

Module No.	Unit No.	Topics	Hrs.
<b>1.0</b>		<b>Introduction to FPGA and Synthesis</b>	<b>04</b>
	<b>1.1</b>	Compare FPGA, ASIC, SOC, Basic FPGA architecture, Compare various FPGA Boards**, Understanding VLSI Design flow	
	<b>1.2</b>	<b>Understanding Tools :</b> Functional simulation , Synthesis and implementation, Synthesis tool flow, Implementation and bit generation, making User constraint files (UCF)	
	<b>1.3</b>	<b>Study Material :</b> <a href="https://www.xilinx.com/support/university/ise/ise-workshops/ise-fpga-design-flow.html">https://www.xilinx.com/support/university/ise/ise-workshops/ise-fpga-design-flow.html</a>	
<b>2.0</b>		<b>Writing First program in Verilog</b>	<b>04</b>
	<b>2.1</b>	<b>Introduction to Verilog:</b> Module definition, port declaration, connecting ports, Writing first Testbench	
	<b>2.2</b>	<b>Exercise :</b> Program for All gates, Writing Test bench and UCF	
	<b>2.3</b>	<b>Study Material:</b> <a href="https://www.xilinx.com/support/university/ise/ise-teaching-material/hdl-design.html">https://www.xilinx.com/support/university/ise/ise-teaching-material/hdl-design.html</a>	
<b>3.0</b>		<b>Combinational design Using VERILOG</b>	<b>08</b>
	<b>3.1</b>	Gate Level Modelling, hierarchical name referencing, <b>Data Flow Modelling:</b> Continuous assignments, delay specification, expressions, operators, operands, operator types	
	<b>3.2</b>	<b>Exercise:</b> Programming and FPGA implementation of Adders, 4-bit adders, Mux and decoders, <b>Interfacing LED</b> , switches with FPGA	
	<b>3.3</b>	<b>Study Material :</b> <a href="https://onlinecourses.nptel.ac.in/noc20_cs63/preview">https://onlinecourses.nptel.ac.in/noc20_cs63/preview</a>	
<b>4.0</b>		<b>Sequential design Using VERILOG</b>	<b>08</b>
	<b>4.1</b>	<b>Behavioral Modelling :</b> Structured procedures, initial and always, blocking ‘and non-blocking statements, delay control, event control, conditional statements, multi way branching, loops, sequential and parallel blocks <b>Advanced topics:</b> Tasks and Functions, generic programming with parameters.	
	<b>4.1</b>	<b>Exercise:</b> Programming and FPGA implementation of Counters FFs and Shift registers Interfacing Seven Segment Display, UART with FPGA	
<b>5.0</b>		<b>Project Outline</b>	<b>08</b>
	<b>5.1</b>	Clocked Synchronous State-Machine Analysis, State-Machine Structure, Output Logic, Characteristic Equations Analysis of State Machines with D Flip-Flops, Clocked Synchronous State-Machine Design, Designing State Machines Using State Diagrams, State Tables	
	<b>5.2</b>	<b>Project Design Steps:</b> Designing state diagram, block diagram of project, Selection of FPGA for project, Selection of synthesis and simulation tool.	
<b>6.0</b>		<b>Project Implementation and management</b>	<b>20</b>
	<b>6.1</b>	Git Repositories, Learning of Project management software’s like CVS, SVN etc	
	<b>6.2</b>	Project Implementation: Verilog coding, simulation, Synthesis, Bit generation and downloading on FPGA. .	
	<b>6.3</b>	Result verification and testing	
		<b>Total</b>	<b>52</b>