

LDL06E02A

LDLABO

2006年5月5日

```
logicname LDL06E02A

entity main
input RESET;
input EP;
input DATA[8];
input SEND;
output Q;
output BUSY;

bitr q[10];
bitr en;
bitr count[4];

output TOP[4]; TOP=count;

    Q=q.0;
    BUSY=en;

    if (RESET)
        en=0;
    else
        if (SEND)
            en=1;
        else
            if (count==11)
                en=0;
            else
                en=en;
            endif
        endif
    endif

    if (RESET)
        count=0;
    else
        if (en)
            if (EP)
                count=count+1;
            else
                count=count;
            endif
        else
            count=0;
        endif
    endif
endif

    if (RESET|SEND)
        q.0=1;          { START BIT }
        q.2:9=DATA;    { DATA }
        q.10=1;        { STOP BIT }
    else
        if (en)
            if (EP)
                q.0:9=q.1:10;
            else
                q=q;
            endif
        else
            q=q;
        endif
    endif
endif

ende

entity sim
output RESET;
output EP;
output DATA[8];
output SEND;
output Q;
output BUSY;

bitr tc[8];

    part main(RESET,EP,DATA,SEND,Q,BUSY)

        tc=tc+1;

        if (tc<5) RESET=1; endif

        DATA=0x55;

        switch(tc)
            case 10: SEND=1;
            case 60: SEND=1;
        endswitch

        EP=tc.1:0==3;

    ende
endlogic
```

図1 動作 (1/3)

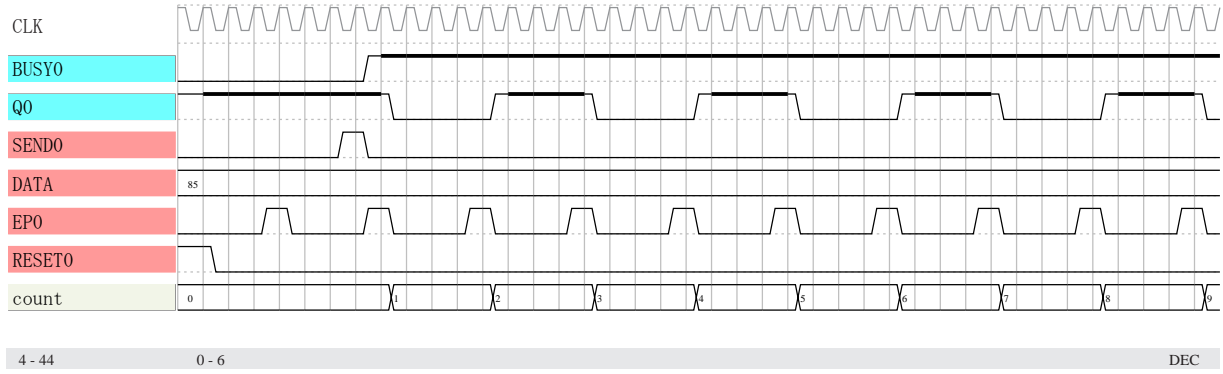


図2 動作 (2/3)

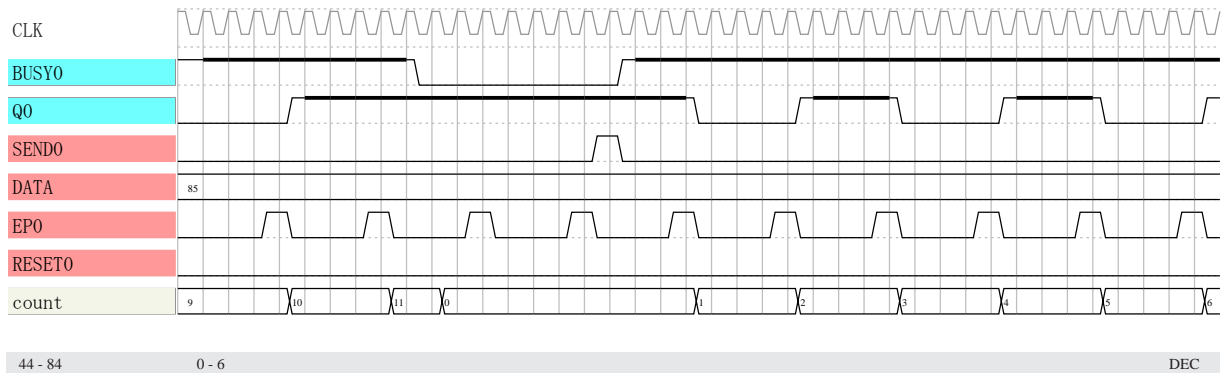


図3 動作 (3/3)

