

## CPE 426 Spring 2003 Midterm Solutions:

1.

```
USE WORK.logic_pkg.ALL;
```

```
entity LOGIC is
```

```
    port (A, B, C, D : in BIT;  
          F : out BIT);
```

```
end LOGIC;
```

```
architecture LOGIC of LOGIC is
```

```
    signal ABAR, BBAR, CBAR : BIT;  
    signal TEMP : BIT_VECTOR (1 to 5);
```

```
begin
```

```
    U1 : NOR2_OP port map(A, A, ABAR);  
    U2 : NOR2_OP port map(B, B, BBAR);  
    U3 : NOR2_OP port map(C, C, CBAR);  
    U4 : AND2_OP port map(BBAR, CBAR, TEMP(1));  
    U5 : AND2_OP port map(ABAR, BBAR, TEMP(2));  
    U6 : AND2_OP port map(TEMP(2), D, TEMP(3));  
    U7 : AND2_OP port map(A, B, TEMP(4));  
    U8 : AND2_OP port map(C, TEMP(4), TEMP(5));  
    U9 : OR4_OP port map(TEMP(1), TEMP(3), TEMP(5), '0', F);
```

```
end LOGIC;
```

2. (1 point) A process is triggered whenever a signal in its  
\_\_\_\_sensitivity list\_\_\_\_ has an event on it.

3. (2 points) List two of the three primary design units in VHDL

entity  
package  
configuration

4. (1 point) Inertial delay is the delay which represents gate delay in VHDL.

5. (1 point) FALSE (True or False) All sequential statements are synthesized into sequential circuits.

6. (1 point) A top-level entity designed to test a VHDL model is called a test bench.

7.

```
entity DFF_SYNCH_RS is
```

```
    port (D, C, R, S : in BIT;  
          Q, QB : out BIT);
```

```
end DFF_SYNCH_RS;
```

```
architecture DFF_SYNCH_RS of DFF_SYNCH_RS is
```

```
begin
```

```
    process (C)
```

```
    begin
```

```
        if (C = '1' and C'EVENT) then
```

```
            if (S = '1') then
```

```
                Q <= '1';
```

```
                QB <= '0';
```

```

        elsif (R = '1') then
            Q <= '0';
            QB <= '1';
        else
            Q <= D;
            QB <= not D;
        end if;
    end if;
end process;
end DFF_SYNC_RS;

```

```

8. entity PRIORITY_ENCODER is
    port (W : in BIT_VECTOR (3 downto 0);
          Y : out BIT_VECTOR (1 downto 0);
          Z : out BIT);
end PRIORITY_ENCODER;

```

```

architecture SEQ of PRIORITY_ENCODER is
begin
    process (W)
    begin
        Z <= '1';
        if (W(3) = '1') then
            Y <= "11";
        elsif (W(2) = '1') then
            Y <= "10";
        elsif (W(1) = '1') then
            Y <= "01";
        elsif (W(0) = '1') then
            Y <= "00";
        else
            Z <= '0';
        end if;
    end process;
end SEQ;

```

```

architecture CON of PRIORITY_ENCODER is
begin
    Z <= '0' when W = "0000" else
        '1';
    Y <= "11" when W(3) = '1' else
        "10" when W(2) = '1' else
        "01" when W(1) = '1' else
        "00" when W(0) = '1';
end CON;

```

9. (1 point) TRUE (True or False) It is possible to make aggregate assignments in VHDL.

10. (1 point) FALSE (True or False) Multiple assignments to a signal within a process can cause that signal to have multiple drivers.

11. (1 point) FALSE (True or False) A D flip-flop and a D latch have the same behavior.

12. (1 point) 'RANGE is an example of a VHDL attribute.

13.

```
package TEST_TYPES is
  type MVL7 is ('U', 'L', 'H', 'X', 'Z', '0', '1');
  type COLORS_OF_THE_RAINBOW is (RED, ORANGE, YELLOW,
    GREEN, BLUE, INDIGO, VIOLET);
  subtype REGISTER_NUMBER is integer range 0 to 31;
  subtype TAX is real range 0.0 to 9999.99;
  subtype ASC_32 is integer range 0 to 31;
  type REG_32_ASCENDING is array (ASC_32) of MVL7;
  type TABLE_3D is array (ASC_32, ASC_32, BOOLEAN)
    of COLORS_OF_THE_RAINBOW;
end TEST_TYPES;
```

14.

| Inputs   | Idle | Present | State |      |     |
|----------|------|---------|-------|------|-----|
|          |      | gnt1    | gnt2  | gnt3 |     |
| Reset, r |      |         |       |      |     |
| 0ddd     | Idle | Idle    | Idle  | Idle |     |
| 1000     | Idle | Idle    | Idle  | Idle |     |
| 1001     | gnt3 | Idle    | Idle  | gnt3 | N S |
| 1010     | gnt2 | Idle    | gnt2  | Idle | e t |
| 1011     | gnt2 | Idle    | gnt2  | gnt3 | x a |
| 1100     | gnt1 | gnt1    | Idle  | Idle | t t |
| 1101     | gnt1 | gnt1    | Idle  | gnt3 | e   |
| 1110     | gnt1 | gnt1    | gnt2  | Idle |     |
| 1111     | gnt1 | gnt1    | gnt2  | gnt3 |     |
| output   | 000  | 100     | 010   | 100  |     |

d - don't care