

1. 階梯波:

Entity

Cyclone IV GX: AUTO

Entity: cde

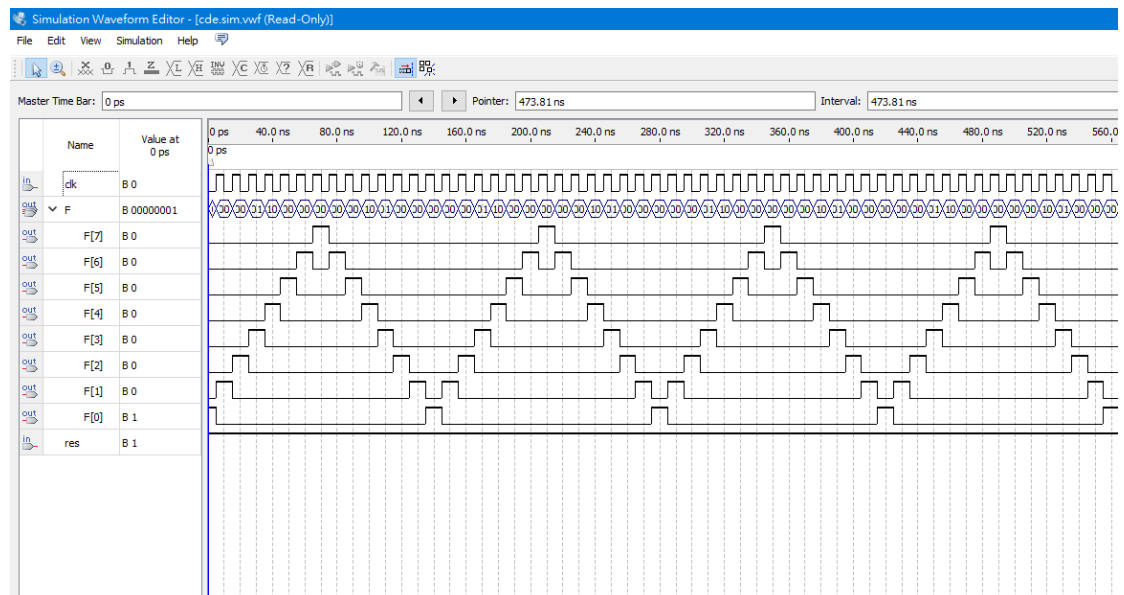
```

1  library ieee;
2  use ieee.std_logic_1164.all;
3  use ieee.std_logic_unsigned.all;
4
5  entity cde is
6  port(
7      clk,res:in std_logic;
8      F:out std_logic_vector(7 downto 0)
9  );
10 end cde;
11
12 architecture cde of cde is
13     signal cnt: std_logic_vector(3 downto 0);
14
15     begin
16         process(clk,res)
17         begin
18             if res='0' then
19                 cnt<=(others=>'0');
20             elsif clk'event and clk='1' then
21                 if cnt="1101" then
22                     cnt<="0000";
23                 else
24                     cnt<=cnt+1;
25                 end if;
26             end if;
27         end process;
28         F<="00000001" when cnt="0000" else
29             "00000010" when cnt="0001" else
30             "00000100" when cnt="0010" else
31             "00001000" when cnt="0011" else
32             "00010000" when cnt="0100" else
33             "00100000" when cnt="0101" else
34             "01000000" when cnt="0110" else
35             "10000000" when cnt="0111" else
36             "00000000" when cnt="1000" else
37             "00100000" when cnt="1001" else
38             "00010000" when cnt="1010" else
39             "00001000" when cnt="1011" else
40             "00000100" when cnt="1100" else
41             "00000010";
42     end cde;
43 
```

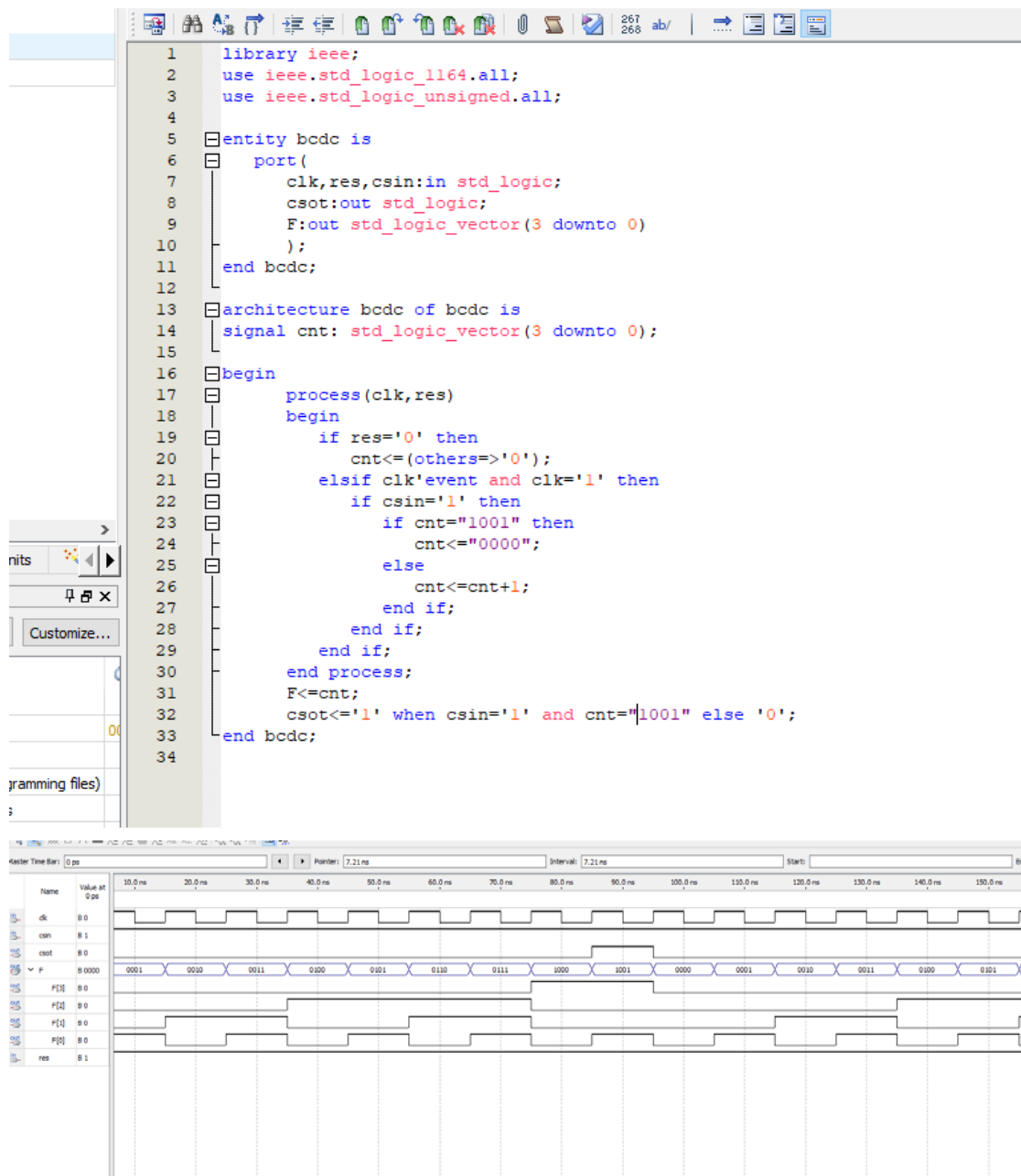
Tasks

Flow: Compilation

Task	Status
Compile Design	✓
Analysis & Synthesis	✓
Fitter (Place & Route)	✓
Assembler (Generate programming files)	✓
TimeQuest Timing Analysis	✓
EDA Netlist Writer	✓
Program Device (Open Programmer)	



2. 可串接 bcd 上數計數器



3.00 到 99 計數器:

