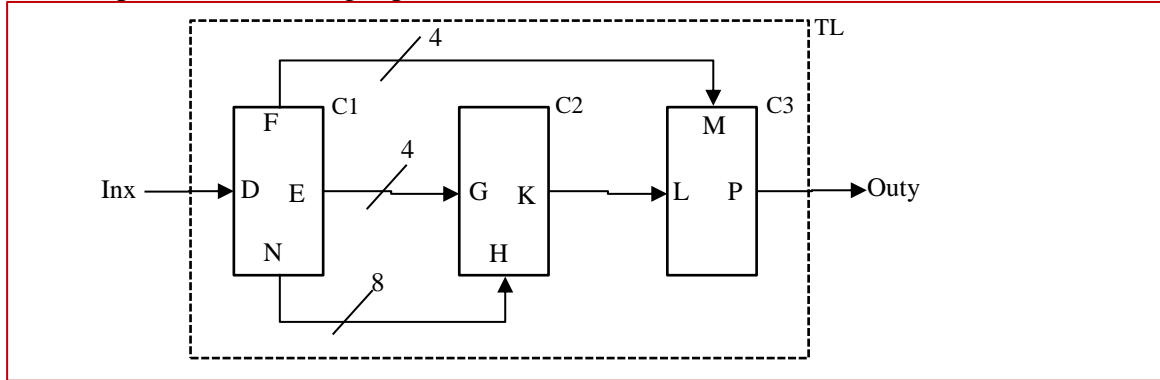


1. A ready-to-use tone generator is given to be used in a 4 button circuit. Each button, when pressed, will generate a different tone for 1 seconds and send it to output.

```
entity Buttons is port (  
    CLK : in  STD_LOGIC;    -- 50 MHz  
    Btn  : in  STD_LOGIC_VECTOR(3 downto 0);  
    Tne  : out STD_LOGIC;    -- to buzzer  
end Buttons;  
architecture Buttons of Buttons is  
    component TGen is port (  
        CLK : in  STD_LOGIC;    -- 50 MHz  
        FRQ : in  STD_LOGIC_VECTOR(3 downto 0); -- tone select  
        EN  : in  STD_LOGIC;    -- Enable  
        TNE : out STD_LOGIC);    -- tone output  
    end component;  
    signal EN : STD_LOGIC;  
    signal Btnp : STD_LOGIC_VECTOR(3 downto 0);  
    signal cntr: integer range 0 to 50000000;  
begin  
    TG: TGen port map (  
        CLK => CLK,  
        FRQ => Btnp,  
        EN  => EN,  
        TNE => Tne  
    );  
    process(CLK) is begin  
        if(rising_edge(CLK)) then  
            Btnp <= Btn;  
            if((Btnp/=Btn) or (EN='1')) then  
                if(cntr<50000000) then  
                    cntr <= cntr+1; EN <= '1';  
                else  
                    cntr <= 0; EN <= '0';  
                end if;  
            end if;  
        end if;  
    end if;  
end process;  
end Buttons;
```

2. Complete the following top-level circuit in VHDL.



```

entity TL is port (
    clk    : in  STD_LOGIC; -- 10 MHz
    Inx    : in  STD_LOGIC_VECTOR(3 downto 0);
    Outy   : out STD_LOGIC_VECTOR(3 downto 0));
end TL;
architecture TL of TL is
    component C1 is port(
        clk : in  STD_LOGIC; -- 10 MHz
        D   : in  STD_LOGIC_VECTOR(3 downto 0);
        E   : out STD_LOGIC_VECTOR(3 downto 0);
        F   : out STD_LOGIC_VECTOR(3 downto 0);
        N   : out STD_LOGIC_VECTOR(7 downto 0));
    end component;
    component C2 is port(
        clk : in  STD_LOGIC; -- 10 MHz
        G   : in  STD_LOGIC_VECTOR(3 downto 0);
        H   : in  STD_LOGIC_VECTOR(7 downto 0);
        K   : out STD_LOGIC_VECTOR(3 downto 0));
    end component;
    component C3 is port(
        L   : in  STD_LOGIC_VECTOR(3 downto 0);
        M   : in  STD_LOGIC_VECTOR(3 downto 0);
        P   : out STD_LOGIC_VECTOR(3 downto 0));
    end component;
    signal Ex, Fx, Kx : STD_LOGIC_VECTOR(3 downto 0);
    signal Nx : STD_LOGIC_VECTOR(7 downto 0);
begin
    C1i: C1 port map (clk=>clk, D=>Inx, E=>Ex, F=>Fx, N=>Nx);
    C2i: C2 port map (clk=>clk, G=>Ex, H=>Nx, K=>Kx);
    C3i: C3 port map (L=>Kx, M=>Fx, P=>Outy);
end;

```

3. A keyless entry circuit employs the following cipher-check sub-circuit CC. CC reads BCD input when EN is High and stores it to a local 4x4 memory (4 registers of 4-bits each). It outputs OK (active-high) signal when the entered 4 digit number is correct (same with the local constant 4 digit number) and keeps it High until Rst is High. Design the circuit in VHDL.

```

entity CC is port (
  clk : in  STD_LOGIC;
  Rst  : in  STD_LOGIC;
  EN   : in  STD_LOGIC; -- High for 1 clk cycle on every BCD input
  BCD  : in  STD_LOGIC_VECTOR(3 downto 0);
  OK   : out STD_LOGIC  -- normally Low. High when activated
);
end CC;
architecture CC of CC is
  constant Ndig: integer :=4;
  type M4 is array (0 to Ndig-1) of STD_LOGIC_VECTOR(3 downto 0);
  constant CL : M4 := (x"1",x"2",x"3",x"4");
  signal ML : M4:=(others=>x"F");
begin
  BR:process(clk) is begin
    if(rising_edge(clk)) then
      if(Rst='1') then
        OK <= '0';
        ML <=(others=>x"F");
      else
        if(EN='1') then
          ML(3) <= ML(2); -- or ML <= BCD & ML(0 to 2);
          ML(2) <= ML(1);
          ML(1) <= ML(0);
          ML(0) <= BCD;
        end if;
        if(ML=CL) then
          OK <= '1';
        end if;
      end if;
    end if;
  end process;
end CC;

```