end if;
  end process;
  q<=conv_std_logic_vector(present_state,4);

  process(clock)
  begin
    if rising_edge(clock) then
      present_state<=next_state;
    end if;
  end process;
end architecture beteende;
```

Räknare med bara en  
process

```
-- en 4-bitars binärräknare som räknar modulo-16 med synkron reset
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_arith.all;

entity cnt4b_r_one is
  port(clock, reset:in std_logic;
        q:out std_logic_vector(3 downto 0));
end entity cnt4b_r_one;

architecture beteende of cnt4b_r_one is
  subtype state_type is integer range 0 to 15;
  signal state:state_type;
begin
  process(clock)
  begin
    if rising_edge(clock) then
      if reset='1' then state<=0;
      elsif state=15 then state<=0;
      else
        state<=state+1;
      end if;
    end if;
  end process;
  q<=conv_std_logic_vector(state,4);

end architecture beteende;
```