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SUBJECT: COMPUTER AIDED DIGITAL DESIGN

**PROJECT: SCROLL OR MOVING TEXT USING 7 SEGMENTAL LED'S IN
SYSTEM VERILOG|FPGA**

Scrolling or Moving Text Using 7 Segment LED's in System Verilog | FPGA

Design:

```
module project(  
    input logic clock,  
    input logic reset,  
    output logic a,  
    output logic b,  
    output logic c,  
    output logic d,  
    output logic e,  
    output logic f,  
    output logic g,  
    output logic dp,  
    output logic [3:0] an  
);  
logic [28:0] p;  
logic click;  
logic [3:0] fourth, third, second, first;  
always @ (posedge clock or posedge reset) //ticker  
begin  
    if(reset)  
        p <= 0;  
    else if(p == 50000000)  
        p <= 0;  
    else  
        p <= p + 1;  
end  
  
logic [3:0] clickcount;  
assign click = ((p == 50000000)?1'b1:1'b0);
```

```
always @ (posedge click or posedge reset)
```

```
begin
```

```
if(reset)
```

```
    clickcount <= 0;
```

```
else if(clickcount == 8)
```

```
    clickcount <= 0;
```

```
else
```

```
    clickcount <= clickcount + 1;
```

```
end
```

```
always @ (*)
```

```
begin
```

```
    case(clickcount)
```

```
    0:
```

```
        begin
```

```
            fourth = 4; //H
```

```
            third = 3; //E
```

```
            second = 7; //L
```

```
            first = 7; //L
```

```
        end
```

```
    1:
```

```
        begin
```

```
            fourth = 3; //E
```

```
            third = 7; //L
```

```
            second = 7; //L
```

```
            first = 0; //O
```

```
        end
```

2:

begin

fourth = 7; //L

third = 7; //L

second = 0; //O

first = 2; //-

end

3:

begin

fourth = 7; //L

third = 0; //O

second = 2; //-

first = 1; //T

end

4:

begin

fourth = 0; //O

third = 2; //-

second = 1; //T

first = 4; //H

end

5:

begin

fourth = 2; //-

third = 1; //T

second = 4; //H

first = 3; //E

end

6:

begin

fourth = 1; //T

third = 4; //H

second = 3; //E

first = 8; //R

end

7:

begin

fourth = 4; //H

third = 3; //E

second = 8; //R

first = 3; //E

end

8:

begin

fourth = 3; //E

third = 8; //R

second = 3; //E

first = 2; //blank

end

endcase

end

```
localparam N = 18;
```

```
logic [N-1:0]count;
```

```
always @ (posedge clock or posedge reset)
```

```
begin
```

```
if (reset)
```

```
    count <= 0;
```

```
else
```

```
    count <= count + 1;
```

```
end
```

```
logic [6:0]sseg;
```

```
logic [3:0]an_temp;
```

```
always @ (*)
```

```
begin
```

```
    case(count[N-1:N-2])
```

```
        2'b00 :
```

```
        begin
```

```
            sseg = first;
```

```
            an_temp = 4'b1110;
```

```
        end
```

```
        2'b01:
```

```
        begin
```

```
            sseg = second;
```

```
            an_temp = 4'b1101;
```

```
        end
```

```

2'b10:
begin
    sseg = third;
    an_temp = 4'b1011;
end

2'b11:
begin
    sseg = fourth;
    an_temp = 4'b0111;
end
endcase
end
assign an = an_temp;

logic [6:0] sseg_temp;
always @ (*)
begin
    case(sseg)
        4 : sseg_temp = 7'b0001001; //H
        3 : sseg_temp = 7'b0000110; //E
        7 : sseg_temp = 7'b1000111; //L
        0 : sseg_temp = 7'b1000000; //O
        1 : sseg_temp = 7'b0000111; //T
        8 : sseg_temp = 7'b0001000; //R
        default : sseg_temp = 7'b1111111; //blank
    endcase
end
assign {g, f, e, d, c, b, a} = sseg_temp;
assign dp = 1'b1;
endmodule

