

Basics of Quartus Prime

1. Create a new project in Quartus Prime software. Test project using an AND gate (use two switches as inputs, and a LED as an output).
2. Import the *BlinkingLedMode.vhd* file to project and create symbol file based on this source code file (the manual **Create a hardware block** may be helpful).
3. Implement a full adder circuit according to the diagram below. Then create a hardware module based on this circuit (the manual **Create a hardware block** may be helpful).

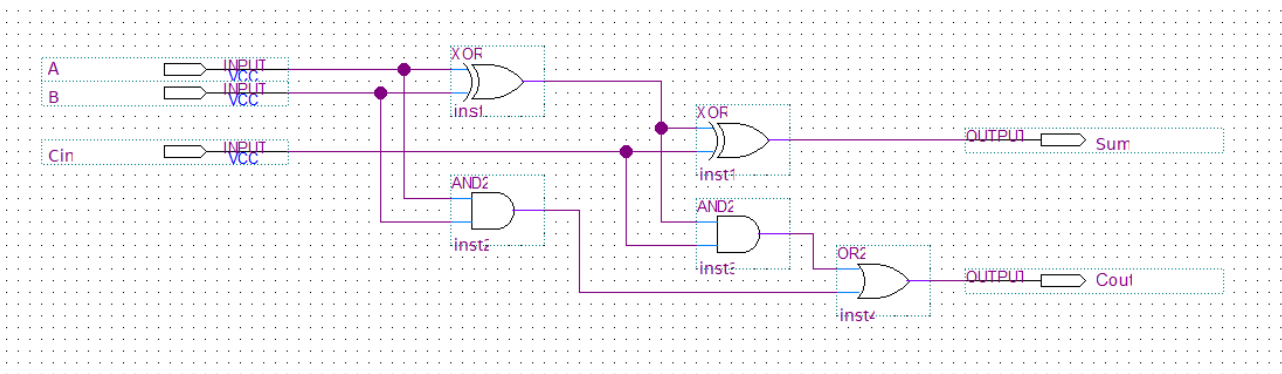


Fig. 1: Logic diagram of the full adder

Final effect:

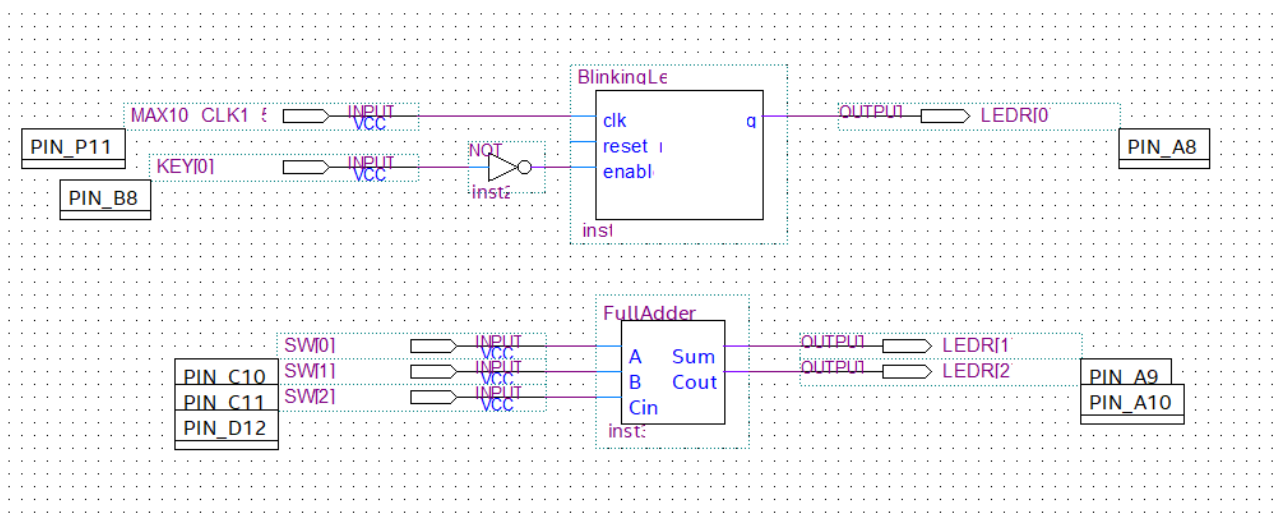


Fig. 2: View of BDF top level file