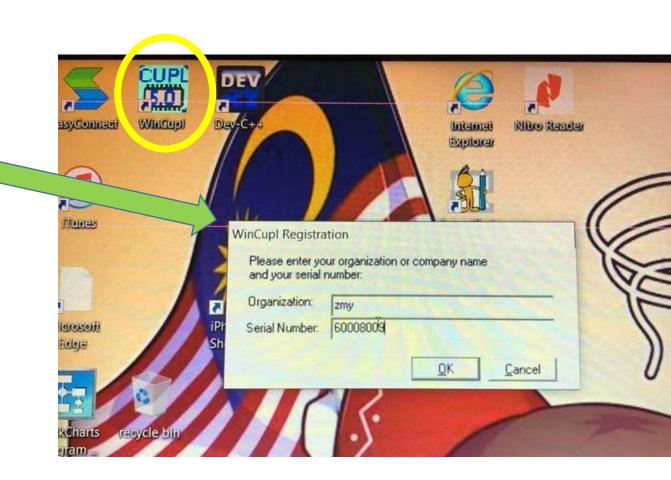
Mini Project 4 Marks 15%

Session 2019/2020 Sem 1

Step 1 Winculp Installation to Laptop

The yellow circle is the WinCulp apps.
 Double click the icon and a dialog box is appeared.

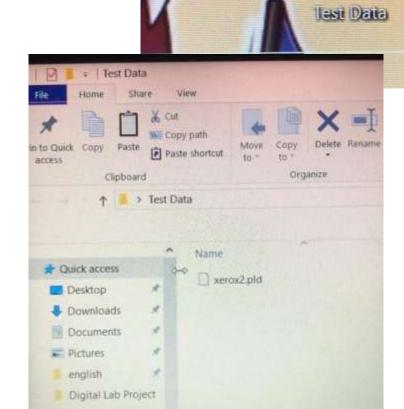
 Entered the Serial Number for WinCUPL: 60008009, and click OK



Step 2 Download the file "xerox2.pld"

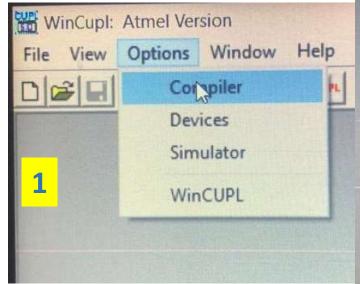
- https://drive.google.com/file/d/1YbzEtg1ABq5iK5xmmHVvttuMlDkPaPF/view?us p=sharing
- Download the file "xerox2.pld" from the above link, and then create a folder name "Test Data" in your DESKTOP laptop.
- Remove the "xerox2.pld" into the folder "Test Data".
- "xerox2.pld" is a programming of photocopy machine using 2 bit and consists of four state:

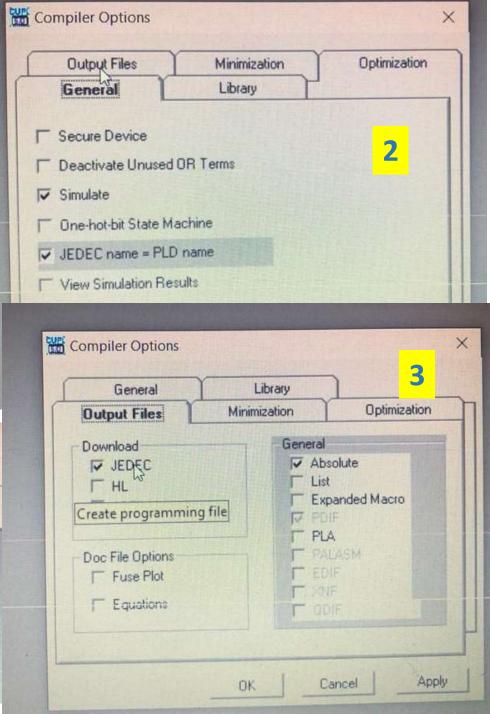
00 01 10 11 (binary) similar to 0 1 2 3 (dec)



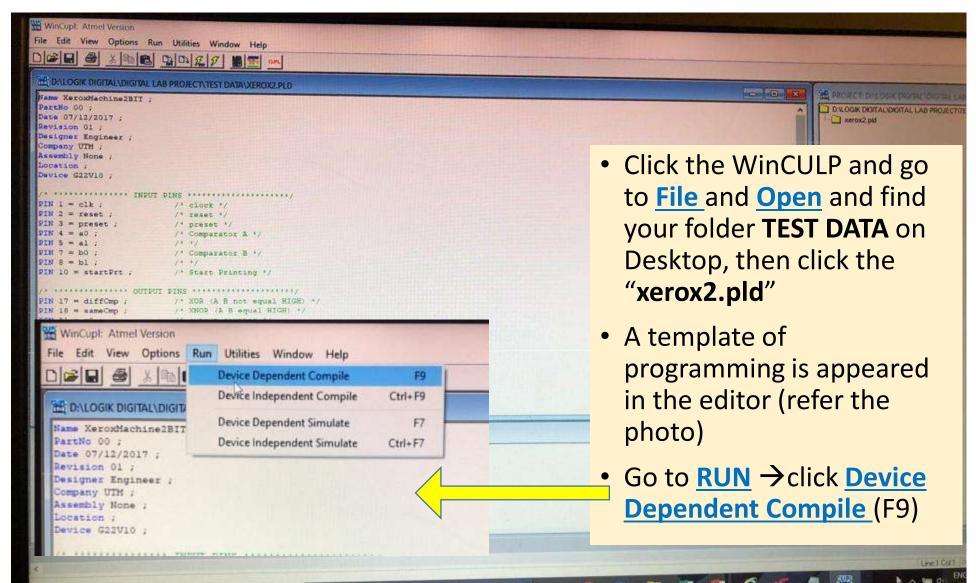
Step 3 Open the Winculp

 Follow the steps given (refer to the photo)





Step 4 Open the xerox2.pld



Step 5 Run the file

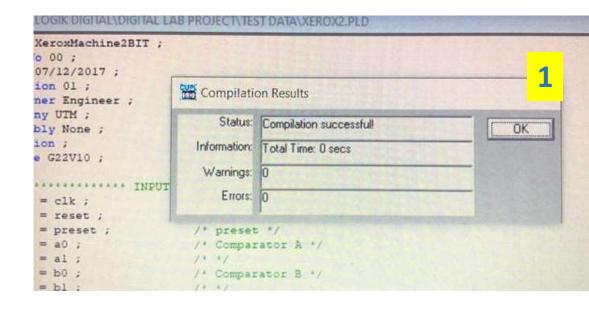
- A dialog box is appeared after run (refer photo 1).
- A listed of files with same name and different extension are appeared on the right editor (refer photo 2).
- The three file are:

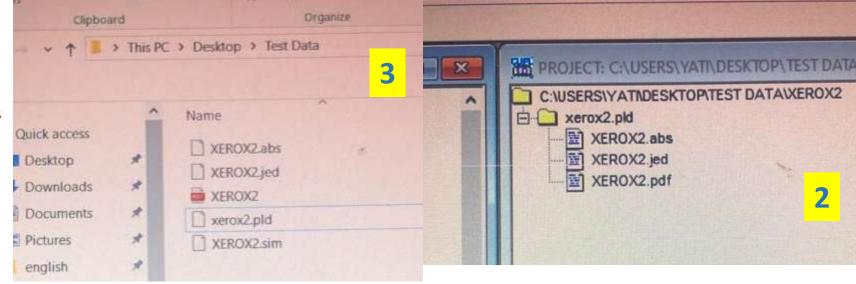
XEROX2.abs

XEROX2.jed

XEROX2.pdf

 Open folder <u>TEST DATA</u> and check the new files (refer photo 3)





