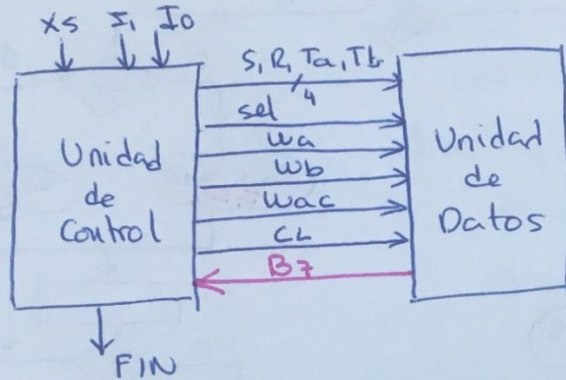


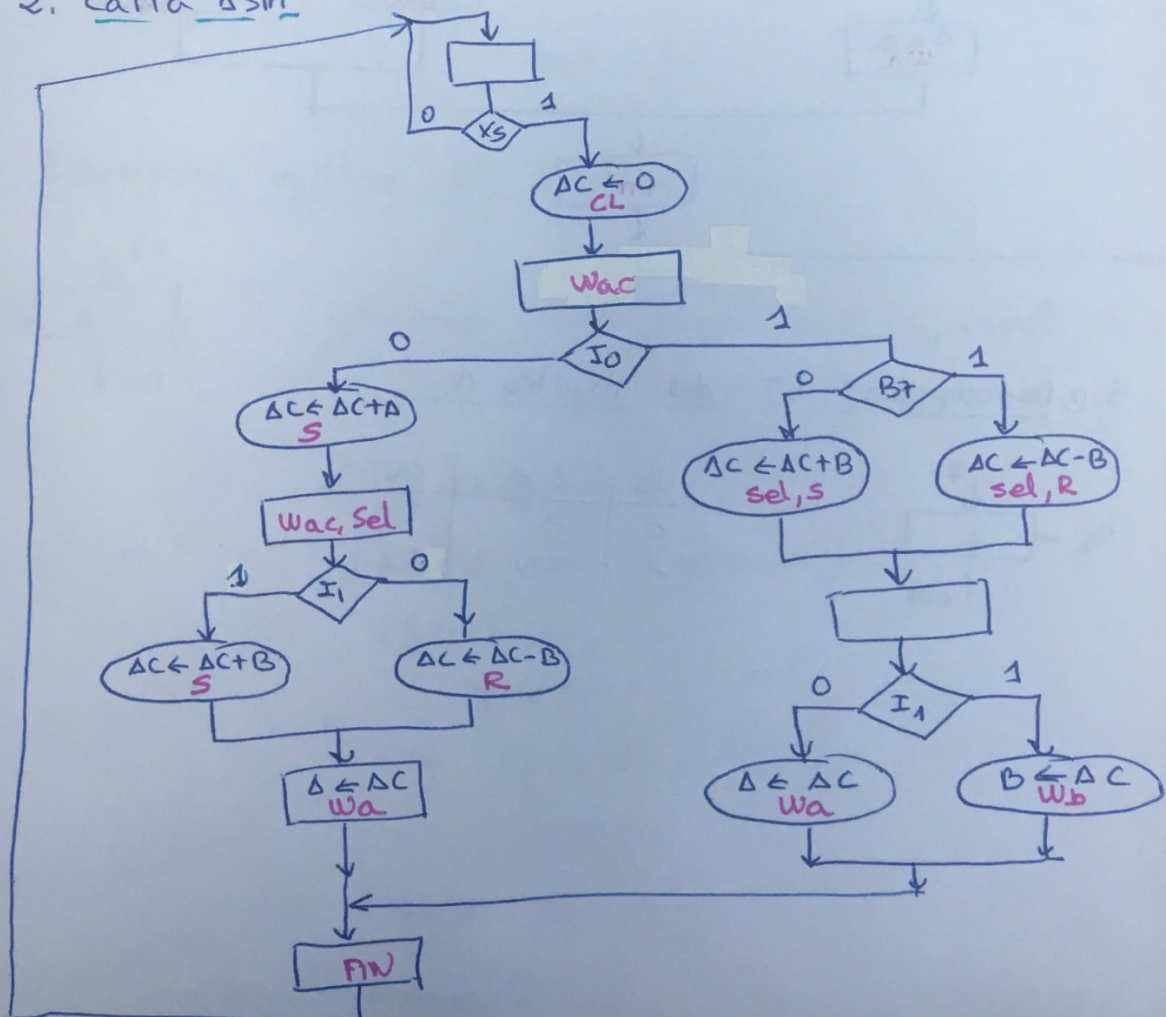
Problema 1 → consultar teoría (transparencias, apuntes,...)

Problema 2

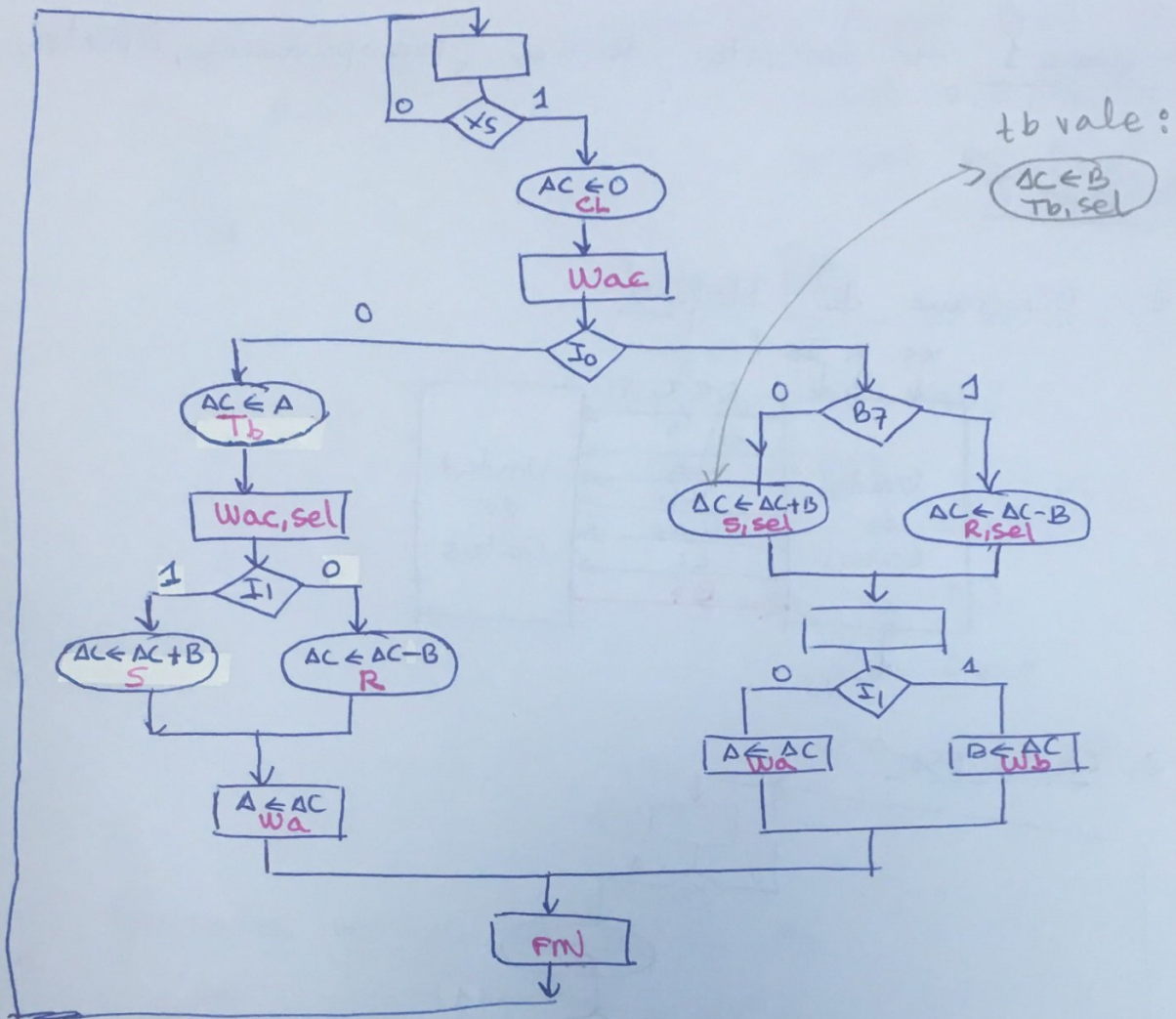
1. Diagrama de bloques



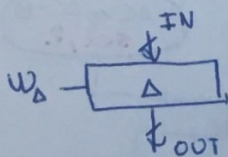
2. Carta ASM



Otra posible solución para la carta ASM:

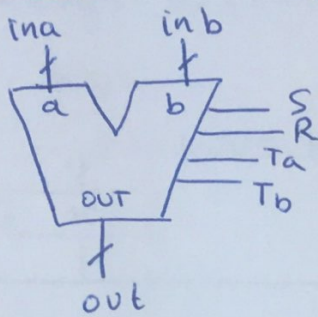


3. Descripción RT del registro A:



W_a	$\Delta \leftarrow$	OUT =
0	A	[A]
1	IN	[A]

Descripción Verilog de la SLU

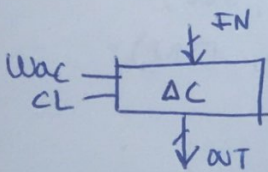


```
module SLU (input [7:0] ina, inb,  
            input s, R, Ta, Tb,  
            output reg [7:0] out);
```

```
    always @*  
        if (s)  
            out = ina + inb;  
        else if (R)  
            out = ina - inb;  
        else if (Ta)  
            out = ina;  
        else out = inb;
```

```
endmodule
```

Descripción verilog del registro ΔC



```
module regAC (input [7:0] in, input wac, cl, ck,  
             output [7:0] out);
```

```
    reg [7:0] q;
```

```
    always @ (posedge ck)
```

```
        if (cl)
```

```
            q <= 0;
```

```
        else if (wac)
```

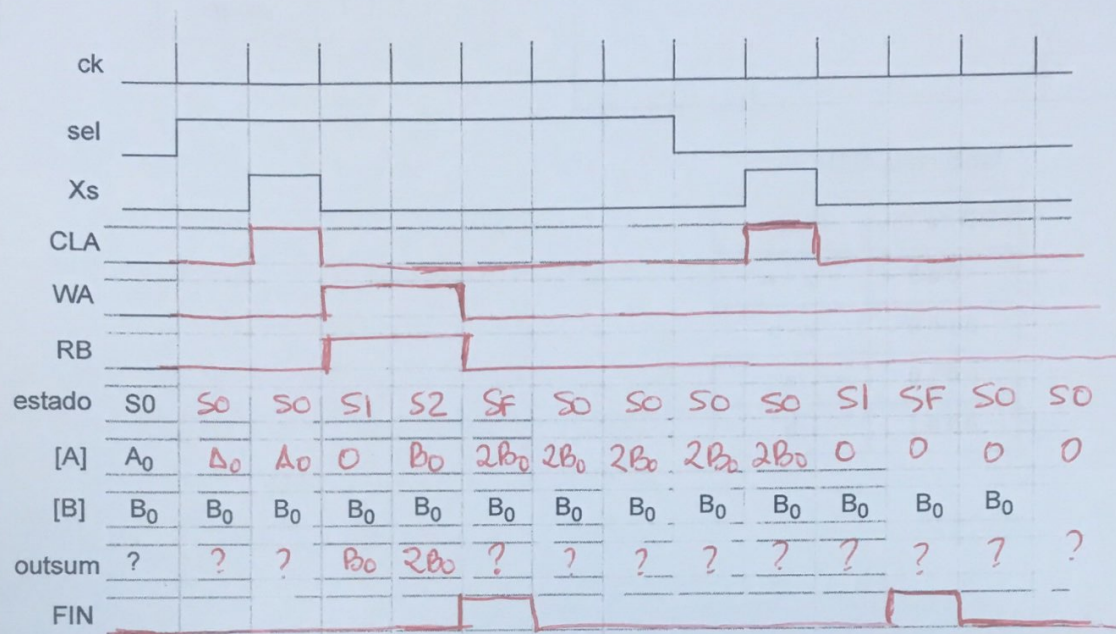
```
            q <= in;
```

```
    assign out = q;
```

```
endmodule
```

Problema 3

1. Diagrama temporal



2. Descripción Verilog de la carta ASM

```
module unidad_de_control (input clk, reset, xs, sel,
                          output CLA, WA, RB, FIN);
```

```
parameter S0 = 2'b00, S1 = 2'b01, S2 = 2'b10;
```

```
reg [1:0] current_state, next_state;
```

```
always @ (posedge clk, posedge reset)
```

```
begin
```

```
  if (reset)
```

```
    current_state = S0;
```

```
  else
```

```
    current_state = next_state;
```

```
end
```

always @ (current_state, xs, sel)

begin

{ CLD, WD, RB, FIN } = 0;

case (current_state)

S0: begin

if (xs) begin

CLD = 1;

next_state = S1;

end

else next_state = S0;

end

S1: begin

if (sel) begin

WD = 1;

RB = 1;

next_state = S2;

end

end

S2: begin

WD = 1;

RB = 1;

next_state = SF;

end

SF: begin

FIN = 1;

next_state = S0;

end

endcase

end

endmodule.