1

```
library ieee ;
     use ieee.std logic 1164.all;
 2
 3
     entity projeto01 MV is
 4
 5
        port (clock 27, KEY2, KEY3: in std logic;
 6
              SW: in std logic vector(7 downto 0);
 7
              LEDRO, LEDR1: out std logic;
 8
              LHEX2, LHEX1, LHEX0, LHEX5, LHEX4: out std logic vector(6 downto 0));
 9
     end projeto01 MV;
10
11
     architecture ckt of projeto01_MV is
12
        component maquinaVendas is
13
           port (CLK mv, C, reset: in std logic;
14
                 S, A: in std logic vector(7 downto 0);
15
                 D: out std logic;
16
                  saida mv: out std logic vector(1 downto 0);
17
                 Tot mv: out std logic vector(7 downto 0));
18
        end component;
19
        component romMV IS
20
           PORT (address: IN STD LOGIC VECTOR (5 DOWNTO 0);
21
                clock: IN STD LOGIC := '1';
22
                q: OUT STD_LOGIC_VECTOR (7 DOWNTO 0));
23
        END component;
24
        component divisorClock is
25
           port ( clk_in : in std_logic ;
26
                  clk out : out std logic );
27
        end component;
28
        component contador6Bits is
29
           port ( clk_c6B, ld_c6B, clr_c6B: in std_logic;
30
                  out c6B: out std_logic_vector(5 downto 0));
31
        end component;
32
        component botaoSincrono is
33
           port (clk, b in: in std logic;
34
                 b out: out std logic);
35
        end component;
36
        component bitToBcdToD7Seg is
37
           port (SW in: in std logic vector(7 downto 0);
38
                 HEX0, HEX1, HEX2: out std logic vector(6 downto 0));
39
        end component;
40
41
        signal CLK 1, saida botao, saida MV, ld reverso, clr reverso: std logic;
42
        signal saida SS: std logic vector(1 downto 0);
43
        signal saida contador: std logic vector(5 downto 0);
44
        signal entrada A mv, total sum mv: std logic vector(7 downto 0);
45
        signal saida hex2, saida hex1, saida hex0, saida hex5, saida hex4,lixo:
     std logic vector(6 downto 0);
46
47
        begin
48
49
           ld reverso <= not KEY2;</pre>
50
           clr_reverso <= not KEY3;</pre>
51
52
           DivClock: divisorClock port map(
53
              clk_in => clock_27,
54
              clk out => CLK 1);
55
56
           BS: botaoSincrono port map (
57
              clk => CLK 1,
58
              b_in => ld_reverso,
59
              b out => saida botao);
60
61
           ROM: romMV port map (
62
              clock => CLK 1,
63
              address => saida contador,
64
              q => entrada A mv);
65
```

```
66
           Cont: contador6Bits port map(
 67
              clk c6B \Rightarrow CLK 1,
 68
              ld c6B => saida botao,
 69
              clr_c6B => clr_reverso,
 70
              out c6B => saida contador);
 71
 72
          MV: maquinaVendas port map(
 73
              CLK_mv => CLK_1,
 74
              C => saida botao,
 75
              reset => clr reverso,
 76
              S => SW,
 77
             A => entrada A mv,
 78
             D \Rightarrow saida MV
 79
              saida mv => saida SS,
 80
              Tot mv => total sum mv);
 81
          LedTotalMV: bitToBcdToD7Seg port map(
 82
 83
             SW_in => total_sum_mv,
 84
              HEX0 => saida_hex0,
 85
             HEX1 => saida hex1,
 86
              HEX2 => saida_hex2);
 87
 88
          LedROM: bitToBcdToD7Seg port map(
 89
             SW in => entrada A mv,
 90
              HEX0 => saida hex4,
 91
              HEX1 => saida hex5,
 92
             HEX2 => lixo);
 93
 94
          LEDR0 <= saida MV;
 95
          LEDR1 <= saida botao;
 96
           LHEX2 <= saida hex2;
 97
           LHEX1 <= saida_hex1;
 98
           LHEX0 <= saida hex0;
99
          LHEX4 <= saida hex4;
100
          LHEX5 <= saida hex5;
101 end ckt;
```