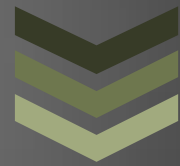


# PINE TRAINING ACADEMY



## Course Module

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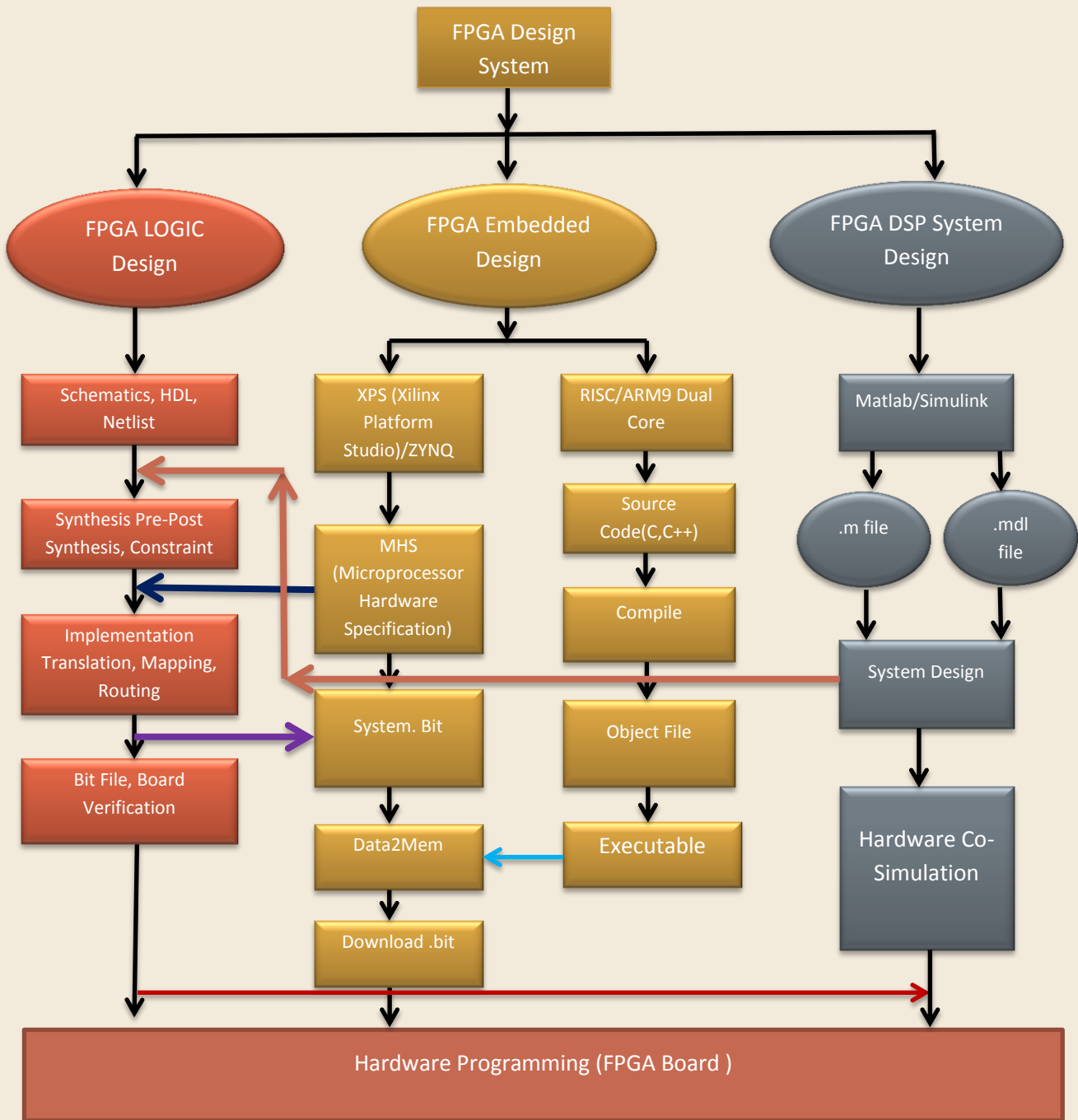
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4/18/2016

