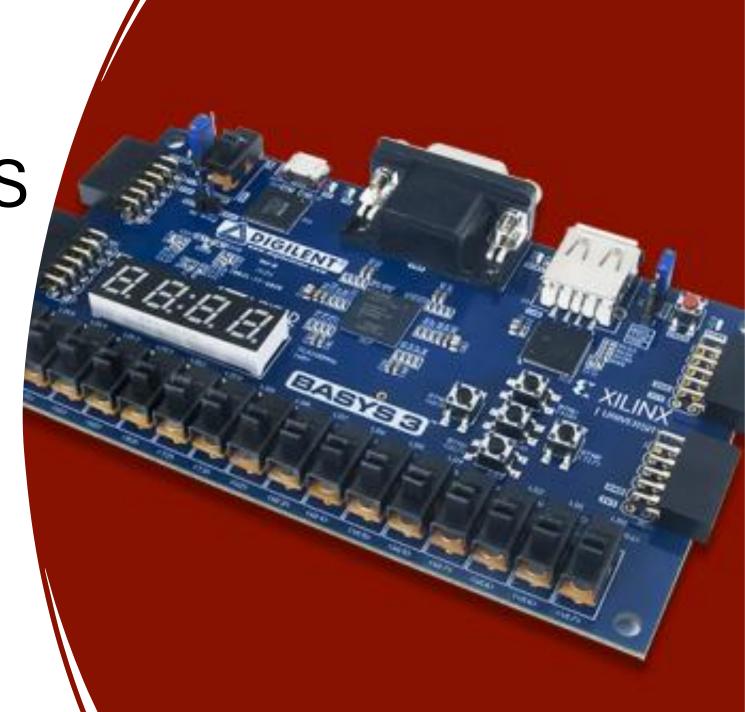
SISTEMAS ELECTRÓNICOS

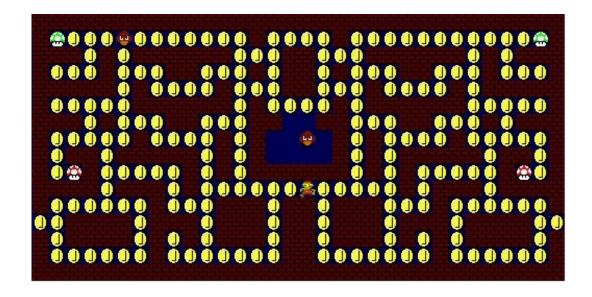
• Proyecto de curso realizado en FPGA Digilent Basys-3 mediante el entorno de Vivado.

Realizado por:

- Javier Gil León
- Pablo López Arcila
- Alfredo Zarazaga Montalbán



¿QUÉ HEMOS HECHO?



SCORE: 000

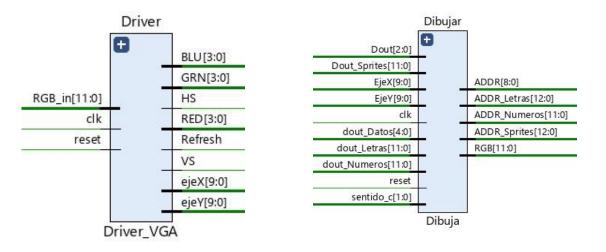
⊚×3

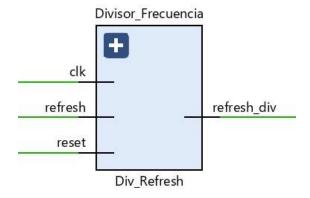
HECHO POR:
JAUIER GIL LEON
PABLO LOPEZ ARCILA
ALFREDO ZARAZAGA MONTALBAN

¿CÓMO SE HA REALIZADO?

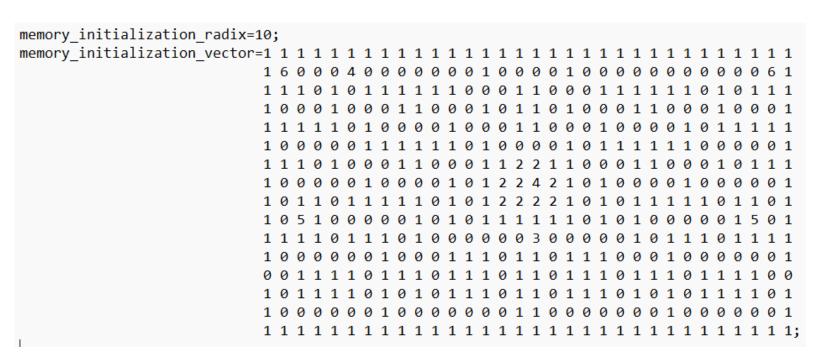
```
architecture Behavioral of Genera Movimiento is
    signal count i : std logic vector (3 downto 0);
    signal feedback : std logic;
begin
    feedback <= not(count i(3) xor count i(2));</pre>
    process (reset, clk)
       begin
       if (reset = '1') then
            count i <= (others=>'0');
        elsif (rising edge(clk)) then
            count_i <= count_i(2 downto 0) & feedback;
        end if;
    end process;
    count <= count i;
end architecture;
```

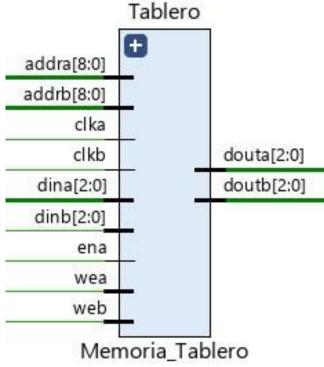
MECÁNICA DE TRABAJO





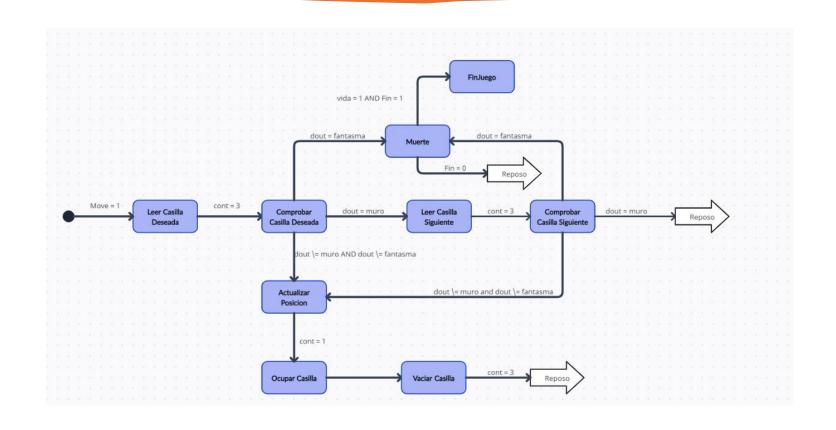
LAS MEMORIAS



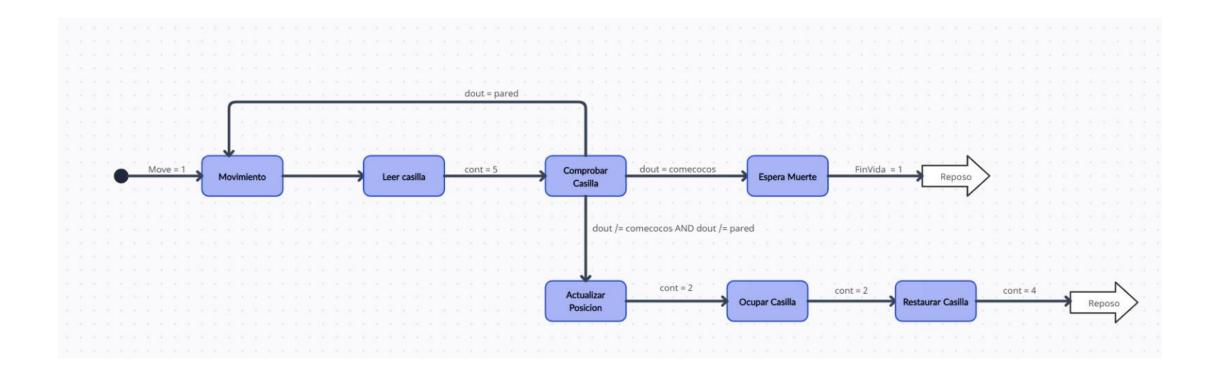


¿QUÉ ES LO MÁS IMPORTANTE?

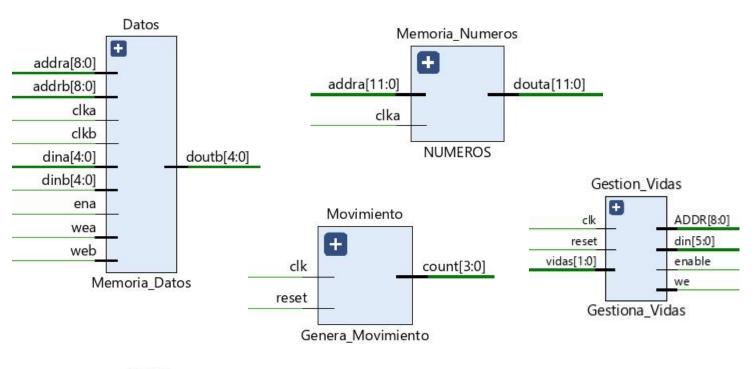
MÁQUINAS DE ESTADO: PACMAN

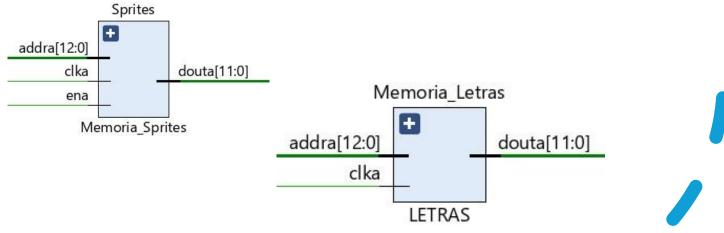


MÁQUINAS DE ESTADO: FANTASMA



MEJORAS





ARQUITECTURA SUPERIOR

