

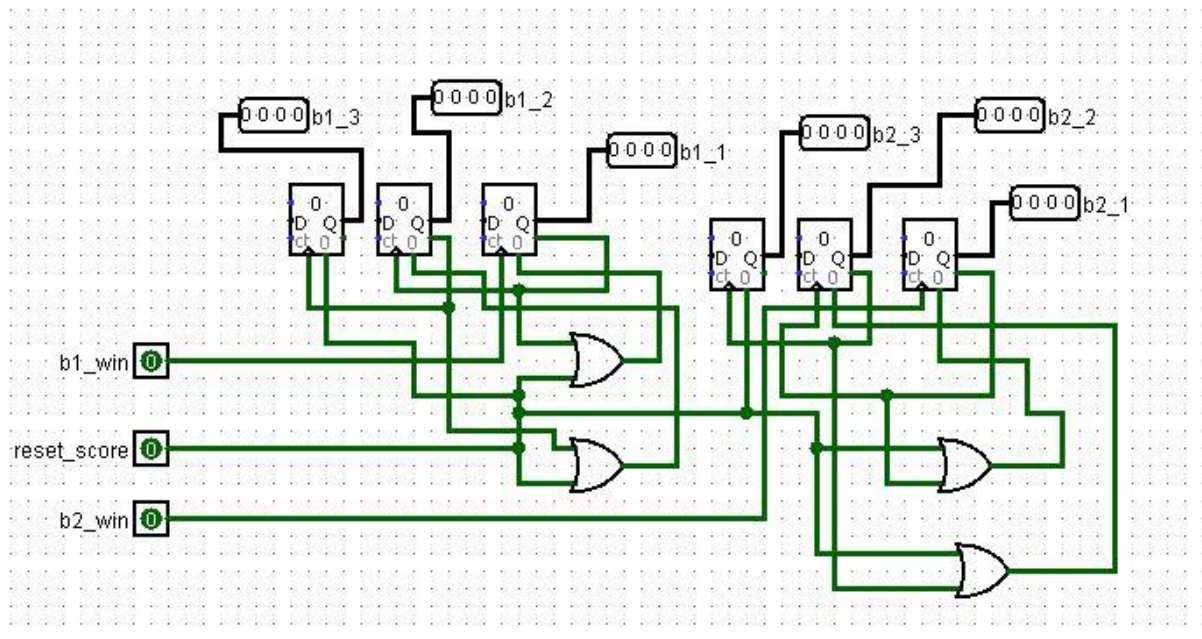
**GTU Department of Computer
Engineering CSE 232 - Spring 2020
Project 1 Bonus Part Report**

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For Project 1 to add score board module I used led a output that is 1 when B1 Win and led g output that is 1 when B2 Win and counters. By using these I incremented B1 score counter if a output is 1 and I incremented B2 score counter if g output is 1.

For this module while creating FSM we don't need add new input or output since we already have a and g outputs, we need to make just a few improvements on simulation which I did.

New Score module in Logisim



Explanation on module

b1_win = a output from control unit(FSM)

b2_win = g output from control unit(FSM)

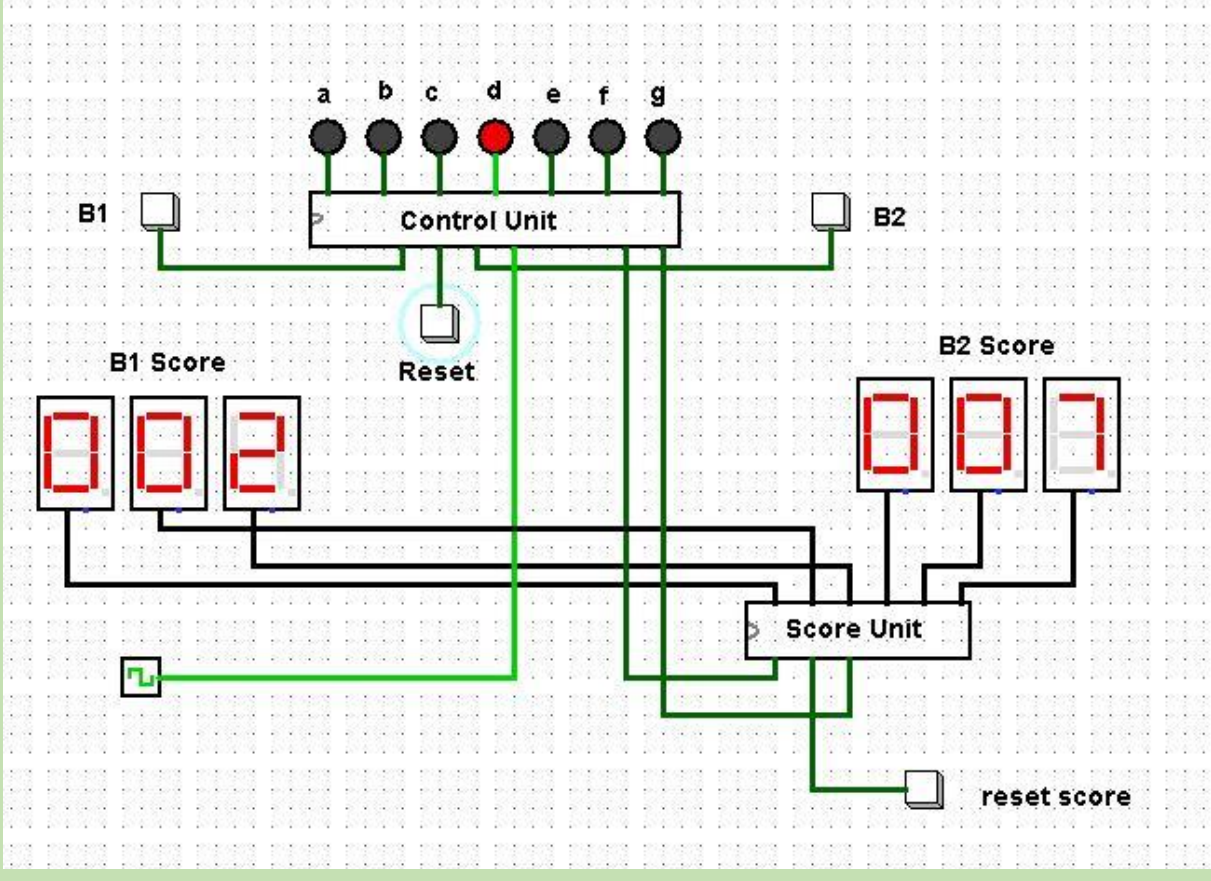
reset_score = input from user to reset all score

