

## Lab 3 PLD state machine

### EET 207

Repeat lab 2 but use VHDL to target the Altera MAX 3128 PLD.

Download from

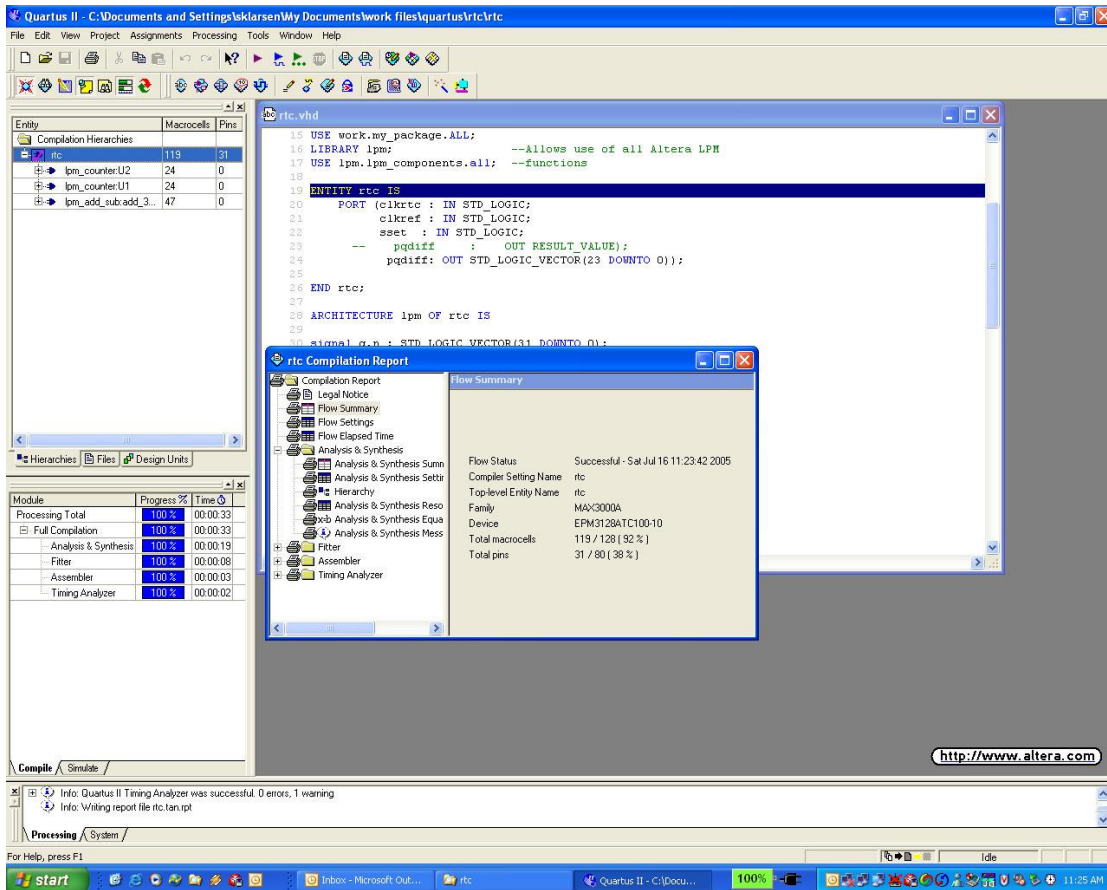
[https://www.altera.com/support/software/download/sof-download\\_center.html](https://www.altera.com/support/software/download/sof-download_center.html)

the Quartus II free web edition. (This is 227MB so a broadband connection is needed. If you do not have one, the instructor can provide a CD in the lab) Quartus II allows you to synthesize VHDL to target the MAX 3128 PLD as well as a logic simulator. Please include logic simulation in your lab report. This “free” software requires a license registration of your NIC. The installation walks you through the process to get the license.

The PLD board is available from the lab instructor. Please contact him to get this board if you are not going to be in the lab session. There is a parallel port cable that goes with this circuit board. If you do not have your own PC to use, you can use one of the lab computers.

As can be seen from the silkscreen on the boards, pins 24, 25, 27, 28 are switches 1,2,3,4 respectively. The LEDs can be controlled by segments A,B,C,D,E,F,G on pins 70, 71,72,75,76,77, 80. The board has a 32MHz clock coming in on pin 87.

With your VHDL file, a completed synthesis and place/route would result in a screenshot as shown below:



Another sample design using this board is located on webct. It is a simple clock divider, but gives a sample complete design and a waveform stimulus.

A sample VHDL state machine is listed below and can be modified to realize the car buzzer state machine you did in lab 2. Replace or delete each text string noted with “\_\_xxxx” Email me with questions you have on text formatting.

```

--EET207 Example VHDL file
-- Your name and date

LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
use IEEE.std_logic_unsigned.all;
USE ieee.std_logic_arith.all;
LIBRARY lpm;
USE lpm.lpm_components.all; --Allows use of all Altera LPM
USE lpm.lpm_components.all; --function

ENTITY __machine_name IS
    PORT (
        clk                : IN    STD_LOGIC;
        reset              : IN    STD_LOGIC;
        __input_name, __input_name : IN    STD_LOGIC;
        __output_name, __output_name : OUT STD_LOGIC);
END __machine_name;

```

```

ARCHITECTURE a OF __machine_name IS
    TYPE STATE_TYPE IS (__state_name, __state_name, __state_name);
    SIGNAL state: STATE_TYPE;
BEGIN
    PROCESS (clk)
    BEGIN
        IF reset = '1' THEN
            state <= _state_name;
        ELSIF clk'EVENT AND clk = '1' THEN
            CASE state IS
                WHEN __state_name =>
                    IF __condition THEN
                        state <= __state_name;
                    END IF;

                WHEN __state_name =>
                    IF __condition THEN
                        state <= __state_name;
                    END IF;

                WHEN __state_name =>
                    IF __condition THEN
                        state <= __state_name;
                    END IF;

            END CASE;
        END IF;
    END PROCESS;

    WITH state SELECT
        __output_name <=
            __output_value WHEN __state_name,
            __output_value WHEN __state_name,
            __output_value WHEN __state_name;
END a;

```