COMPUTER STRUCTURE I – WORKSHOP – PS/2 KEYBOARD PROFESSOR: EDUARDO ZUREK, PH.D.

SISTEMS ENGINEERING (COMPUTER SCIENCES) DPT. - UNIVERSIDAD DEL NORTE

Implement a system for reading a PS/2 keyboard showing the corresponding codes and characters as follows:

- Show the code generated by the keyboard using LEDs and 7-segment display.
- Show corresponding characters using the LCD display.

The inputs must be taken from a keyboard connected to the Altera DE2 board through the PS/2 port.

As part of the process, the student must develop each one of the following items:

- 1. List the variables and/or signals that are related with the solution. Include a description of the Pin Planner assignments.
- 2. Explain the VHDL code of the solution that generate the expected results. Include comments in your VHDL code. Keep your VHDL code as simple as possible.
- 3. Simulate the solution using ModelSim (or the University Program VWF interface).
- 4. Implement the solution and test it.

Grading policies:

80 %: Implementation of the solution using the Altera DE2 board.

20 %: Write a report in English developing items 1 to 4 described above.

The solution must be original, and it must be developed and implemented by teams with not more than three students.

Any kind of fraud and/or plagiarism will be punished as per the Student regulations. Solutions NOT received after due date.

BEST WISHES!