## FPGA SYSTEM Design FLOW



## Highlights

- Digital Logic Fundamental.
- Advanced FPGA architecture & Latest Xilinx Tools Flow like PlanAhead Vivado for Logic Design.
- Hardware Programming Language – VHDL/Verilog.
- Software Programming Language – Xilinx Embedded C.
- Introduction of Xilinx Based Semiconductor Application and detail study.
- Board and Layout Design – Exposure.
- Exposure on MGT, PCI, Ethernet, FIFO.
- Introduction to ZYNQ and Xilinx Tools like Vivado System Edition for Embedded Design.
- Development of FPGA based Signal Processing System Design using Xilinx System Generator.
- Development of FPGA based Communication System Design using Xilinx System Generator.
- Projects.
- Test and Interview Series after completion of every module.
- Visit from Industry.
- Personality Development program and preparation of Interview and Resume.

## Main Syllabus

<b>FPGA SYSTEM DESIGN.</b>		
<b>Main Module</b>	<b>FPGA LOGIC System Design.</b>	<b>Duration</b>
<b>Module -1</b> Digital System Design.	<ul style="list-style-type: none"> <li>❖ Digital System Design:-               <ul style="list-style-type: none"> <li>● Introduction to Digital System.                   <ul style="list-style-type: none"> <li>○ Number System</li> <li>○ Digital Logic Levels</li> </ul> </li> <li>● Digital Logic Circuits.                   <ul style="list-style-type: none"> <li>○ Combinational Logic Circuit.</li> <li>○ Sequential Logic Circuit.</li> </ul> </li> <li>● Schematics Entry.</li> <li>● FSM.</li> <li>● Timing Fundamental.</li> <li>● Test.</li> </ul> </li> </ul>	
<b>Module – 2</b> VHDL.	<ul style="list-style-type: none"> <li>❖ Overview of VHDL.               <ul style="list-style-type: none"> <li>● Introduction.</li> <li>● Code Structure.</li> <li>● Entity.</li> <li>● Architecture.</li> <li>● Predefined Packages.</li> <li>● Port Declaration.</li> <li>● Types of Modelling.                   <ul style="list-style-type: none"> <li>● Data Flow Modelling.</li> <li>● Structural Modelling.</li> <li>● Behavioural Modelling.</li> <li>● Mixed Modelling.</li> </ul> </li> </ul> </li> <li>❖ Basic Language Construct.               <ul style="list-style-type: none"> <li>● Data Objects.</li> <li>● Data Types.                   <ul style="list-style-type: none"> <li>○ Sub-type.</li> <li>○ Scalar type.</li> <li>○ Composite Types.</li> <li>○ Access Types.</li> <li>○ Incomplete Type.</li> <li>○ File type.</li> </ul> </li> <li>● Operators.                   <ul style="list-style-type: none"> <li>○ Logical Operators.</li> <li>○ Relational Operators.</li> <li>○ Arithmetic Operators.</li> <li>○ Miscellaneous Operators.</li> </ul> </li> </ul> </li> <li>❖ Data Flow Modelling.               <ul style="list-style-type: none"> <li>● Concurrent Signal Assignment.</li> </ul> </li> </ul>	

	<ul style="list-style-type: none"> <li>• Delta Delay &amp; Multiple drivers.</li> <li>• Conditional signal assignment: When-else etc.</li> <li>• Select signal Assignment: with-select.</li> <li>• Block Statement.</li> <li>• Concurrent Assertion Statement.</li> <li>❖ Behavioural Modelling. <ul style="list-style-type: none"> <li>• Process Statement.</li> <li>• Variable &amp; Signal Assignment Statement.</li> <li>• Wait, If, Case, Null, Loop, Exit &amp; Next Statement.</li> <li>• Assertion Statement.</li> <li>• Signal Delays. <ul style="list-style-type: none"> <li>○ Inertial Delay.</li> <li>○ Transport Delay.</li> </ul> </li> <li>• Multiple process &amp; shared variable.</li> </ul> </li> <li>❖ Structural Modelling. <ul style="list-style-type: none"> <li>• Component declaration.</li> <li>• Component Instantiation.</li> <li>• Resolving Signal Values.</li> </ul> </li> <li>❖ Generic &amp; Configurations. <ul style="list-style-type: none"> <li>• Generics.</li> <li>• Configuration.</li> <li>• Configuration Specification.</li> <li>• Configuration Declaration.</li> </ul> </li> <li>❖ Subprograms &amp; Overloading. <ul style="list-style-type: none"> <li>• Subprograms. <ul style="list-style-type: none"> <li>○ Functions.</li> <li>○ Procedure.</li> <li>○ Declarations.</li> </ul> </li> <li>• Subprogram Overloading.</li> <li>• Operator Overloading.</li> </ul> </li> <li>❖ Package and Libraries. <ul style="list-style-type: none"> <li>• Package declaration.</li> <li>• Package Body.</li> <li>• Design Libraries.</li> <li>• Design File.</li> <li>• Order of design.</li> </ul> </li> <li>❖ Advanced Features of VHDL. <ul style="list-style-type: none"> <li>• Entity Statement.</li> <li>• Generate Statement.</li> <li>• Aliases.</li> <li>• Type Conversions.</li> <li>• Guarded Signal.</li> <li>• Attributes.</li> </ul> </li> </ul>	
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	<ul style="list-style-type: none"> <li>○ User Defined Attributes.</li> <li>○ Pre-Defined Attributes.</li> <li>❖ Aggregate.</li> <li>❖ Simulation and Test bench. <ul style="list-style-type: none"> <li>● SDF based simulation.</li> <li>● Writing a Test – bench.</li> </ul> </li> <li>❖ Test and Interview Series.</li> </ul>	
<p><b>Module – 4</b> Verilog</p>	<ul style="list-style-type: none"> <li>❖ <b>Introduction to Verilog course objective.</b> <ul style="list-style-type: none"> <li>● Introduction: Reasons for using the Hardware Language.</li> <li>● Hierarchical Design.</li> <li>● Types of Simulators, Compilation, and Synthesis.</li> </ul> </li> <li>❖ <b>Module</b> <ul style="list-style-type: none"> <li>● Structure of Basic Verilog Program.</li> <li>● Defining Module: Port list, Port modes.</li> <li>● Parameters</li> <li>● Instance Types: - Location</li> </ul> </li> <li>❖ <b>Data Types</b> <ul style="list-style-type: none"> <li>● Value Set.</li> <li>● Types of NET.</li> <li>● Strength.</li> <li>● Types of REG: integer, real, time.</li> <li>● Parameters and Parameters Overriding.</li> <li>● Number Representation.</li> </ul> </li> <li>❖ <b>Data Flow</b> <ul style="list-style-type: none"> <li>● Continuous Assignments.</li> <li>● Implicit Continuous Assignment.</li> </ul> </li> <li>❖ <b>Procedural Blocks</b> <ul style="list-style-type: none"> <li>● Always in Synthesis Writing.</li> <li>● Always in Simulation Writing.</li> <li>● Initial: Structure and Example</li> <li>● Intra Assignments.</li> <li>● Language Statements</li> <li>● If else</li> <li>● Case</li> <li>● Loop(while, repeat, forever, for)</li> <li>● Assign de-assign</li> <li>● @, #, \$</li> </ul> </li> </ul>	

	<ul style="list-style-type: none"> <li>• Lexical Conventions</li> <li>❖ <b>Language Operators.</b> <ul style="list-style-type: none"> <li>• Concatenation and Replication.</li> <li>• Case Sensitivity.</li> <li>• Identifiers.</li> <li>• Escape Identifiers.</li> <li>• String.</li> <li>• Comments.</li> <li>• Strings.</li> <li>• Comments</li> </ul> </li> <li>❖ <b>State Machines</b> <ul style="list-style-type: none"> <li>• Mealy</li> <li>• Moore.</li> <li>• One Hot</li> </ul> </li> <li>❖ <b>Gate Level</b> <ul style="list-style-type: none"> <li>• Primitives in Verilog</li> <li>• Display Messages</li> <li>• Advanced Writing Simulation</li> <li>• Display Messages</li> <li>• Functions and tasks</li> </ul> </li> <li>❖ Writing a Test – bench.</li> <li>❖ Test and Interview Series.</li> </ul>	
<p><b>Module -5</b> Introduction of FPGA and Its Resources.</p>	<ul style="list-style-type: none"> <li>❖ <b>FPGA: - Xilinx Spartan 6/Virtex 6 Basic FPGA Architecture.</b> <ul style="list-style-type: none"> <li>• CLB architecture.</li> <li>• LUT architecture.</li> <li>• Slices.</li> <li>• Wide Multiplexer.</li> <li>• I/O Bank Structure.</li> <li>• Clock Managers.</li> <li>• CMT/PLL (Virtex 6).</li> <li>• Block RAM Memories.</li> <li>• External Memory Controller Block (Spartan 6).</li> <li>• Configuration.</li> <li>• DSP Slices.</li> <li>• High Speed Transceivers.</li> <li>• PCI Express.</li> <li>• TEMAC</li> <li>• System Monitor.</li> </ul> </li> <li>❖ <b>Exposure of Xilinx Development Board:-</b> <ul style="list-style-type: none"> <li>• Spartan 6 SP601/SP605</li> </ul> </li> </ul>	

	<ul style="list-style-type: none"> <li>➤ Interface :- <ul style="list-style-type: none"> <li>○ UART.</li> <li>○ JTAG.</li> <li>○ FLASH SPI/BPI.</li> <li>○ DIP Switch.</li> <li>○ Configuration Mode.</li> <li>○ LED.</li> <li>○ LCD.</li> <li>○ Seven Segment.</li> <li>○ USB.</li> <li>○ FMC.</li> <li>○ Ethernet.</li> <li>○ PCI.</li> <li>○ SMA.</li> <li>○ SFP.</li> </ul> </li> <li>● Test and Interview.</li> </ul>	
<p><b>Module- 6</b> FPGA Design Flow – ISE Vivado.</p>	<ul style="list-style-type: none"> <li>❖ Design technique :- <ul style="list-style-type: none"> <li>● Simulation. <ul style="list-style-type: none"> <li>➤ ISIM.</li> </ul> </li> <li>● Synthesis. <ul style="list-style-type: none"> <li>➤ Pre- Synthesis Simulation.</li> <li>➤ Post Synthesis Simulation.</li> <li>➤ Synthesis Technique.</li> <li>➤ Analysis of Report.</li> </ul> </li> <li>● PlanAhead- ISE. <ul style="list-style-type: none"> <li>➤ UCF- I/O Planning.</li> <li>➤ Timing Constraint.</li> </ul> </li> <li>● Implementation. <ul style="list-style-type: none"> <li>➤ Translation. <ul style="list-style-type: none"> <li>○ Post Translation Simulation.</li> </ul> </li> <li>➤ Mapping. <ul style="list-style-type: none"> <li>○ Post Mapping Simulation.</li> </ul> </li> <li>➤ Placement and Routing. <ul style="list-style-type: none"> <li>○ Post Placement and Routing Simulation.</li> </ul> </li> <li>➤ Implementation Technique and Analysis of Report at each stage.</li> </ul> </li> <li>● Programing. <ul style="list-style-type: none"> <li>➤ FPGA Programming.</li> <li>➤ FLASH Programming.</li> </ul> </li> <li>● Project work Continue.</li> <li>● Test and Interview Series.</li> </ul> </li> </ul>	
	<ul style="list-style-type: none"> <li>❖ Understanding and Practical Exposure on Tools:- <ul style="list-style-type: none"> <li>● Coregen/IP catalogue.</li> </ul> </li> </ul>	



<p><b>Module-7</b> Tools Technique ISE/Vivado.</p>	<ul style="list-style-type: none"> <li>• Chipscope all type.</li> <li>• PlanAhead. <ul style="list-style-type: none"> <li>➤ Area Planning.</li> <li>➤ Floor Planning.</li> <li>➤ I/O Planning.</li> </ul> </li> <li>• Design Goal and Strategies.</li> <li>• Smart Guide.</li> <li>• Timing Analysis. <ul style="list-style-type: none"> <li>➤ SDC Constraint using Vivado.</li> </ul> </li> <li>• Power Analyzer.</li> <li>• Smart Xplorer.</li> <li>• iMPACT.</li> <li>• Test and Interview Series.</li> </ul>	
<p><b>Module-8</b> FPGA Advanced Technology.</p>	<ul style="list-style-type: none"> <li>❖ Advanced Study on FPGA Technology. <ul style="list-style-type: none"> <li>• I/O Technology- MGT/Rocket IO.</li> <li>• Networking-Ethernet.</li> <li>• Interconnect -PCI.</li> <li>• General- FIFO, BRAM.</li> </ul> </li> <li>❖ Schematics Design. <ul style="list-style-type: none"> <li>• Digital and analog design concepts.</li> <li>• Schematic symbol creation in Orcad.</li> <li>• Schematic creation and netlisting in Orcad.</li> <li>• Bill of Materials Creation.</li> </ul> </li> <li>❖ Layout Design <ul style="list-style-type: none"> <li>• Footprint Creation in Allegro.</li> <li>• Placement concepts in board.</li> <li>• Basic routing concepts.</li> <li>• Constraint management.</li> <li>• Gerber Creation.</li> </ul> </li> </ul>	

	<b>FPGA Embedded System Design</b>	
<b>Module – 9</b> FPGA Embedded Architecture.	<ul style="list-style-type: none"> <li>❖ Embedded System. <ul style="list-style-type: none"> <li>• Introduction to Embedded System.</li> <li>• Component of Embedded System.</li> <li>• Embedded Processor.</li> </ul> </li> <li>❖ Embedded Support on FPGA <ul style="list-style-type: none"> <li>• Hard/Soft IPs.</li> <li>• Dedicated hard IPs on FPGA. <ul style="list-style-type: none"> <li>• BRAM, PCI, Ethernet</li> </ul> </li> </ul> </li> <li>❖ ZYNQ Architecture. <ul style="list-style-type: none"> <li>• Introduction to ZYNQ.</li> <li>• Programmable Logic.</li> <li>• Programmable System.</li> <li>• ARM Cortex A9 architecture.</li> <li>• PS-PL Inter-connection.</li> </ul> </li> <li>❖ Xilinx Tools for Embedded Design. <ul style="list-style-type: none"> <li>• Embedded Design Flow.</li> <li>• EDK/SDK tool flow.</li> <li>• EDK project creation.</li> <li>• IP Catalogue.</li> <li>• Custom IP integration.</li> </ul> </li> <li>❖ Xilinx C libraries for FPGA. <ul style="list-style-type: none"> <li>• Data types.</li> <li>• Function.</li> <li>• Controls</li> <li>• Loops</li> <li>• Structure &amp; file handling.</li> </ul> </li> <li>❖ Example/exercise on EDK tools flow on SP605.</li> <li>❖ Test and Interview Series.</li> </ul>	
<b>Module – 10</b> Embedded System on ZYNQ.	<ul style="list-style-type: none"> <li>❖ Project Creation in EDK/SDK.</li> <li>❖ Custom IP and integration lab</li> <li>❖ Device Drivers.</li> <li>❖ Example/Exercise on ZYNQ – ZED Board and AVNET ZYNQ Development board Z7010.</li> </ul>	
<b>Module- 11</b> <b>Embedded</b> <b>C</b>	<ul style="list-style-type: none"> <li>❖ C programming Steps. <ul style="list-style-type: none"> <li>• Introduction to cross compilation.</li> <li>• Assembler.</li> <li>• Memory segmentation.</li> <li>• Linkers &amp; executable.</li> </ul> </li> <li>❖ Elements of C programming (review). <ul style="list-style-type: none"> <li>• Data types.</li> <li>• Function.</li> </ul> </li> </ul>	

	<ul style="list-style-type: none"> <li>• Controls.</li> <li>• Loops.</li> <li>• Structure.</li> <li>• File handling.</li> </ul> <ul style="list-style-type: none"> <li>❖ Xilinx C libraries for FPGA. <ul style="list-style-type: none"> <li>• Data types.</li> <li>• Function.</li> <li>• Controls</li> <li>• Loops</li> <li>• Structure &amp; file handling.</li> <li>• Test and Interview Series.</li> </ul> </li> </ul> <p>❖</p>	
<b>Module – 12 Embedded Linux</b>	<ul style="list-style-type: none"> <li>❖ Introduction to Embedded Linux. <ul style="list-style-type: none"> <li>• Embedded Linux system architecture</li> <li>• Linux Kernel Architecture.</li> <li>• Memory Organization.</li> <li>• File system.</li> <li>• Linux Start Sequence.</li> <li>• BSPs.</li> </ul> </li> <li>❖ Embedded Linux Porting Concepts. <ul style="list-style-type: none"> <li>• Cross-Compilation &amp; GNU cross tool chains.</li> <li>• Porting Road map.</li> <li>• U-boot.</li> <li>• Various format of kernel Image.</li> </ul> </li> <li>❖ Embedded Linux on ZYNQ. <ul style="list-style-type: none"> <li>• Storage support on ZYNQ.</li> <li>• Booting option for ZYNQ.</li> </ul> </li> <li>❖ Exercise on porting Linux on ZYNQ.</li> </ul>	
	<b>FPGA DSP System Design</b>	
<b>Module –11 Introduction to DSP Tools and Data Types.</b>	<ul style="list-style-type: none"> <li>• Introduction of Matlab and Simulink.</li> <li>• FPGAs for DSP.</li> <li>• Introduction to System Generator.</li> <li>• Simulink Basics.</li> <li>• Arithmetic Operations.</li> <li>• Fixed Point Format-Signed and Unsigned (with or without binary point).</li> <li>• Gateway In &amp; Out.</li> <li>• Saturation and Wrap in fixed point numbers.</li> <li>• Applications of Round and Truncate in fixed point while arithmetic operations.</li> <li>• Hardware Cost of Saturation, Wrap, Round and Truncation.</li> </ul>	

	<ul style="list-style-type: none"> <li>• Addition, Subtraction, Multiplication, Division, Scaling and Shifting.</li> <li>• Complex arithmetic- Complex multiplication, conjugate etc.</li> <li>• Test and Interview Series.</li> </ul>	
<b>Module –12</b>  Block sets Library	<ul style="list-style-type: none"> <li>• Library Overview</li> <li>• Use of blocks available inside Xilinx Block sets' Library- Basic blocks.</li> <li>• Handshaking blocks- FIFO, BLOCK RAM etc.</li> <li>• Signal Processing Blocks- FFT, FIR etc.</li> <li>• Data storing blocks- ROM.</li> <li>• Black Box- HDL import.</li> <li>• CORDIC</li> <li>• Arithmetic Functions in Circular Co-ordinates.</li> <li>• Implementations.</li> <li>• CORDIC Compiler.</li> <li>• Test and Interview Series.</li> </ul>	
<b>Module –13</b>  Single Rate & Multi- Rate Filtering	<ul style="list-style-type: none"> <li>• FIR &amp; IIR Filtering</li> <li>• Sampling, Sub-Sampling, Nyquist-Criterion, Mixing, Quadrature Modulator &amp;I-Q.</li> <li>• Single Rate and Multi-Rate Filters, MAC filters.</li> <li>• Interpolation and Decimation.</li> <li>• Difference between Up sampling, Interpolation, Down sampling and Decimation.</li> <li>• Half- Band Filters and its implementation.</li> <li>• Interpolation FIR filter and its implementation using FDA Tool.</li> <li>• Decimation FIR Filter- with various windowing techniques and its implementation using FDA Tool.</li> <li>• Poly-Phase Filters.</li> <li>• IIR Filter and its implementation using FDA Tool.</li> <li>• Effects of Quantization and importance of ENOB.</li> <li>• LOW PASS CASCADED INTEGRATED COMB (CIC) FILTERS.</li> </ul>	

