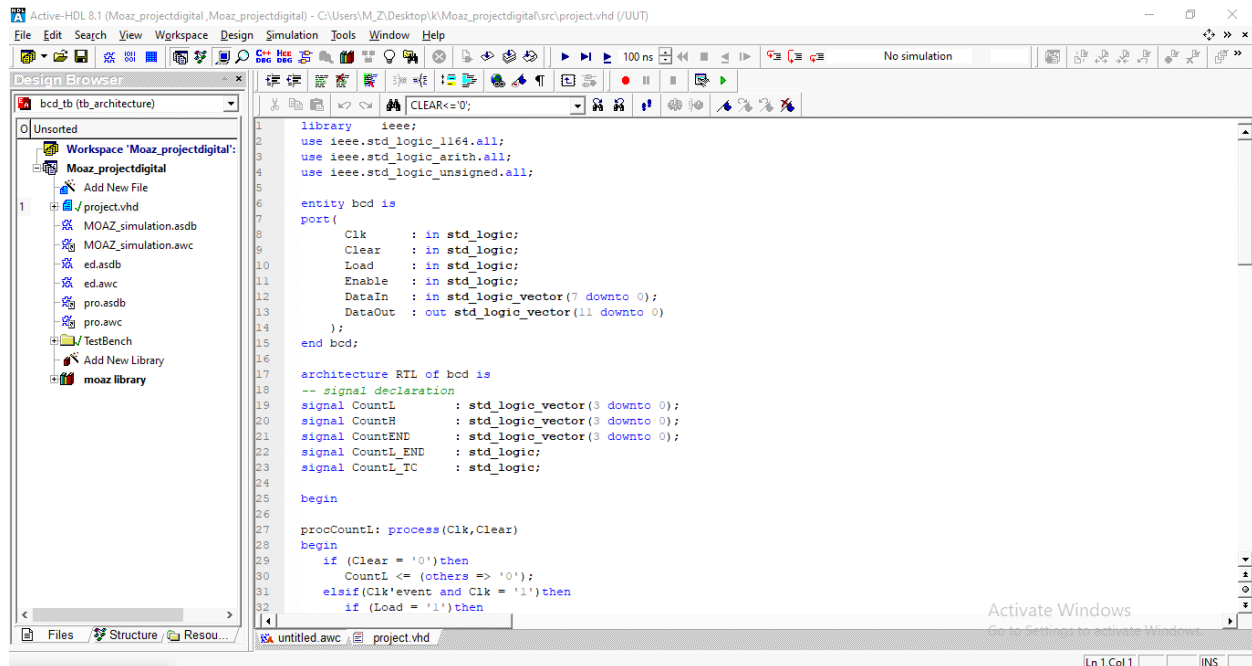
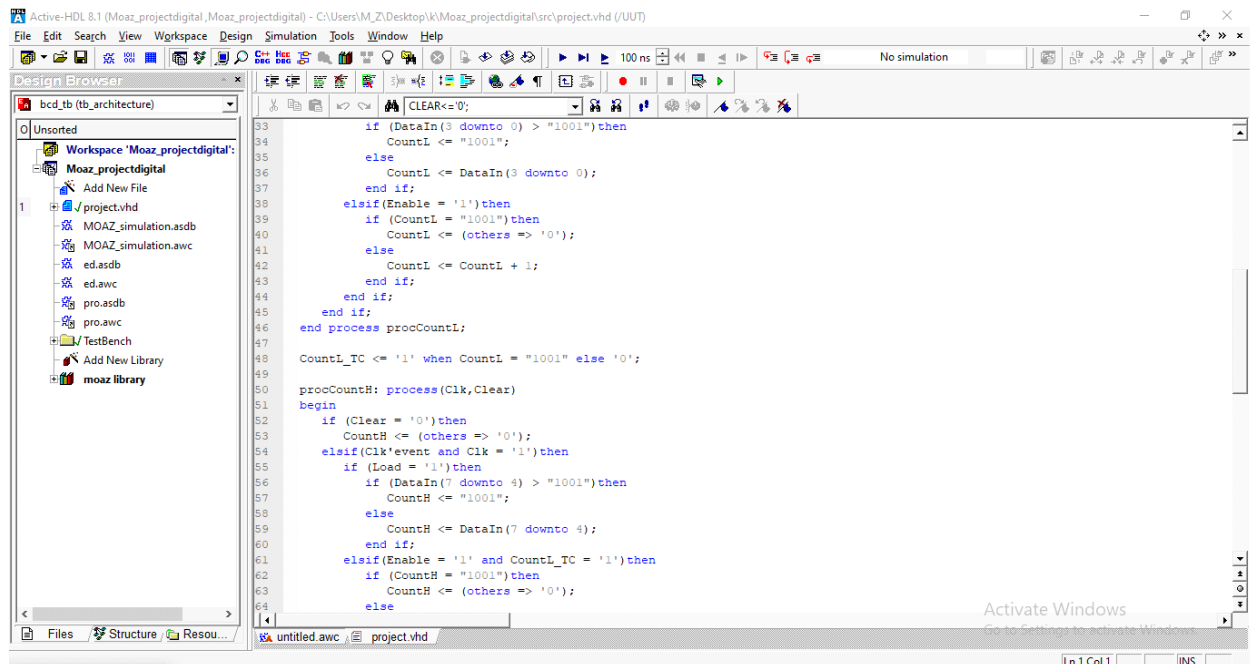


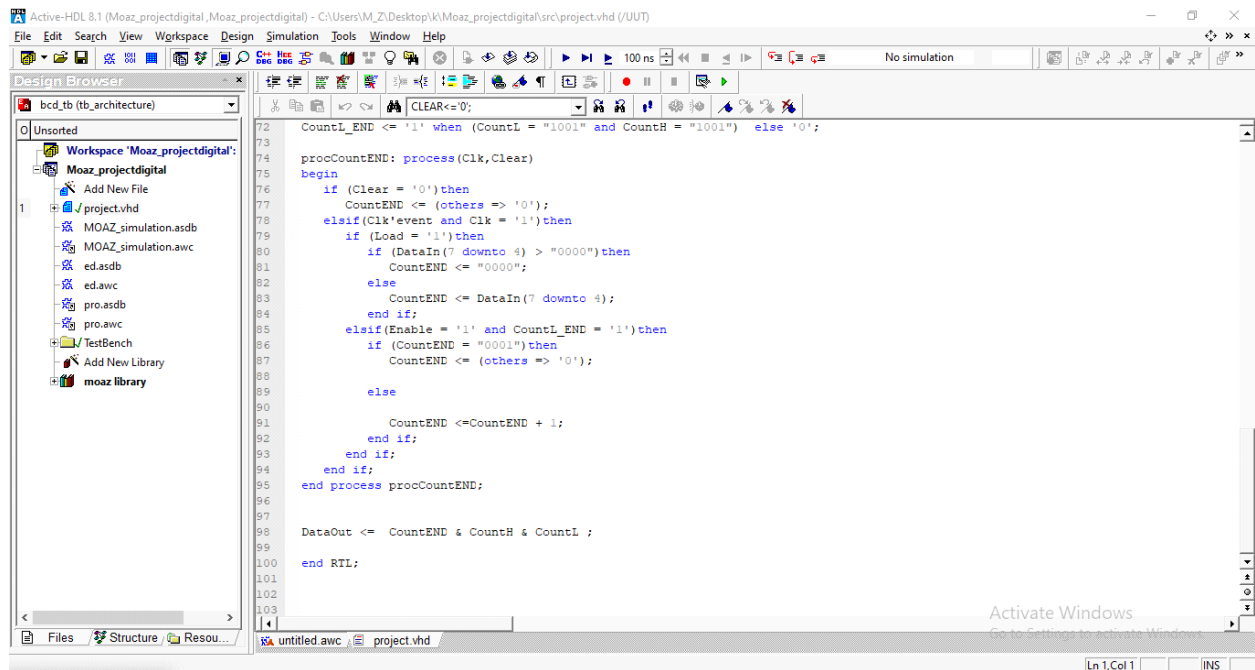
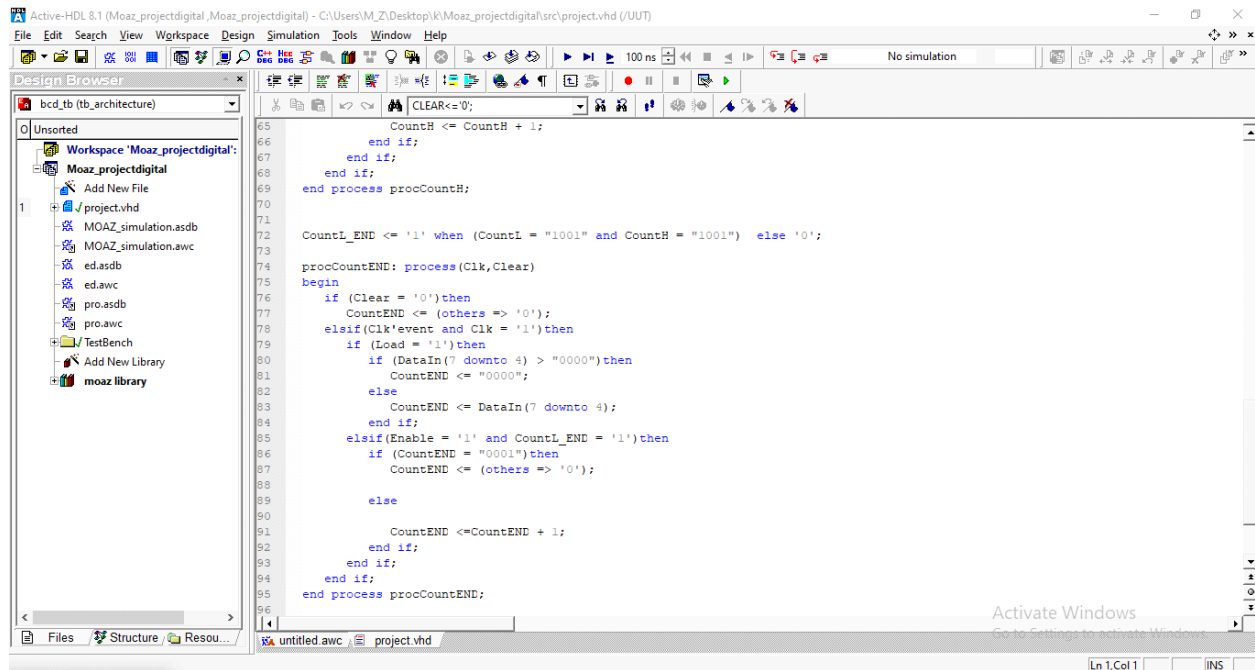
CODE:



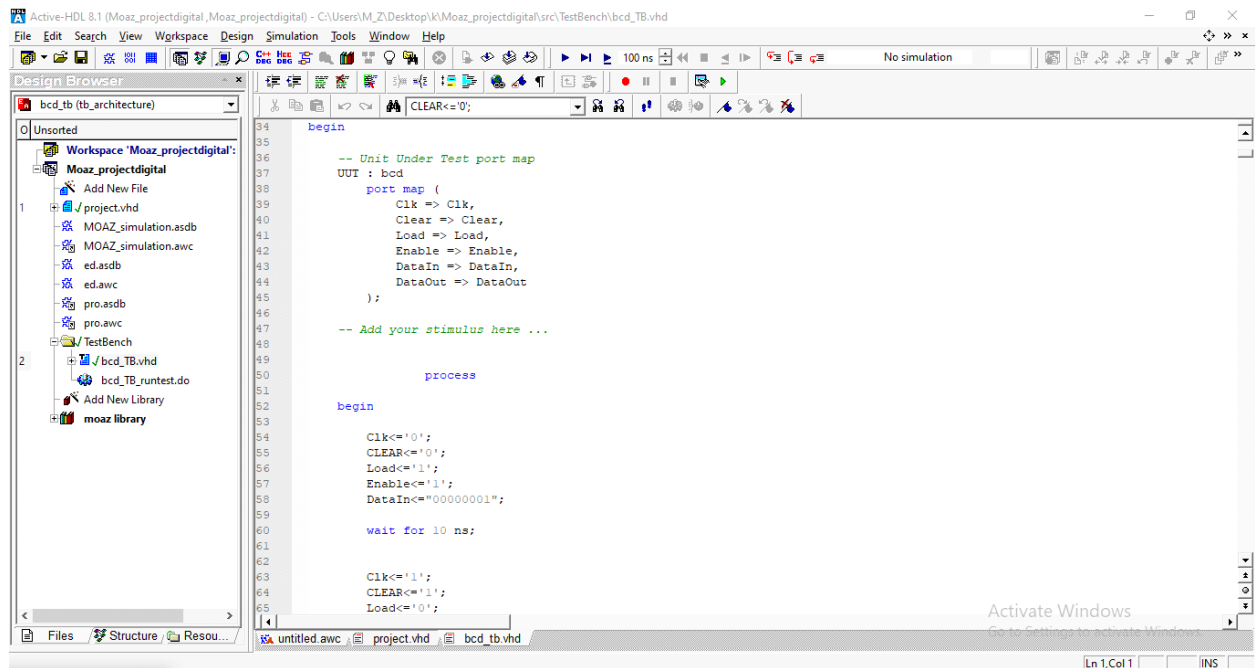
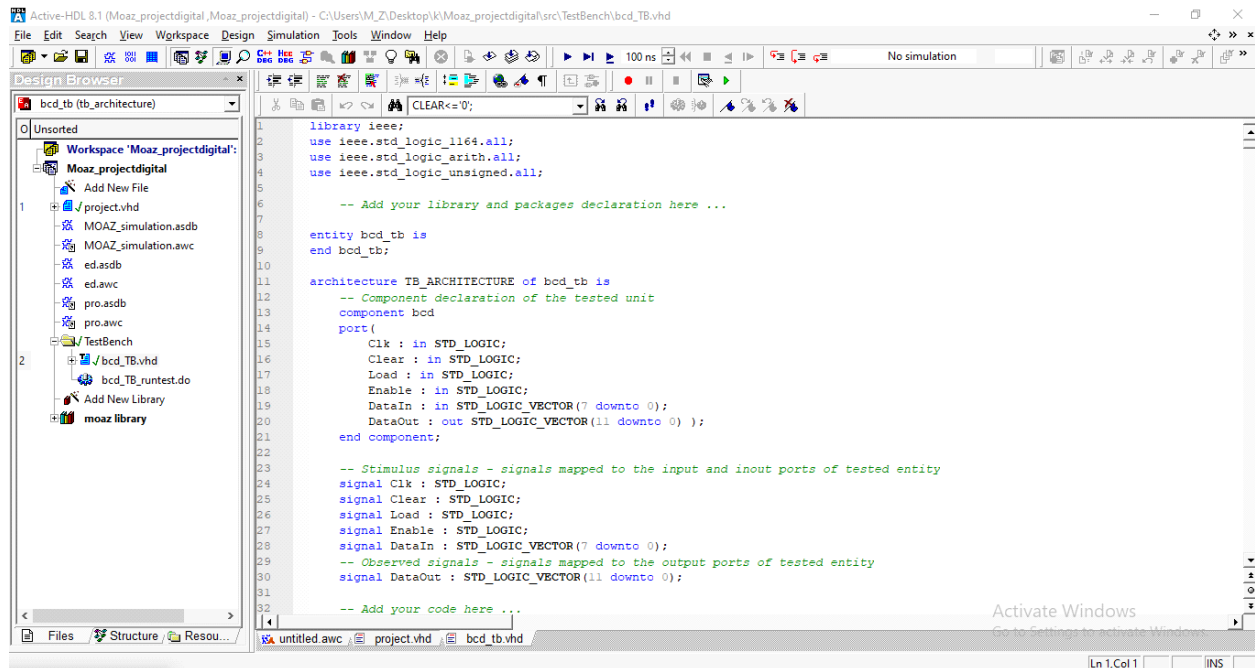
```
1 library ieee;
2 use ieee.std_logic_1164.all;
3 use ieee.std_logic_arith.all;
4 use ieee.std_logic_unsigned.all;