```

Test bench:

```
module project_tb;

    logic clock;

    logic reset;

    logic a, b, c, d, e, f, g, dp;

    logic [3:0] an;

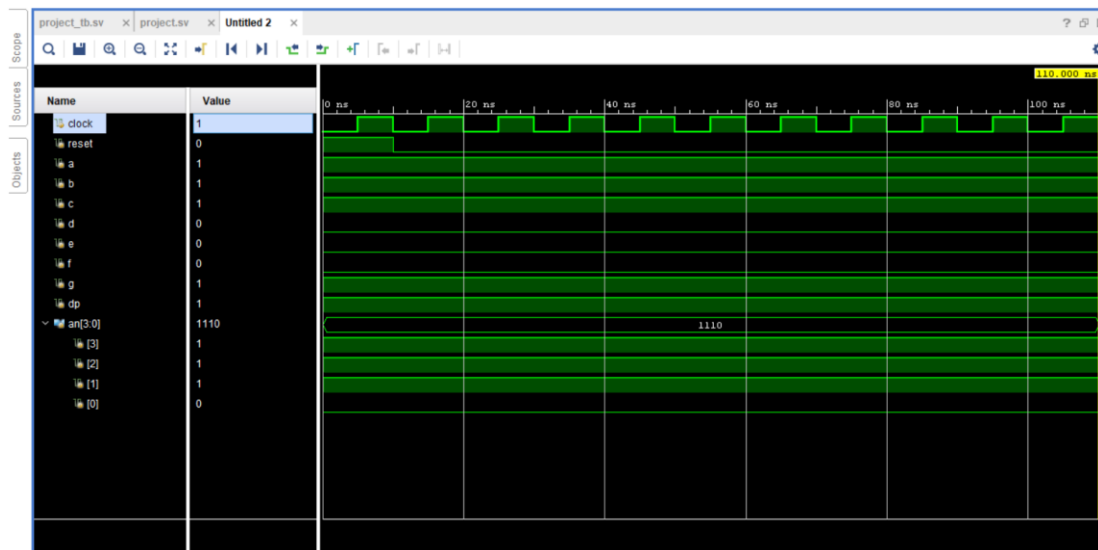
    project uut (
        .clock(clock),
        .reset(reset),
        .a(a),
        .b(b),
        .c(c),
        .d(d),
        .e(e),
        .f(f),
        .g(g),
        .dp(dp),
        .an(an)
    );

    always #5 clock = ~clock;

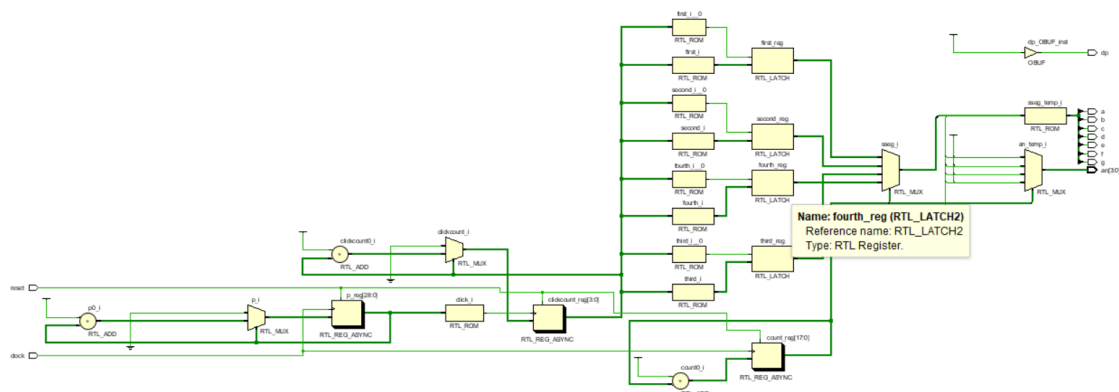
    initial begin
        clock = 0;
        reset = 1;
        #10 reset = 0;
        #100 $finish;
    end

endmodule
```

