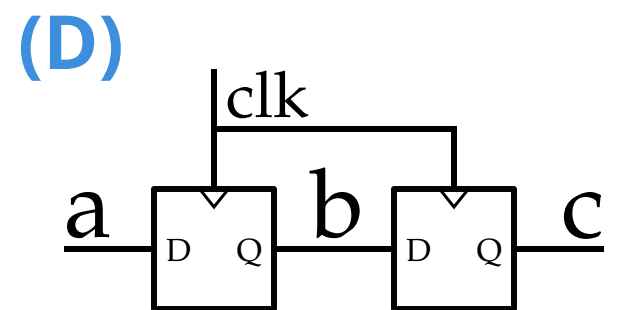
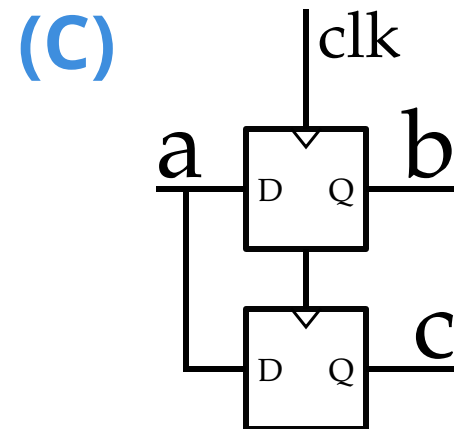
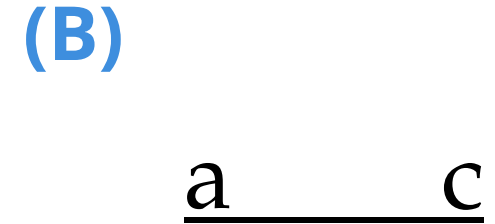
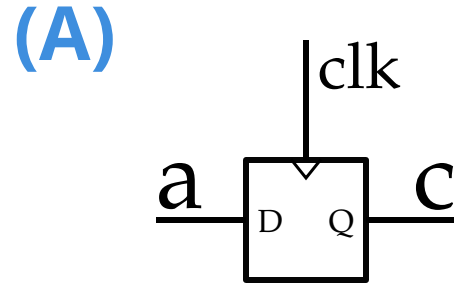


Warmup

Which circuit will be created by the VHDL below?

```
process (all) is
begin
  b <= a;
  c <= b;
end
```

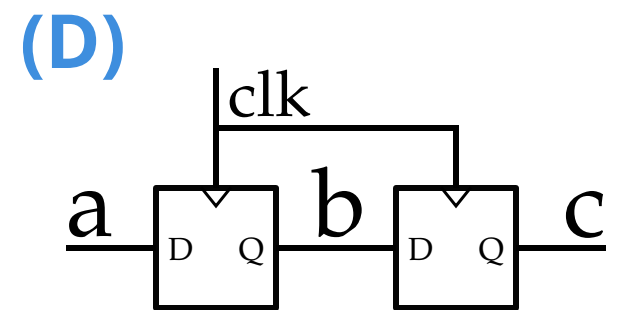
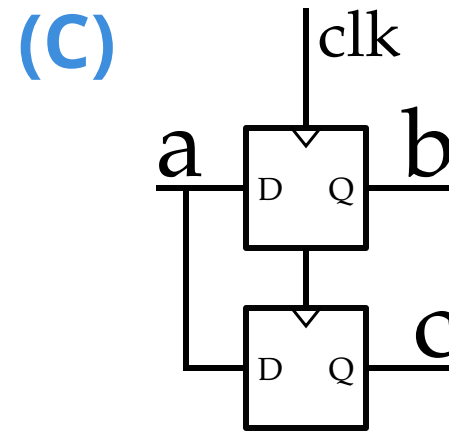
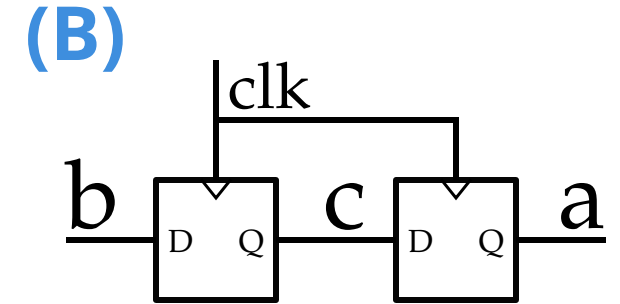
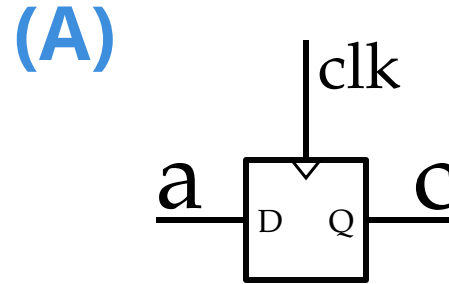


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Warmup

Which circuit will be created by the VHDL below?

```
process (clk) is
begin
  if rising_edge(clk) then
    c <= b;
    b <= a;
  end if;
end
```

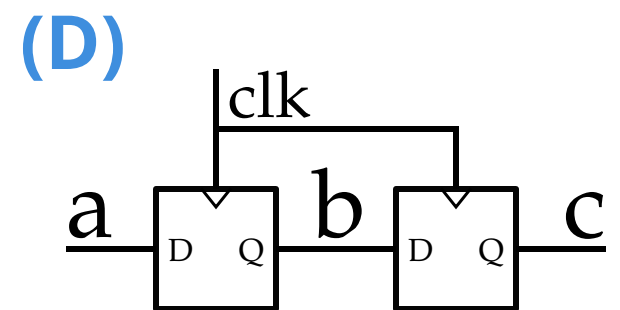
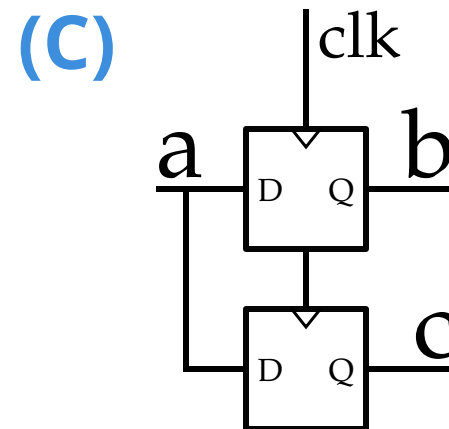
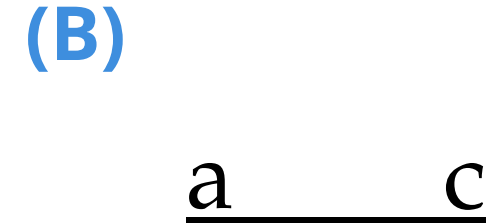
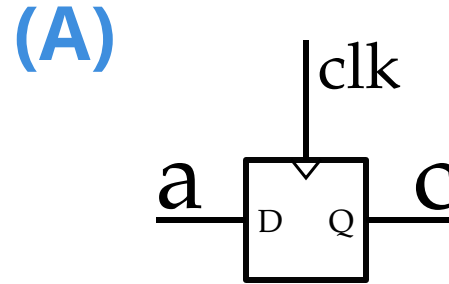


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Warmup

Which circuit will be created by the VHDL below?

```
process (clk) is
begin
  if rising_edge(clk) then
    b <= a;
    c <= b;
  end if;
end
```



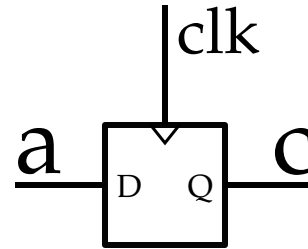
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Warmup

Which circuit will be created by the VHDL below?

```
c <= b;  
process (clk) is  
begin  
  if rising_edge(clk) then  
    b <= a;  
  end if;  
end process;
```

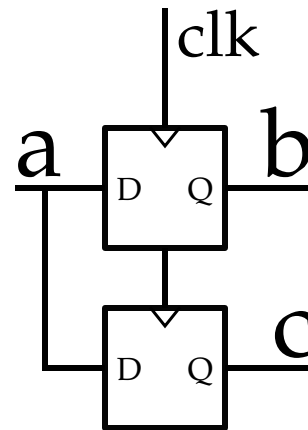
(A)



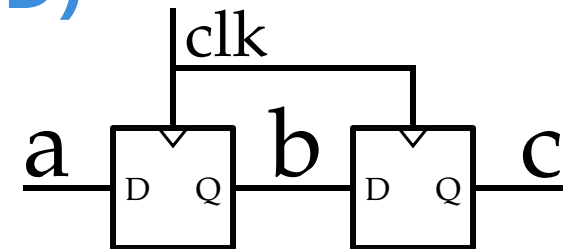
(B)



(C)



(D)



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Port map

What is the purpose of the **port map** construct in VHDL?
Explain to your 4-week-younger self what **port map** does.

Respond at pollev.com/stevenbell

ES 4: State machines, part 2

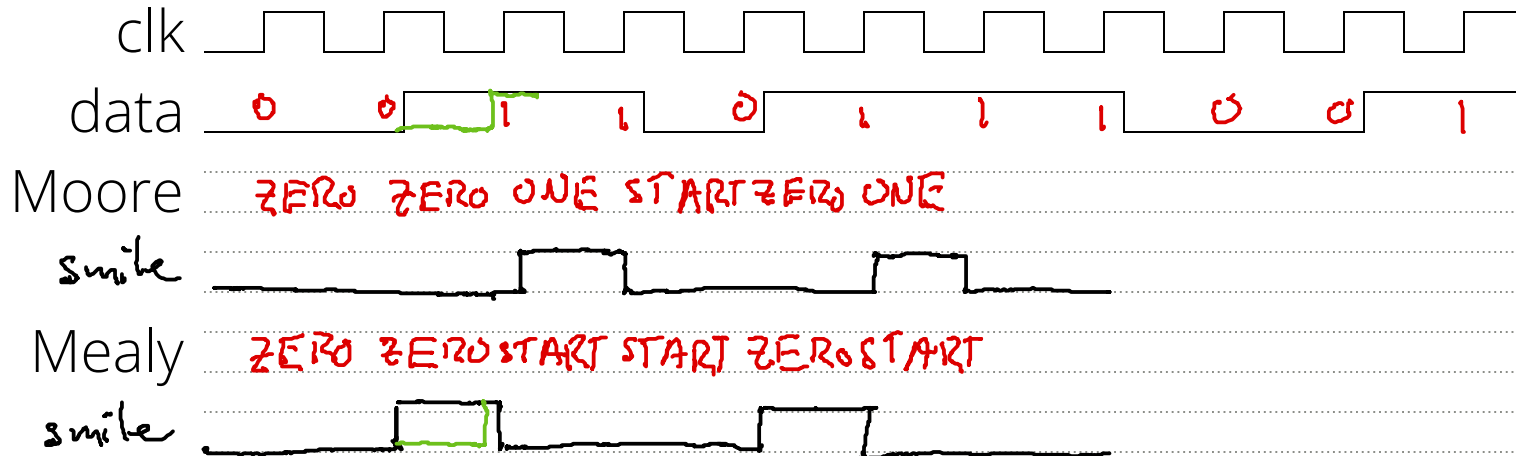
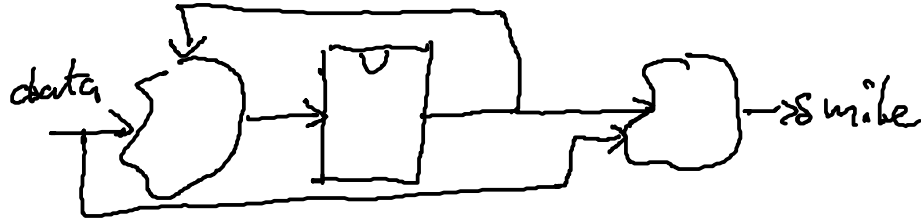
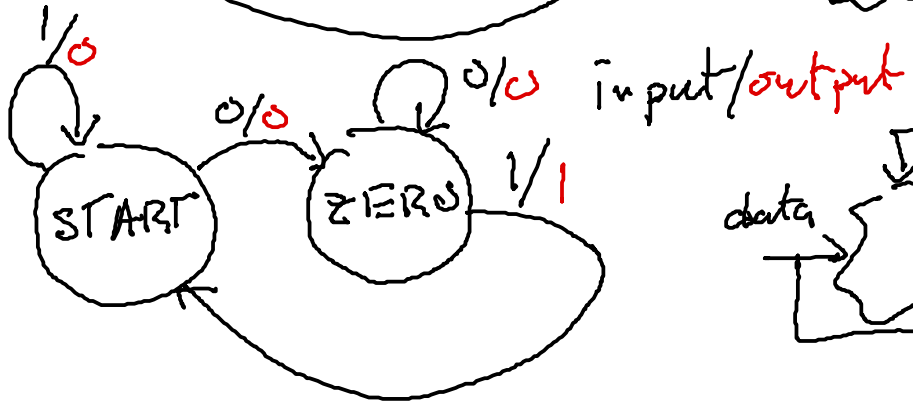
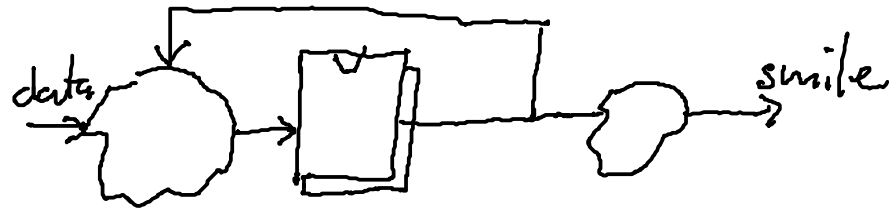
Steven Bell

3 November 2021

Thanksgiving break

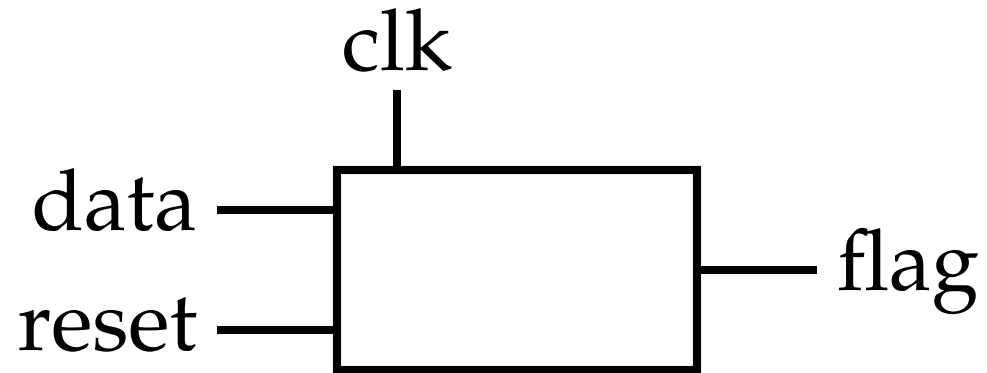
- Exam 2 will be on Nov 17 (Wednesday before break)
- You're invited to my house if you don't have plans

Mealy vs Moore (Harris example 3.7)



FSMs in VHDL

Design a circuit which sets a flag high when the "data" input has been high for 3 clock cycles. The flag should stay high until the reset signal is asserted (i.e., = 1)



FSM code: entity

FSM code: architecture

FSM code: state logic (inside architecture)

FSM code: output logic

Block diagrams

Which block diagram corresponds to the VHDL below?

```
entity blob is
  port (
    switch : in std_logic;
    count  : out std_logic_vector(3 downto 0);
    valid  : out std_logic
  );
end blob;
```

(A)



(B)



(C)



(D)



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