5
6 entity bcd_is
7 port(
8     Clk      : in std_logic;
9     Clear    : in std_logic;
10    Load     : in std_logic;
11    Enable    : in std_logic;
12    DataIn    : in std_logic_vector(7 downto 0);
13    DataOut   : out std_logic_vector(11 downto 0)
14 );
15 end bcd;
16
17 architecture RTL of bcd is
18 -- signal declaration
19 signal CountL      : std_logic_vector(3 downto 0);
20 signal CountH      : std_logic_vector(3 downto 0);
21 signal CountEND    : std_logic_vector(3 downto 0);
22 signal CountL_END  : std_logic;
23 signal CountL_TC   : std_logic;
24
25 begin
26
27 procCountL: process(Clk,Clear)
28 begin
29     if (Clear = '0')then
30         CountL <= (others => '0');
31     elsif(Clk'event and Clk = '1')then
32         if (Load = '1')then
```

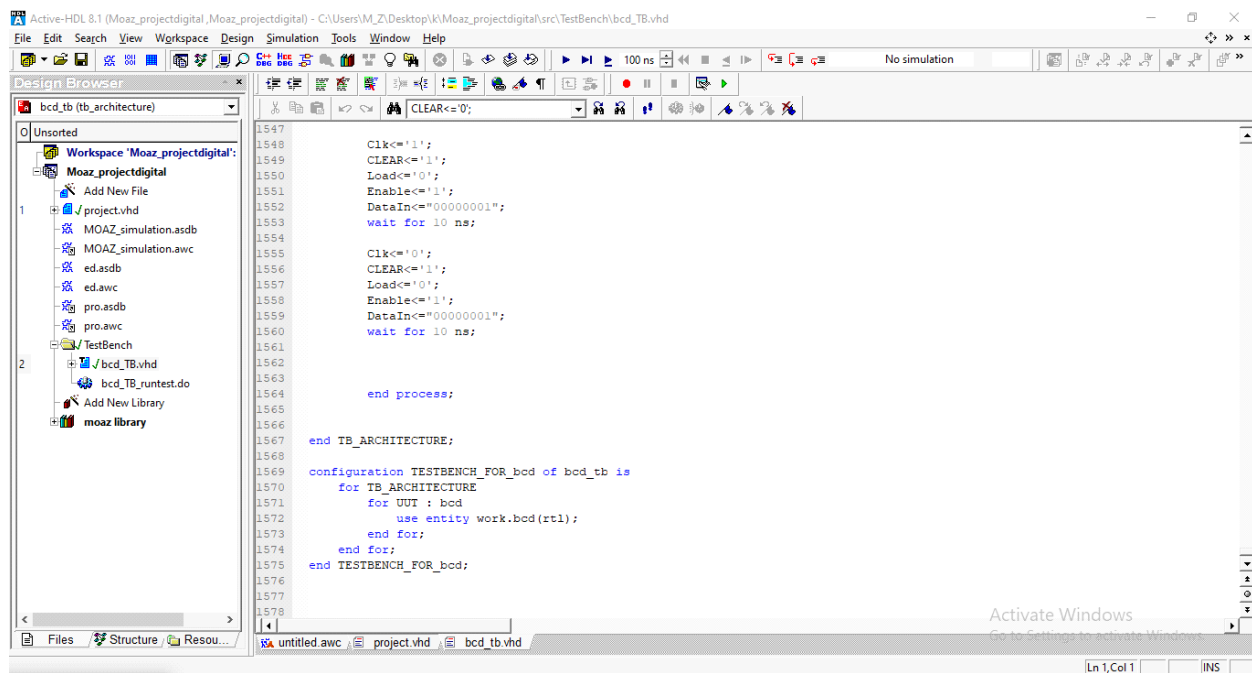
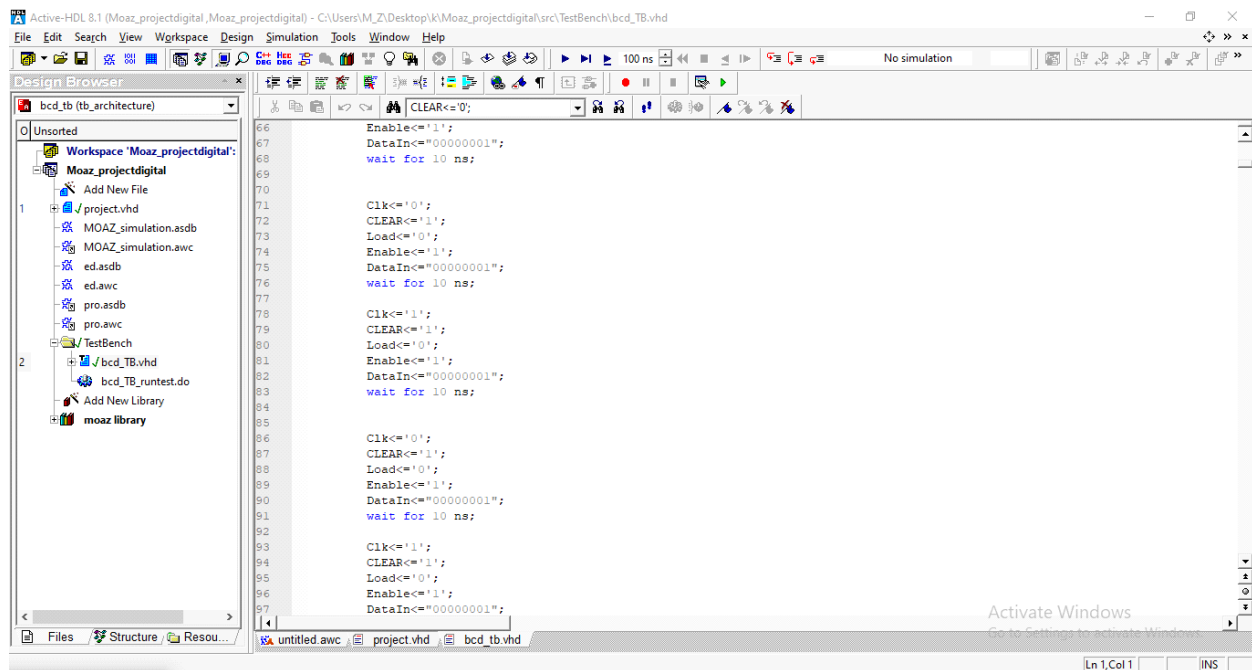


```
33     if (DataIn(3 downto 0) > "1001")then
34         CountL <= "1001";
35     else
36         CountL <= DataIn(3 downto 0);
37     end if;
38     elsif(Enable = '1')then
39         if (CountL = "1001")then
40             CountL <= (others => '0');
41         else
42             CountL <= CountL + 1;
43         end if;
44     end if;
45 end if;
46 end process procCountL;
47
48 CountL_TC <= '1' when CountL = "1001" else '0';
49
50 procCountH: process(Clk,Clear)
51 begin
52     if (Clear = '0')then
53         CountH <= (others => '0');
54     elsif(Clk'event and Clk = '1')then
55         if (Load = '1')then
56             if (DataIn(7 downto 4) > "1001")then
57                 CountH <= "1001";
58             else
59                 CountH <= DataIn(7 downto 4);
60             end if;
61         elsif(Enable = '1' and CountL_TC = '1')then
62             if (CountH = "1001")then
63                 CountH <= (others => '0');
64             else
```



TEST BENCH:





SIMULATION:

