

COL-215P ASSIGNMENT-2

BY

KURISETI RAVI SRI TEJA-2019CS10369

ALLADI AJAY-2019CS10323

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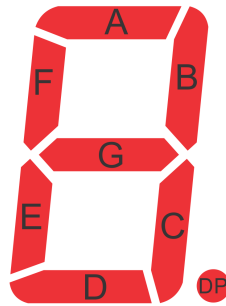
1 Implementation and Work Done

We implemented a seven segment display that displays all the numbers from 0 to 15 in hexadecimal form(0,1,2,3,4,5,6,7,8,9,A,b,C,d,E,F) using the four bit input provided through switches. For this we made a combinational logic using logical **AND,NOT,OR** gates that convert the 4-bit input logic to 7-bit out logic and the seven bit output is passed to the cathode of the seven segment display. When an anode is made 0,the lights corresponding to 0 on cathode glow giving the corresponding displays.We performed the simulation using a test-bench code and after testing it,we performed the synthesis and tested the produced bit code on the Artix FPGA Board.

2 Details of Circuit

We used 4-bit input vector,7-bit out vector and a 4-bit anode vector in which only **one of the four bits** will be **0** and **other three bits** will be **1**(because only one display).

2.1 Seven-Segment Display Image



2.2 Truth-Table

W is the MSB and Z is the LSB.

W	X	Y	Z	A	B	C	D	E	F	G
0	0	0	0	0	0	0	0	0	0	1
0	0	0	1	1	0	0	1	1	1	1
0	0	1	0	0	0	1	0	0	1	0
0	0	1	1	0	0	0	0	1	1	0
0	1	0	0	1	0	0	1	1	0	0
0	1	0	1	0	1	0	0	1	0	0
0	1	1	0	0	1	0	0	0	0	0
0	1	1	1	0	0	0	1	1	1	1
1	0	0	0	0	0	0	0	0	0	0
1	0	0	1	0	0	0	0	1	0	0
1	0	1	0	0	0	0	1	0	0	0
1	0	1	1	1	1	0	0	0	0	0
1	1	0	0	0	1	1	0	0	0	1
1	1	0	1	1	0	0	0	0	1	0
1	1	1	0	0	1	1	0	0	0	0
1	1	1	1	0	1	1	1	0	0	0

2.3 Combinational Logic Used

1. $A = (WX'Y' + W'XZ + WZ' + W'Y + XY + X'Z')'$
2. $B = (W'Y'Z' + W'YZ + WY'Z + X'Y' + X'Z')'$
3. $C = (W'Y' + W'Z + Y'Z + W'X + WX')'$
4. $D = (W'X'Z' + X'YZ + XY'Z + XYZ' + WY')'$

$$5. E = (X'Z' + YZ' + WY + WX)'$$

$$6. F = (W'XY' + Y'Z' + XZ' + WX' + WY)'$$

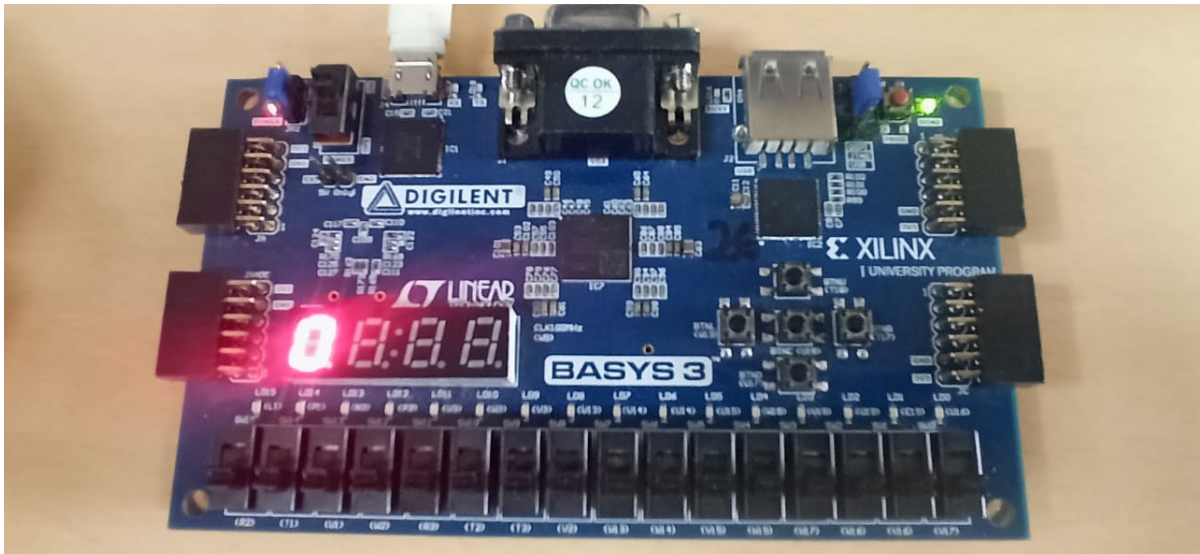
$$7. G = (W'XY' + X'Y + YZ' + WX' + WZ)'$$

2.4 Waveform Obtained

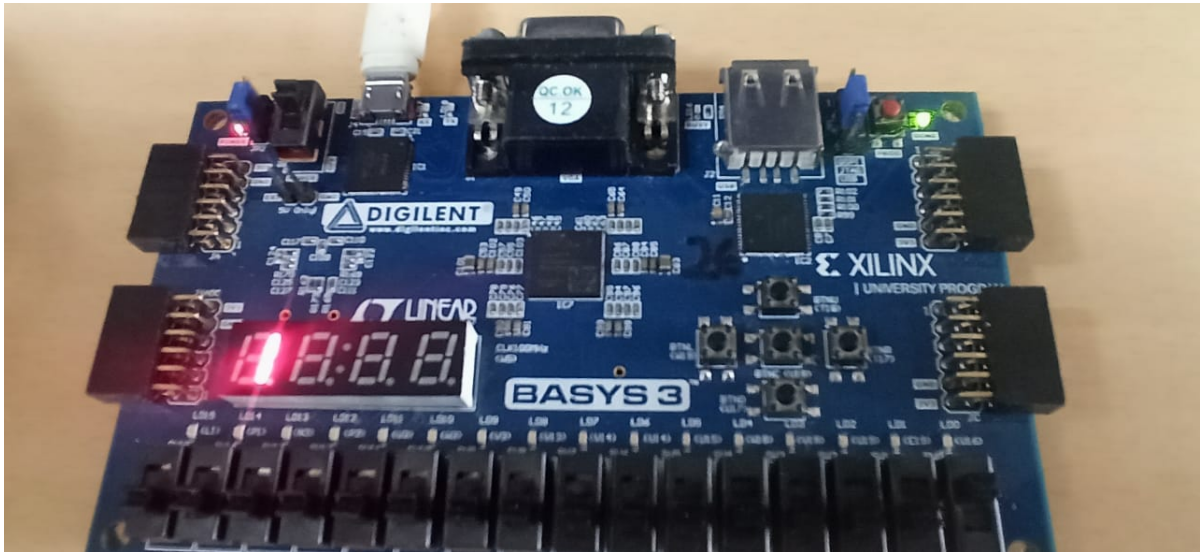


2.5 Images of Display

