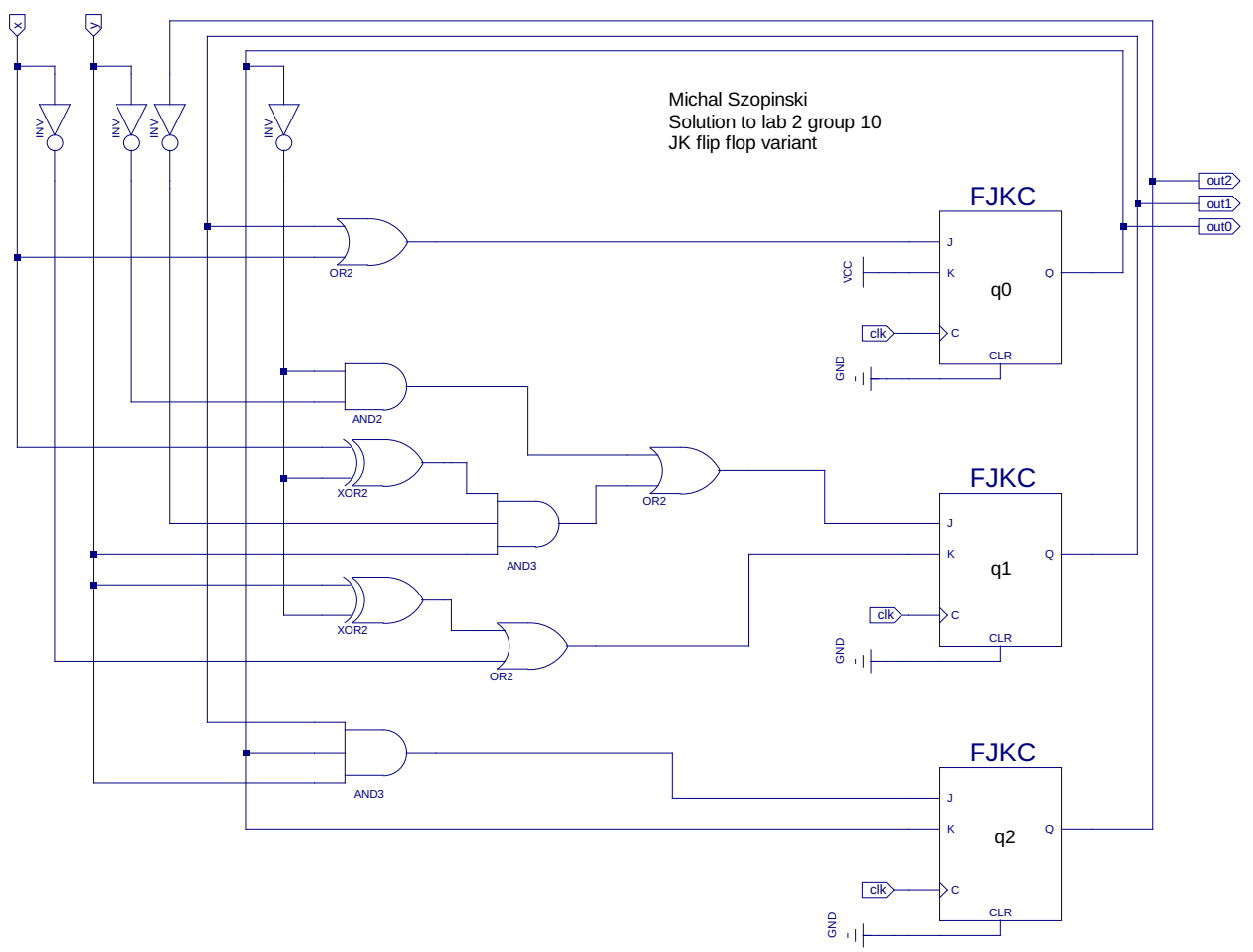
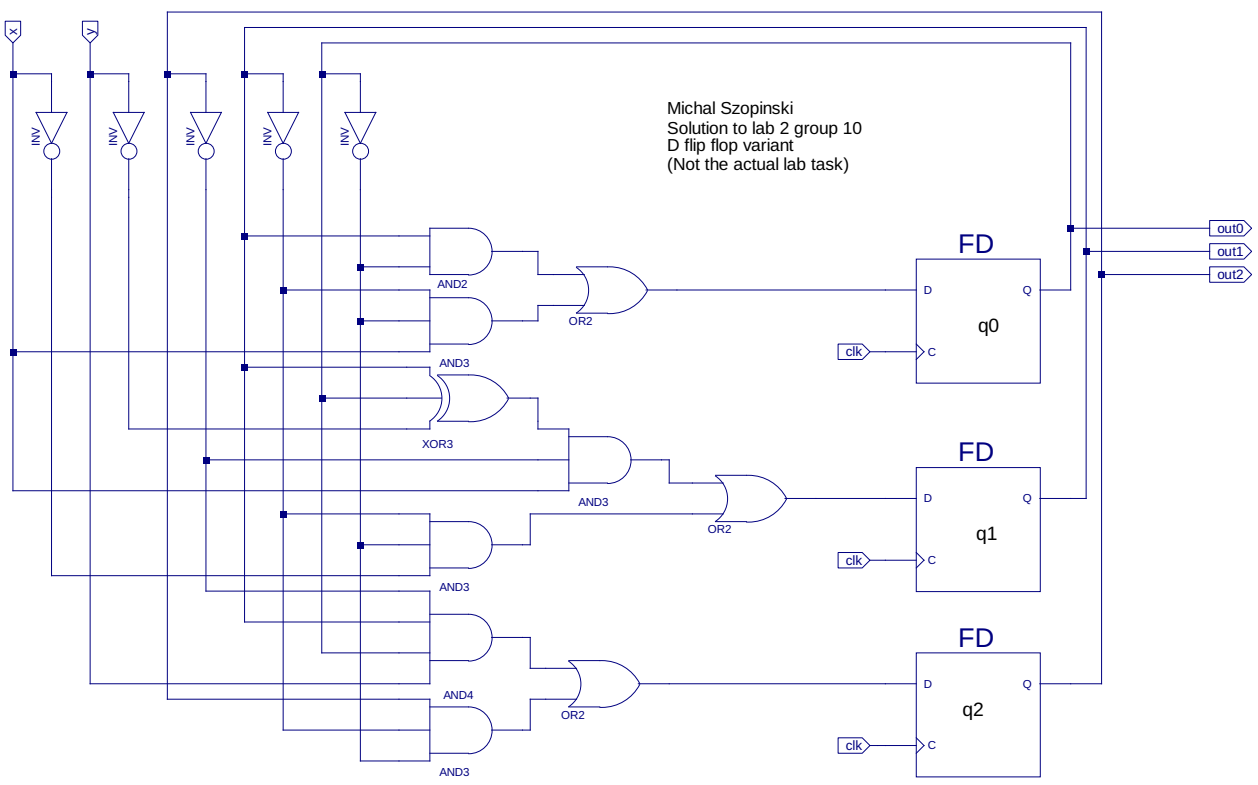


Michal Szopinski
Solution to lab 2 group 10
JK flip flop variant



Michal Szopinski
Solution to lab 2 group 10
D flip flop variant
(Not the actual lab task)



```

1  -- Vhdl test bench created from schematic /home/mszopinski/Desktop/labko2d/schem.sch - Sat Nov 30 18:43:44 2019
2  --
3  -- Notes:
4  -- 1) This testbench template has been automatically generated using types
5  -- std_logic and std_logic_vector for the ports of the unit under test.
6  -- Xilinx recommends that these types always be used for the top-level
7  -- I/O of a design in order to guarantee that the testbench will bind
8  -- correctly to the timing (post-route) simulation model.
9  -- 2) To use this template as your testbench, change the filename to any
10 -- name of your choice with the extension .vhd, and use the "Source->Add"
11 -- menu in Project Navigator to import the testbench. Then
12 -- edit the user defined section below, adding code to generate the
13 -- stimulus for your design.
14 --
15 LIBRARY ieee;
16 USE ieee.std_logic_1164.ALL;
17 USE ieee.numeric_std.ALL;
18 LIBRARY UNISIM;
19 USE UNISIM.Vcomponents.ALL;
20 ENTITY schem_schem_sch_tb IS
21 END schem_schem_sch_tb;
22 ARCHITECTURE behavioral OF schem_schem_sch_tb IS
23
24     COMPONENT schem
25     PORT ( x : IN STD_LOGIC;
26           y : IN STD_LOGIC;
27           out2 : OUT STD_LOGIC;
28           out1 : OUT STD_LOGIC;
29           out0 : OUT STD_LOGIC;
30           clk : IN STD_LOGIC);
31     END COMPONENT;
32
33     SIGNAL x : STD_LOGIC;
34     SIGNAL y : STD_LOGIC;
35     SIGNAL out2 : STD_LOGIC;
36     SIGNAL out1 : STD_LOGIC;
37     SIGNAL out0 : STD_LOGIC;
38     SIGNAL clk : STD_LOGIC;
39
40 BEGIN
41
42     UUT: schem PORT MAP (
43         x => x,
44         y => y,
45         out2 => out2,
46         out1 => out1,
47         out0 => out0,
48         clk => clk
49     );
50
51 -- *** Test Bench - User Defined Section ***
52 tb : PROCESS
53
54     procedure flashClock is
55     begin
56         for i in 1 to 30 loop
57             clk <= not clk;
58             wait for 1 ns;
59         end loop;
60
61         wait for 10 ns;
62     end procedure;
63
64 BEGIN
65     -- set initial input
66     clk <= '1';
67     x <= '0';
68     y <= '0';
69
70     -- mod 3 down
71     x <= '0';
72     y <= '1';
73     flashClock;
74
75     -- mod 4 down
76     x <= '1';
77     y <= '0';
78     flashClock;
79
80     -- mod 6 up
81     x <= '1';
82     y <= '1';
83     flashClock;
84
85     WAIT; -- will wait forever
86 END PROCESS;
87 -- *** End Test Bench - User Defined Section ***
88
89 END;
90

```