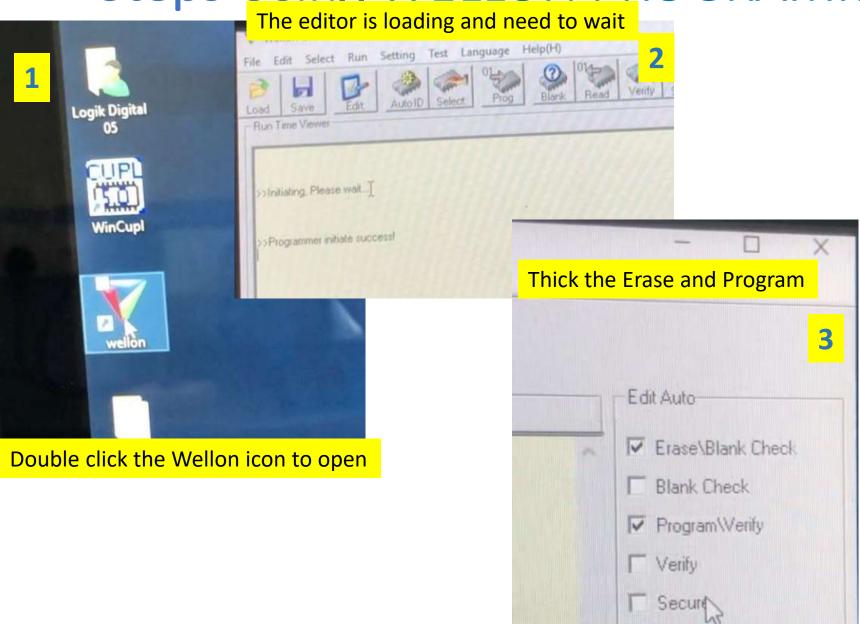
Step 6 WELLON PROGRAMMER

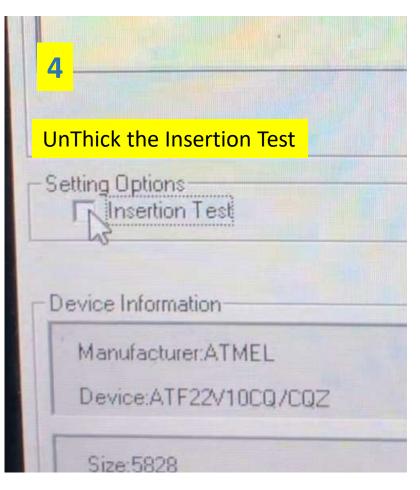
Finish WinCULP, and continue with WELLON PROGRAMMER

This sofware only available and provided in the the lab.

Please refer to book on pages 404-408.