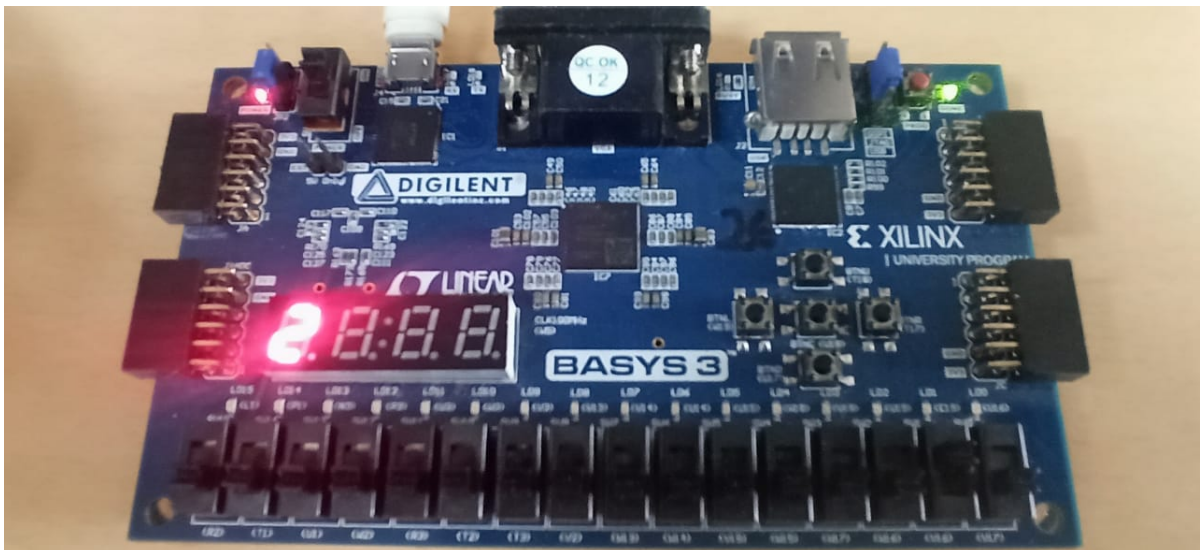
2.5.1 0



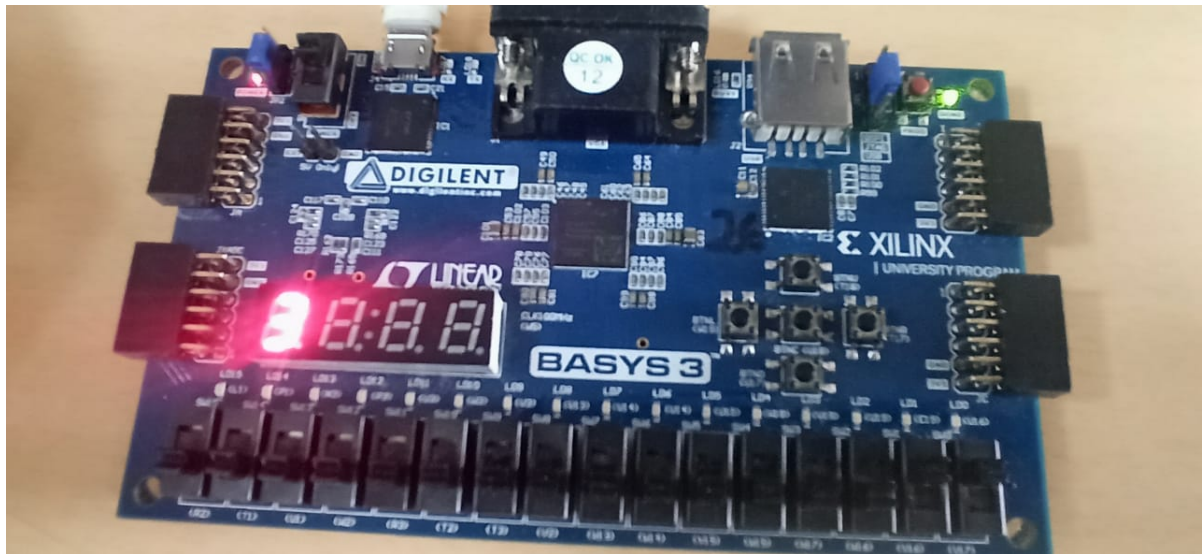
2.5.2 1