	<ul style="list-style-type: none"> <li>• Brief Overview of Decimation and Interpolation.</li> <li>• CIC Filters Theory and its Construction.</li> <li>• Interpolation and Decimation with CIC.</li> <li>• CIC Compiler.</li> <li>• Compensation FIR Filter.</li> <li>• Test and Interview Series.</li> </ul>	
<b>Module -14</b> Signal Generation within FPGA.	<ul style="list-style-type: none"> <li>• NUMERICALLY CONTROLLED OSCILLATOR (NCO).</li> <li>• Look Up Table Technique.</li> <li>• DDS Compiler and Phase Truncation techniques.</li> <li>• Sine wave generation using DDS Compiler.</li> <li>• Applications.</li> <li>• Test and Interview Series.</li> </ul>	
<b>Module –15</b> MODEM DESIGN USING DSP.	<ul style="list-style-type: none"> <li>• INTRODUCTION TO ANALOG AND DIGITAL COMMUNICATION.</li> <li>• Analog modulation schemes.</li> <li>• Analog Transmitter- AM-SSB/AM-DSB/FM.</li> <li>• Analog Receiver- AM-SSB/AM-DSB/FM.</li> <li>• Basic Modulation Schemes like PSK, FSK, QAM, OFDM etc.</li> <li>• PSK based Modulator.</li> <li>• Pulse Shaping and Matched Filtering and its implementation.</li> <li>• PSK based Demodulator.</li> <li>• Communication Link.</li> <li>• Channels and Channel Equalization.</li> <li>• Eb/No Vs BER plots for PSK schemes.</li> <li>• Test and Interview Series.</li> </ul>	
<b>Module –16</b> DIGITAL UPCONVERSION & DOWNCONVERSION.	<ul style="list-style-type: none"> <li>• DUC &amp; DDC DESIGN IN SYSTEM GENERATOR.</li> <li>• Digital Up Convertors and Digital Down Convertors.</li> <li>• Implementation Using either FIR filters or CIC filters,</li> <li>• SNR improvement in DDC.</li> <li>• Test and Interview Series.</li> </ul>	
<b>Module –17</b>	<ul style="list-style-type: none"> <li>• HARDWARE CO-SIM &amp; USE OF CHIPSCOPE ANALYZER.</li> <li>• Analyze Design using Timing and Power Report.</li> </ul>	

<p><b>HARDWARE CO-SIM.</b></p>	<ul style="list-style-type: none"> <li>• Creating HDL.</li> <li>• Creating NGC.</li> <li>• Creating Bit stream.</li> <li>• Analyze Complete Design using CHIPSCOPE ANALYZER.</li> <li>• Hardware Co-Simulations.</li> <li>• Test and Interview Series.</li> </ul>	
<p><b>Module – 18</b> Working on Linux or UNIX Environment</p>	<p>❖ UNIX</p> <ul style="list-style-type: none"> <li>• Basic of UNIX, how different from Windows.</li> <li>• Introduction of SHELL.</li> <li>• File and Directories.</li> <li>• Home Directories Introduction and .cshrc file formation.</li> <li>• Basic Commands-cp,mv,rm,touch,which, mkdir,cat</li> <li>• UNIX sed , cut ,awk,grep (regex),tr commands.</li> <li>• BASH shell scripting, usage of loops, arguments, array.</li> </ul>	
<p><b>Module – 19</b> TCL</p>	<p>❖ TCL :The command and topics covered in Tcl are</p> <ul style="list-style-type: none"> <li>• Set</li> <li>• Puts</li> <li>• String cmd &amp; its various options <ul style="list-style-type: none"> <li>3.1 compare</li> <li>3.2 equal</li> <li>3.3 first</li> <li>3.4 last</li> <li>3.5 index</li> <li>3.6 is class</li> <li>3.7 length</li> <li>3.8 map</li> <li>3.9 match</li> <li>3.10 range</li> <li>3.11 repeat</li> <li>3.12 replace</li> <li>3.13 reverse</li> <li>3.14 tolower</li> <li>3.15 toupper</li> <li>3.16 totitle</li> <li>3.17 trim</li> <li>3.18 trimleft</li> <li>3.19 trimright</li> <li>3.20 wordstart</li> </ul> </li> </ul>	

### 3.12 wordend

- List and its various options
- 4.1 lappend
- 4.2 lindex
- 4.3 linsert
- 4.4 llength
- 4.5 lmap
- 4.6 lrange
- 4.7 lrepeat
- 4.8 lreplace
- 4.9 lreverse
- 4.10 lsearch
- 4.11 lset
- 4.12 lsort
- Concat
- Format
- Scan
- Glob
- Global
- Incr
- Expr
- Join
- Split
- foreach loop
- If loop
- for loop
- switch
- while loop
- catch
- clock
- regexp
- regsub
- Tcl procedures- return,non return, args,optional arguments etc.
- file handling:- open & close
- file command and its various options
- argc,argv,argv0
- arrays
- upvar
- after
- Namespaces
- Source
- Unset
- Exec

	<ul style="list-style-type: none"><li>• Exit</li><li>• Flush</li><li>• Time</li><li>• Break</li><li>• Continue</li><li>• Read</li></ul> <p>❖ Test and Interview.</p>	
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