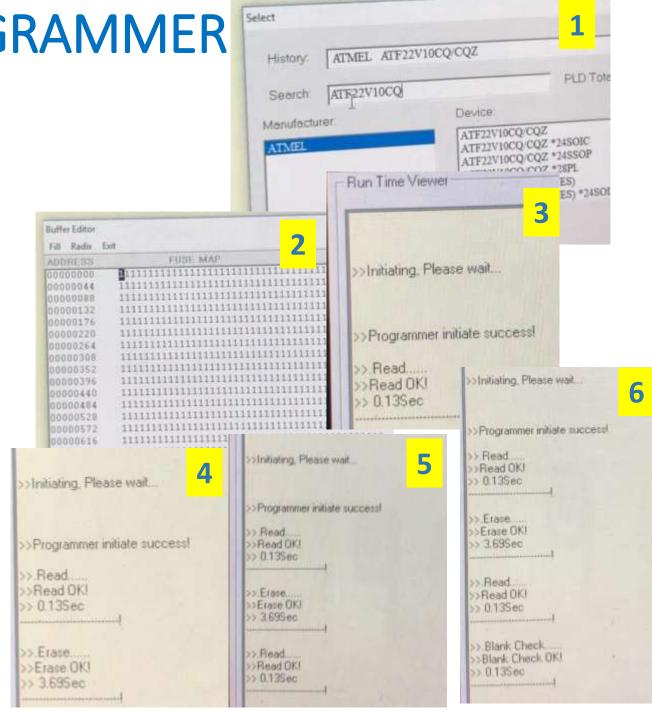
Steps Using WELLON PROGRAMMER





Steps Using WELLON PROGRAMMER

- Click SELECT and release your finger from mouse and choose AMTEL from Manufacturer Box, type ATF22V10CQ in Search box and then click ATF22V10CQ/CQZ from Device Box, and click OK (photo 1)
- Click READ and release your finger (photo 2)
- Click EDIT and release your finger (photo 3)
 - Buffer editor appeared (photo 3) and then close the Buffer editor.
- Click ERASE and release your finger (photo 4)
- Click READ and release your finger (photo 5)
- Click BLANK and release your finger (photo 6)



Steps Using WELLON PROGRAMMER

- Click EDIT and release your finger
 - Buffer Editor appeared, then Close the Buffer Editor.
- Click LOAD and release your finger (refer photo 7-9),

go to folder **TEST DATA** and click "**XEROX2.jed**" and the file is loaded into the Wellon software.

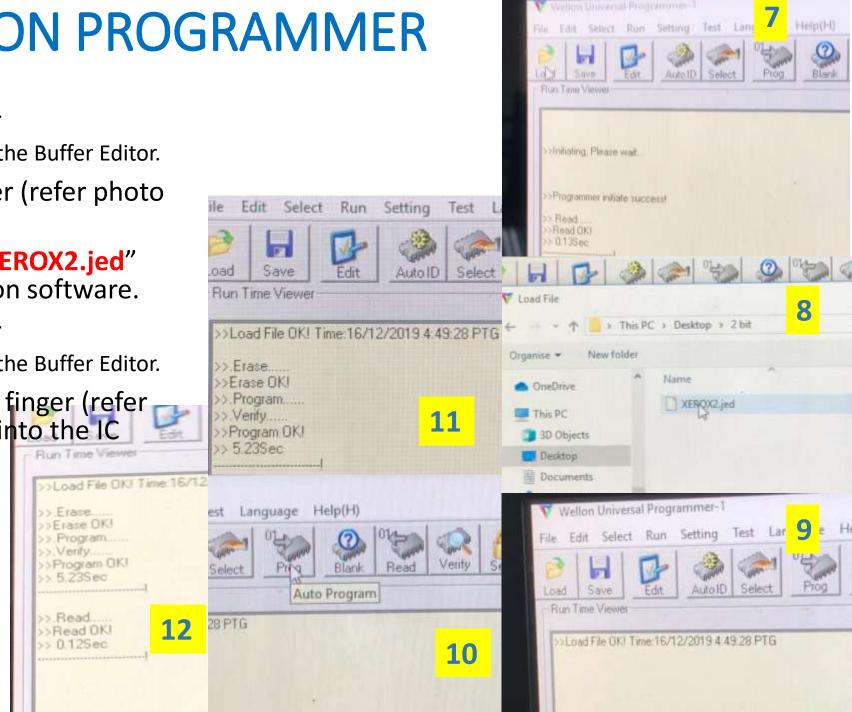
- Click EDIT and release your finger
 - Buffer Editor appeared, then Close the Buffer Editor.