b1_x = b1 score outputs to show on 7-segment led.

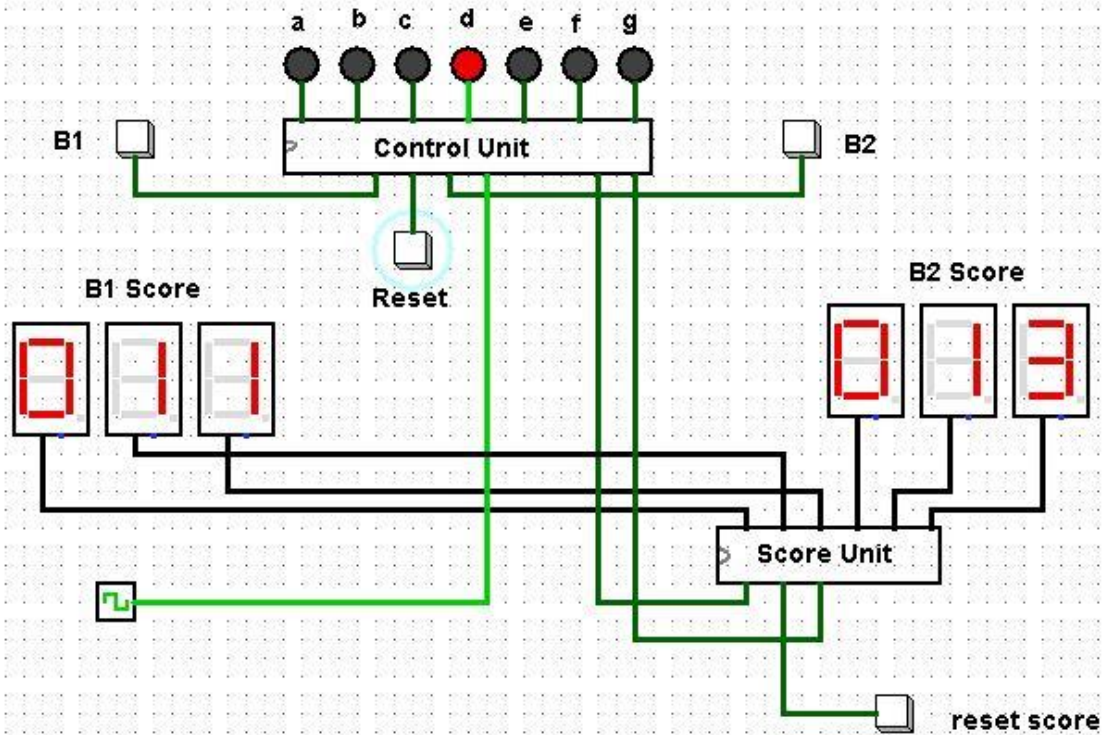
b2_x = b2 score outputs to show on 7-segment led.

➤ Check following test results.

Test Results

Description	Test Result
1 to 9	 <p>The diagram illustrates a digital circuit for a two-player game scorekeeping system. It features a Control Unit at the top center, which is a 7-bit shift register with inputs labeled a through g. Input d is highlighted in red. Below the Control Unit is a Reset button. To the left of the Control Unit is a 3-bit binary input B1, and to the right is a 3-bit binary input B2. Below these are two 3-digit red LED displays: B1 Score (showing 002) and B2 Score (showing 007). A Score Unit is located at the bottom right, which takes the B1 and B2 scores and outputs a reset score signal. A green square button is connected to the Reset button and the Score Unit. The circuit is built on a breadboard with various components like resistors and integrated circuits.</p>

10 to 99



100 to 999

It works but takes too long time to test

Reset Score

