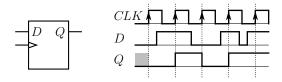
Digital Systems - 3 Process Statements. Flip-Flops

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D Flip-Flop



```
signal d, q : std_logic;
...
my_dff: process (clk) is
begin
  if rising_edge(clk) then
    q <= d;
  end if;
end process my_dff;</pre>
```

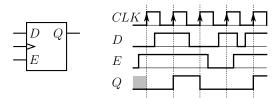
Process statement

```
name1: process (a,b,c) is
begin
    sequential statement 1a;
    sequential statement 2a;
    ...
end process name1;

name2: process (c,d,e) is
begin
    sequential statement 1b;
    sequential statement 2b;
    ...
end process name2;
```

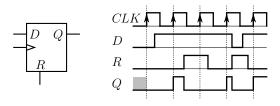
- Process name1 is (only!) triggered when a, b or c changes. This is the sensitivity list.
- Inside a process, the statements are executed in order.
- Process name1 is executed concurrently with process name2

D Flip-Flop on a bus with clock enable



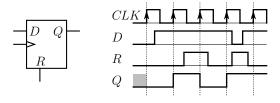
```
signal d, q : std_logic_vector (7 downto 0);
signal ce : std_logic; ______ Can be vectors too: buses
...
my_dff: process (clk) is
begin
  if rising_edge(clk) then
    if ce = '1' then
        q <= d;
    end if;
end if;
end process my_dff;</pre>
```

D Flip-Flop with Asynchronous Reset



```
signal d, q : std_logic_vector(7 downto 0);
signal reset : std_logic;
...
my_dff: process (clk,reset) is
begin
   if reset = '1' then --reset overrides everything !
        q <= "00000000";
   elsif rising_edge(clk) then
        q <= d;
   end if;
end process my_dff;</pre>
```

D Flip-Flop with Synchronous Reset



```
signal d, q : std_logic_vector (7 downto 0);
signal reset : std_logic;
...
my_dff: process (clk) is
begin
  if rising_edge(clk) then
    if reset = '1' then
        q <= (others => '0');
    else
        q <= d;
    end if;
end process my_dff;</pre>
```

Comment: others statement