## **Practice Lab**

#### Introduction

This lab will familiarize you with the CPLD board, the Quartus software, writing lab reports and creating video demonstrations. This lab will be marked. You are strongly encouraged to submit a lab report and video although the mark will not count towards your final lab mark.

#### **Intel MAX II CPLD Board**

This board contains an Intel (formerly Altera) EPM240T100C5 MAX II complex programmable logic device (CPLD). A CPLD is an IC that can be programmed to implement logic functions. This board will be used for most labs. The board's schematic is available on the course website.



The four 20-pin headers will be used to connect components such as an LED display and a keypad. The CPLD pin numbers connected to each header pin are marked on the PCB.

The FPGA's I/O pins use 3.3V logic levels. To avoid damaging the board, never connect your circuits to an external power supply or use the on-board 5V supply.

The board has one active-high LED connected to pin 77 and a 50 MHz clock oscillator connected to pin 15. We will use these on-board components for this lab.

The board is powered through a coaxial power connector which must be connected to a USB port or

charger. The USB-Blaster cannot power the board (even though it lights the power LED).

The board is programmed through the JTAG connector which must be connected to the USB-Blaster from your ELEX 1117 parts kit.

### **Quartus Prime and ModelSim**

Quartus is a logic synthesizer – software that converts a hardware description language (HDL) description of your circuit to a file that can program the CPLD over the JTAG port. We will use the System Verilog HDL in this course.

#### **Procedure**

#### **Install the Software**

Follow the instructions in the Software Installation and Use document to install Quartus, ModelSim, and MAX II device support. Install the USB-Blaster driver dated 2009-04-21 (version 2.4.16.0) from the course web site.

### **Logic Synthesis**

Create a project named **lab0** and add a System Verilog file named **lab0.sv** containing the code in the Appendix. This design blinks the on-board LED to show that you can compile a System Verilog design and program the CPLD.

Follow the synthesis instructions to synthesize lab0.sv. Assign the led signal to pin 77 and the clk signal to pin 12. Program the FPGA. The jumper labelled J2 (next to LED) must be installed.

### **Practice Lab Report**

Follow the Report and Video Guidelines document to create a lab report that includes the following:

a screen capture of the compilation report (Window > Compilation Report) similar to:

```
        Flow Status
        Successful - Sun Jan 9 22:51:39 2022

        Quartus Prime Version
        21.1.0 Build 842 10/21/2021 SJ Lite Edition

        Revision Name
        lab0

        Top-level Entity Name
        lab0

        Family
        MAX II

        Device
        EPM240T100C5

        Timing Models
        Final

        Total logic elements
        26 / 240 (11 %)

        Total pins
        2 / 80 (3 %)

        Total virtual pins
        0

        UFM blocks
        0 / 1 (0 %)
```

• a block diagram corresponding to the following Verilog:

```
module sample
  (
   input logic sel,
   input logic [3:0] a, b,
   output logic [3:0] y );
  assign y = sel ? a : b;
endmodule
```

• a corrected version of the following Verilog code<sup>1</sup>. Ignore the content of this code.

```
// example
module sample (
   input wire clk, enable,
   output reg [7:0] count, ecount
  );

always @(posedge clk) begin
   if ( !enable )
      count = count + 1'b1;
   end
endmodule
```

## **Submissions**

Submit the following to the appropriate assignment folder on the course web site: (a) a report containing the items described above, and (b) a short video of your FPGA board showing the LED blinking. Orient the video so that the LED is at the top of the video.

# **Appendix -Sample Source Code**

```
// lab0.sv
// ELEX 2117 practice lab - LED blinker
// your name, date

module lab0
   ( input logic clk,
        output logic led );

logic [25:0] count;
   always_ff @(posedge clk)
        count <= count + 1'b1;

assign led = count[25];
endmodule</pre>
```

<sup>&</sup>lt;sup>1</sup>The code shown violates all six of the mandatory coding guidelines.