

1 – Create the 2 test processes described below and provide a simulation.

Assume an existing clk process running with period PER and a resetb process that releases reset on the 2nd falling clock edge

50pts

You can use any existing design as the top level block for compiling the code

Periodic input “foo” with period 4 times the clock period and a 25% duty cycle that runs for 7 “foo” periods then stops. Synchronized to the falling clock edge.

8 bit signal “boo” that increments every 6th cycle and repeats infinitely

1 – Create the 2 test processes described below and provide a simulation.

Periodic input “foo” with period 4 times the clock period and a 25% duty cycle that runs for 7 “foo” periods then stops. Synchronized to the falling clock edge.

Running with period PER and a resetb
The 2nd 8 bit signal “boo” that increments every 6th cycle and repeats infinitely

```
-- foo process
foo_proc: process
begin
  -- initialize value
  foo <= '0';

  -- wait for reset
  wait for 2*PER;

  -- already on falling clock edge

  -- create a 7 cycle loop
  for i in 1 to 7 loop
    foo <= '1';
    wait for 1*PER;
    foo <= '0';
    wait for 3*PER;
  end loop;

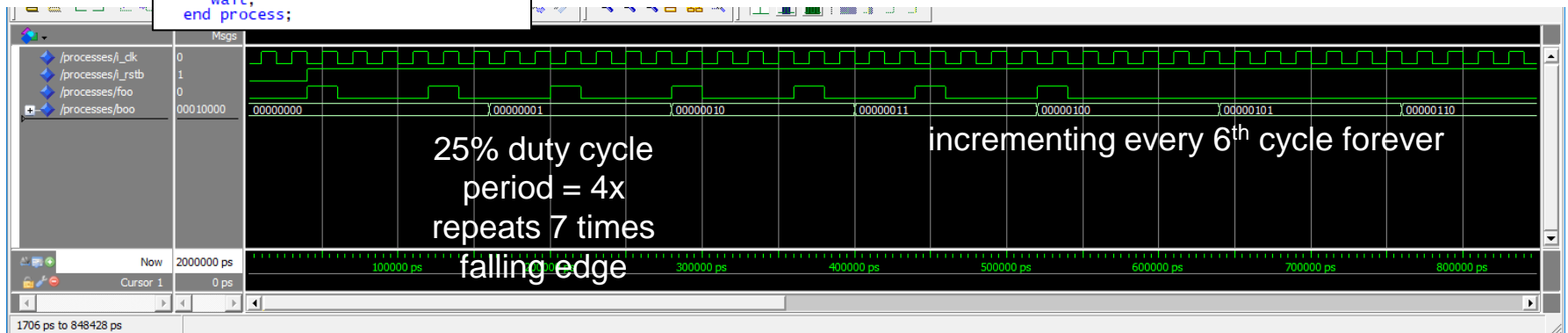
  -- cause it to stop
  wait;
end process;
```

```
boo_proc: process
begin
  -- initialize value
  boo <= (others => '0');

  -- wait for reset
  wait for 2*PER;

  -- no clock edge specified - use falling

  -- create infinite process
  loop
    wait for 6*PER;
    boo <= std_logic_vector(unsigned(boo) + 1);
  end loop;
end process;
```



2 – Create the testbench and simulation for the JK Flip-Flop from problem 2 of HW 4. Be sure you can clearly see and identify each mode of operation 50pts

```

-----
-- ff_jk_special_tb.vhdl
--
-- created: 9/6/18
-- by: johnsontimoj
-- rev: 0
--
-- testbench for ff_jk_special
--
-----
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;

entity ff_jk_special_tb is
    -- no entry - testbench
end entity;

architecture testbench of ff_jk_special_tb is
    signal CLK: std_logic;
    signal RSTB: std_logic;
    signal SET: std_logic;
    signal J: std_logic;
    signal K: std_logic;
    signal Q: std_logic;
    signal Qb: std_logic;

    constant PER: time := 20 ns;

    -----
    -- Component prototype
    -----
    COMPONENT ff_jk_special
    port (
        i_clk : in std_logic;
        i_rstb : in std_logic;
        i_set : in std_logic;
        i_J : in std_logic;
        i_K : in std_logic;

        o_Q : out std_logic;
        o_Qb : out std_logic
    );
END COMPONENT;
-----
begin
    -----
    -- Device under test (DUT)
    -----
    DUT: ff_jk_special
    port map(
        i_clk => CLK,
        i_rstb => RSTB,
        i_set => SET,
        i_J => J,
        i_K => K,
        o_Q => Q,
        o_Qb => Qb
    );

    -----
    -- Test processes
    -----

    -- Clock process
    clock: process -- note - no sensitivity
    begin
        CLK <= '0';
        wait for PER/2;
        infinite loop
            CLK <= not CLK; wait for PER/2;
        end loop;
    end process clock;

    -----
    -- Set process
    set_process: process -- note - no sensitivity
    begin
        SET <= '1'; wait for 2*PER;
        SET <= '0'; wait;
    end process set_process;

    -- Run Processes
    run: process
    begin
        -- initialize inputs
        RSTB <= '1';
        J <= '0';
        K <= '0';
        -- wait for reset
        wait for 2*PER;

        --00 case
        wait for 3*PER;

        --10 case
        J <= '0';
        K <= '1';
        wait for 3*PER;

        --01 case
        J <= '1';
        K <= '0';
        wait for 3*PER;

        --11 case
        J <= '1';
        K <= '1';
        wait for 2*PER;

        -- rstb case
        RSTB <= '0';
        wait for 3*PER;

    end process;

    -----
    -- End test processes
    -----
end architecture;

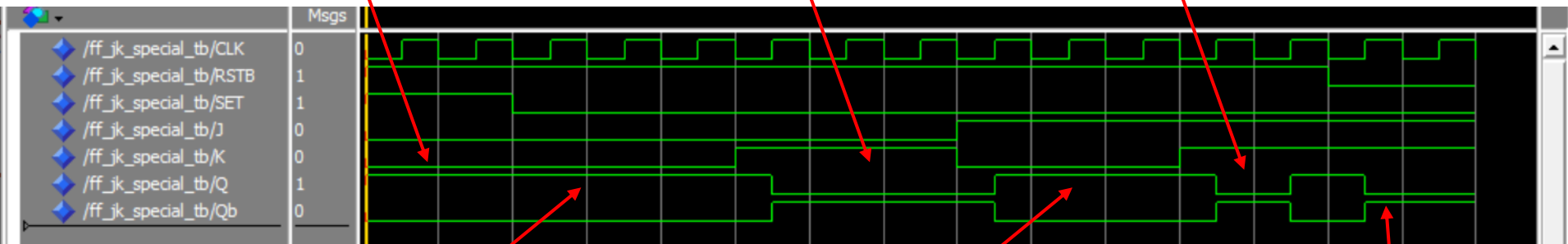
```

2 – Create the testbench and simulation for the JK Flip-Flop from problem 2 of HW 4
50pts

Set – Q high

0,1 – Q low

1,1 – toggle



0,0 – no change

0,1 – Q high

rstb low – Q low
On next clock edge