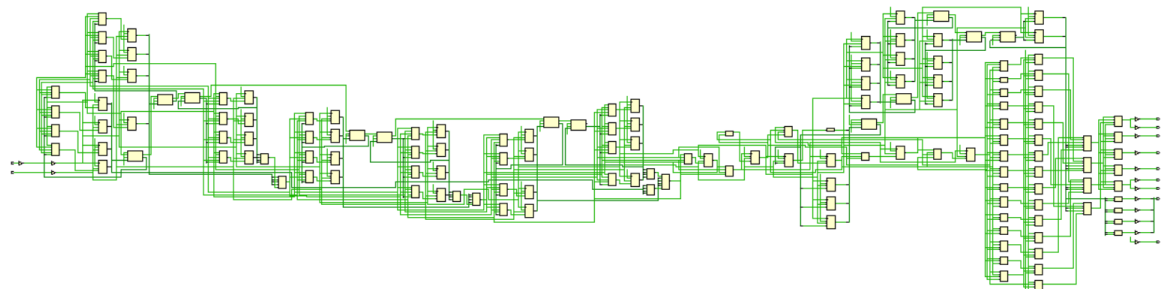

Simulation graph:



RTL Schematic:



Implementation Schematic:



Resource Utilization:

Name	^ 1	Slice LUTs (20800)	Slice Registers (41600)	Slice (815 0)	LUT as Logic (20800)	LUT Flip Flop Pairs (20800)	Bonded IOB (106)	BUFGCTRL (32)
project		56	66	31	56	40	14	1

XDC file:

```

1 | set_property IOSTANDARD LVCOS33 [get_ports {an[3]}]
2 | set_property IOSTANDARD LVCOS33 [get_ports {an[2]}]
3 | set_property IOSTANDARD LVCOS33 [get_ports {an[1]}]
4 | set_property IOSTANDARD LVCOS33 [get_ports {an[0]}]
5 | set_property IOSTANDARD LVCOS33 [get_ports a]
6 | set_property IOSTANDARD LVCOS33 [get_ports g]
7 | set_property IOSTANDARD LVCOS33 [get_ports reset]
8 | set_property IOSTANDARD LVCOS33 [get_ports f]
9 | set_property IOSTANDARD LVCOS33 [get_ports e]
10 | set_property IOSTANDARD LVCOS33 [get_ports dp]
11 | set_property IOSTANDARD LVCOS33 [get_ports d]
12 | set_property IOSTANDARD LVCOS33 [get_ports clock]
13 | set_property IOSTANDARD LVCOS33 [get_ports b]
14 | set_property IOSTANDARD LVCOS33 [get_ports c]
15 | set_property PACKAGE_PIN W4 [get_ports {an[3]}]
16 | set_property PACKAGE_PIN V4 [get_ports {an[2]}]
17 | set_property PACKAGE_PIN U4 [get_ports {an[1]}]
18 | set_property PACKAGE_PIN U2 [get_ports {an[0]}]
19 | set_property PACKAGE_PIN W7 [get_ports a]
20 | set_property PACKAGE_PIN W6 [get_ports b]
21 | set_property PACKAGE_PIN U8 [get_ports c]
22 | set_property PACKAGE_PIN U5 [get_ports e]
23 | set_property PACKAGE_PIN V5 [get_ports f]
24 | set_property PACKAGE_PIN U7 [get_ports g]
25 | set_property PACKAGE_PIN V7 [get_ports dp]
26 | set_property PACKAGE_PIN V8 [get_ports d]
27 | set_property PACKAGE_PIN W5 [get_ports clock]
28 | set_property PACKAGE_PIN R2 [get_ports reset]
29 |

```

Output:

