

```
193
194 -----
195 -- this process assigns each hexadecimal number (0-F) as well
196 -- as some additional letters to different values of d.
197 -----
198 process(d)
199 begin
200     case d is
201         when "00000" => led <= NOT "11111100"; -- 0
202         when "00001" => led <= NOT "01100000"; -- 1
203         when "00010" => led <= NOT "11011010"; -- 2
204         when "00011" => led <= NOT "11110010"; -- 3
205         when "00100" => led <= NOT "01100110"; -- 4
206         when "00101" => led <= NOT "10110110"; -- 5
207         when "00110" => led <= NOT "10111110"; -- 6
208         when "00111" => led <= NOT "11100000"; -- 7
209         when "01000" => led <= NOT "11111110"; -- 8
210         when "01001" => led <= NOT "11100110"; -- 9
211         when "01010" => led <= NOT "11101110"; -- A
212         when "01011" => led <= NOT "00111110"; -- b
213         when "01100" => led <= NOT "10011100"; -- C
214         when "01101" => led <= NOT "01111010"; -- d
215         when "01110" => led <= NOT "10011110"; -- E
216         when "01111" => led <= NOT "10001110"; -- F
217         when "10000" => led <= NOT "01101110"; -- H
218         when "10001" => led <= NOT "10110110"; -- S
219         when "10010" => led <= NOT "00011100"; -- L
220         when "10011" => led <= NOT "01111100"; -- U
221         when others => led <= (others => '0');
222     end case;
223 end process;
224
225 -----
226 -- the two bit vector m is increased by one on
227 -- each positive clock edge of the 762Hz clock
228 -----
229 process(clock)
230 begin
231     if rising_edge(clock) then
232         m <= m_next;
233     end if;
234 end process;
235 end Behavior;
236
```