

## Hierarchical Design

Revision 2: Added RTL netlist schematic and corrected Figure 1.

### Introduction

In this lab you'll practice instantiating modules by building a digital combination lock. You'll be supplied five modules. You'll also design a sequence detector based on a resettable 4-digit shift register.

### Components

You will need the CPLD board, the four-digit 7-segment LED display and the 4×4 matrix keypad used in previous labs.

### Requirements

Each press of a key should shift that digit into the 4-digit 7-segment LED display from the right. The red LED on the CPLD board should be on only when the display shows the last four digits of your BCIT ID (this shows when the lock is open). Pressing the **\*** key should reset the display to **0000** and close the lock (turn off the LED).

Your design must instantiate the modules described below.

### Module Descriptions

You will be supplied with a file, **lab5modules.sv** containing definitions of the following modules.

**keypad** This module outputs a 4-bit binary value, **digit**, corresponding to the key that is being pressed. Keys **A** through **D** output their hexadecimal values, **\*** outputs value 14 (hex E) and **#** outputs 15 (hex F). The **valid** output is true when the value of **digit** is valid. **digit** should be ignored otherwise.

```
module keypad // 4x4 matrix keypad decoder
  ( output logic [3:0] row, // matrix row output
    input logic [3:0] col, // matrix column input
    input logic clk, // clock
    output logic [3:0] digit, // value of key
    output logic valid ) ; // high if digit is valid
```

**display** The 4-digit LED display displays the four 4-bit digits on the input **digits**.

```
module display // 4-digit 7-segment display
  ( input logic [3:0][3:0] digits, // digits L-to-R
    input logic clk, // clock
    output logic [3:0] en, // active-low enables
    output logic a, b, c, d,
    e, f, g ) ; // active-high segments
```

**clkdiv** The clock divider generates a square-wave clock. It has parameters for the input and output frequency.

```
module clkdiv // clock divider
  #( fin = 50000000, // input frequency
    fout = 200 ) // output frequency
  ( input logic clk_in, // input clock
    output logic clk ) ; // clock out (50%)
```

**debounce** The switch debouncer outputs the input value, **sw\_in** on the output **sw**, when the input has been stable for parameter **N** clock cycles.

```
module debounce // switch debouncer
  #(parameter N=16'hffff, // delay (clocks)
    w=1) // switch width
  ( input logic [w-1:0] sw_in, // switch input
    input logic clk, // clock
    output logic [w-1:0] sw ) ; // switch output
```

**rising** The rising-edge detector sets **out** high for one clock cycle when the **input** transitions from low to high between rising edges of the clock.

```
module rising // rising-edge detector
  ( input logic in, clk, // input & clock
    output logic out ) ; // high one clock on edge
```

### Suggested Solution

The diagram in Figure 1 shows a possible solution.

You'll need to design the logic in the block marked "shift register and sequence detector." This is a 4-element 4-bit shift register that shifts the **digit** from the **keyboard** module into a shift register when the debounced **valid** signal indicates a new digit. It also resets the shift register to zero (**16'h0000**) if **\*** is pressed (decimal value 14).



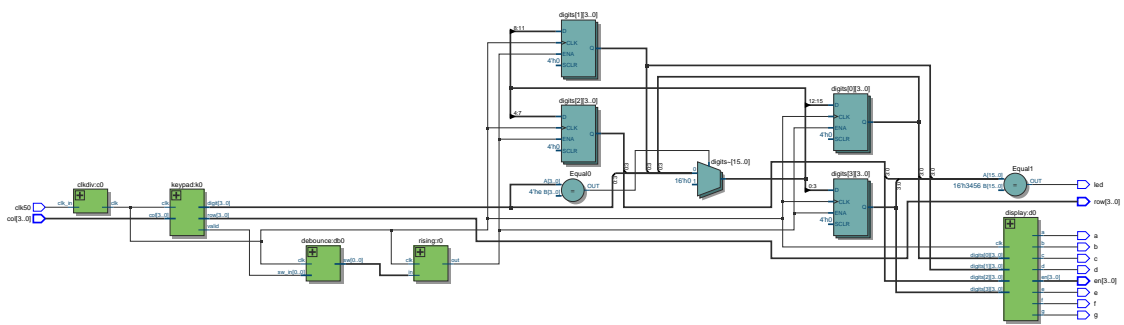


Figure 2: Example RTL Netlist output.