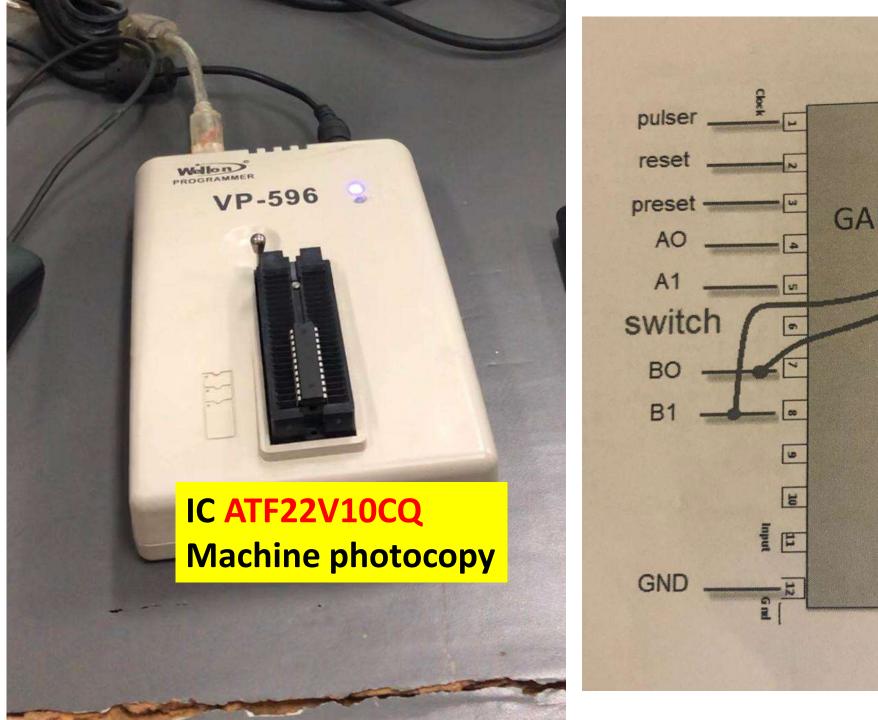
 Click PROGRAM and release your finger (refer photo 10-11), program is upload into the IC

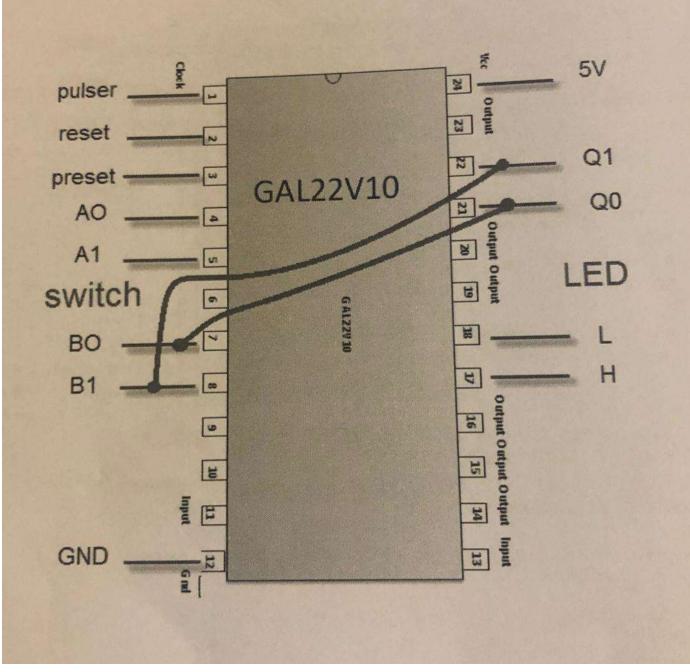
(chip)

- Click READ (photo 12)
- Click EDIT, close Buffer Editor -

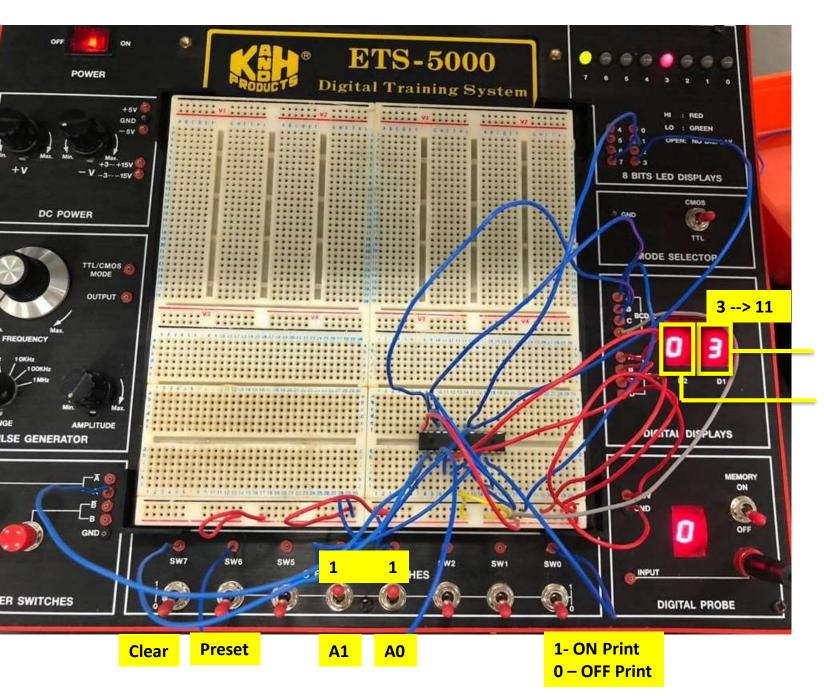
The IC (chip) is ready to use for wiring.





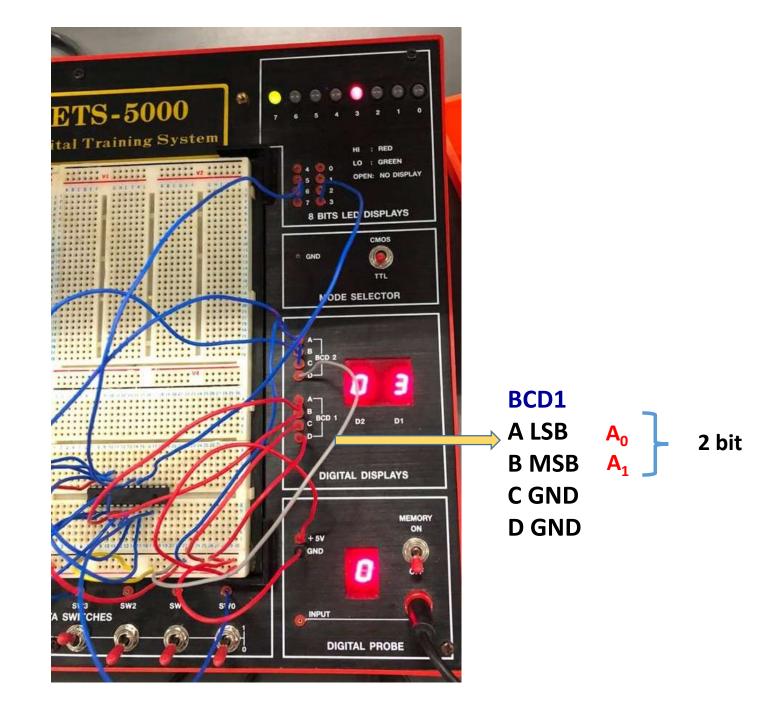


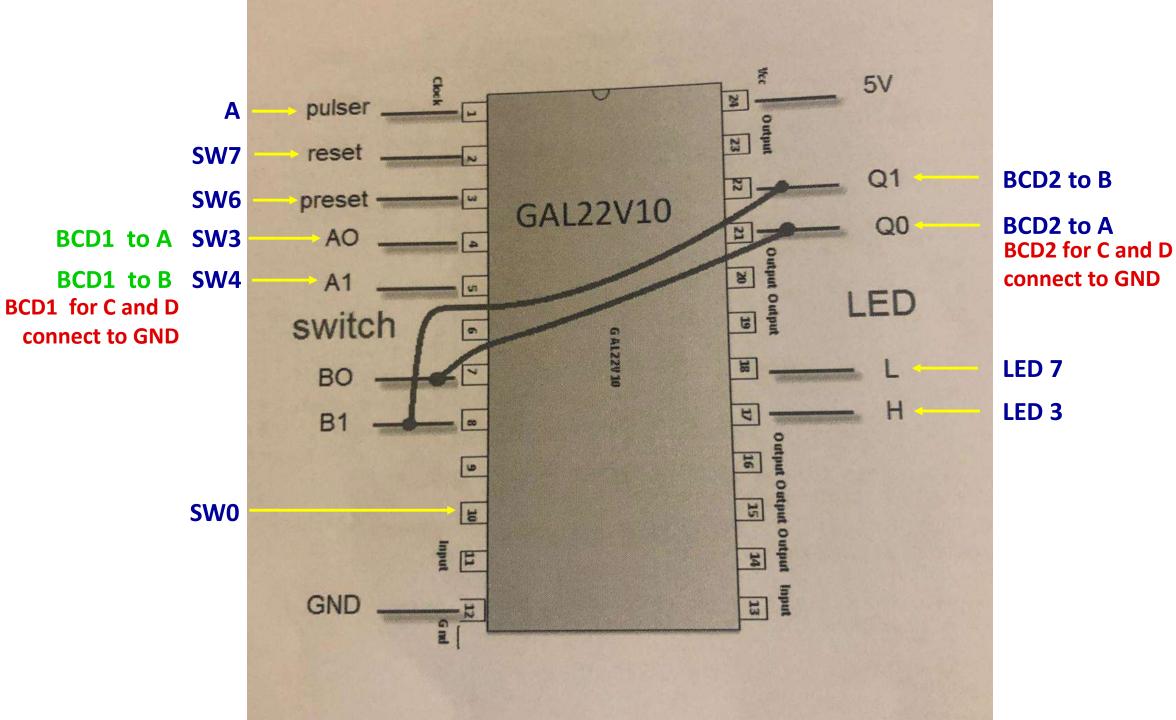
Steps 7 Wiring 2 hit Machine Photocony D.O. AL DISPLAYS AMPLITUDE GENERA OR GND GND * SW2 SWO SW5 SW1 SW6 INPUT 8 BITE DATA SW CHES DIGIT OUTM I TELAH DISEMAK JUN JABATAN SAINS KOMPUTER / JULAI 2015 KEW-PA 2 DIGITAL-TK 03



Display Max.Pages

Display counting up





BCD1 to B

```
/* ********** INPUT PINS ************/
                      /* clock - Pulser A*/
PIN 1 = clk ;
PIN 2 = reset ; /* reset -CLR - SW7*/
PIN 3 = preset; /* preset -PRESET - SW6*/
                   /* Comparator A, LSB -SW3, BCD1 to A*/
/* MSB - SW4, BCD1 to B, BCD1 C and D both to GND */
PIN 4 = a0 ;
PIN 5 = a1 ;
PIN 7 = b0 ; /* Comparator B, PIN 21*/
PIN 8 = b1; /* PIN 22*/
PIN 10 = startPrt; /* Start Printing Machine - SWO*/
/* ********* OUTPUT PINS ************/
PIN 17 = diffCmp; /* XOR (A B not equal HIGH) to LED 3 */
PIN 18 = sameCmp; /* XNOR (A B equal HIGH) to LED 7*/
PIN 21 = q0 ; /* output counter, BCD2 to A */
PIN 22 = q1; /* output counter, BCD2 to B, BCD2 C and D both to GND */
```

```
/**** Function Comparator****************/
sameCmp = !(a0$b0)&!(a1$b1); /*LSB with b0 AND MSB with b1*/
diffCmp = !sameCmp ;
/**** Function Clock Enabler **************/
clkEn=startPrt & diffCmp;
/*** Function Counter 2 Bit UP ************/
field count =[g1..0]; /* 4 state*/
$define s0 'b' 00 /*a1 a0*/
$define s1 'b' 01 /*a1 a0*/
Sdefine s2 'b' 10 /*a1 a0*/
$define s3 'b' 11 /*a1 a0*/
count.ar=reset; /* connect reg AR to reset (Asyn Mode) */
count.sp=preset; /* connect reg AR to preset (Syn Mode) */
sequence count {
     present s0 if clkEn next s1;
          default next s0; /* 1st state 00 */
     present s1 if clkEn next s2;
          default next s1; /* 2nd state 01 */
     present s2 if clkEn next s3;
          default next s2; /* 3rd state 10 */
     present s3 if clkEn next s3;
          default next s3; /* 4th state 11 */
```

GOOD LUCK!!!!