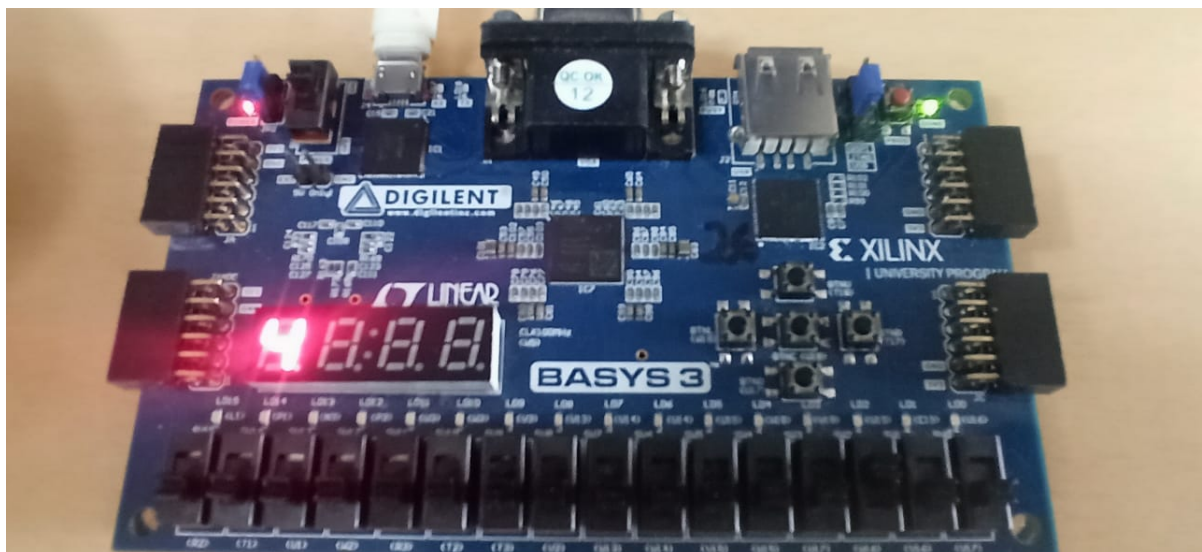
2.5.3 2



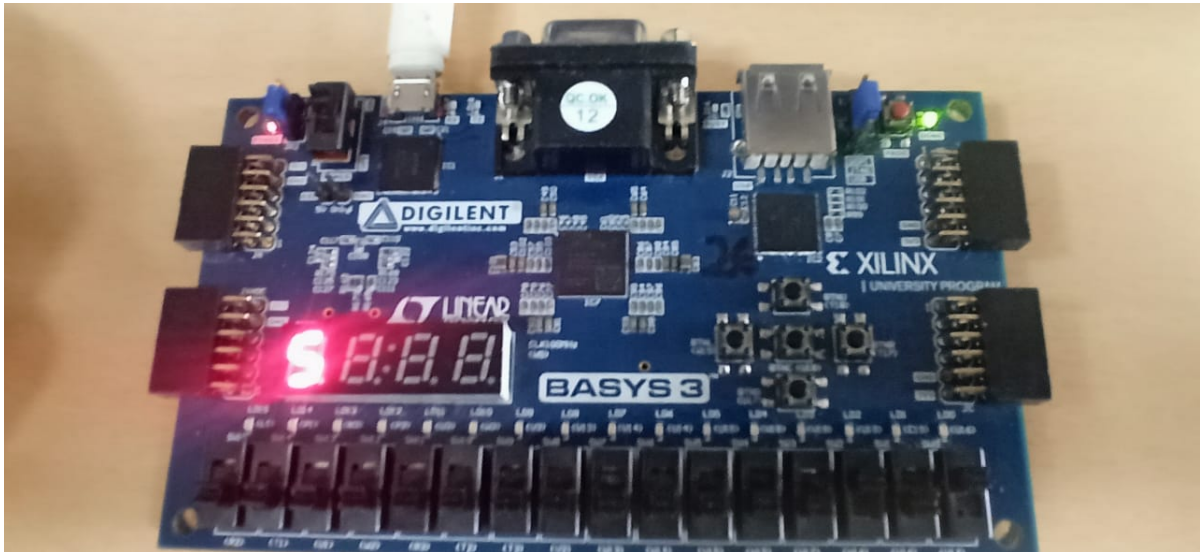
2.5.4 3



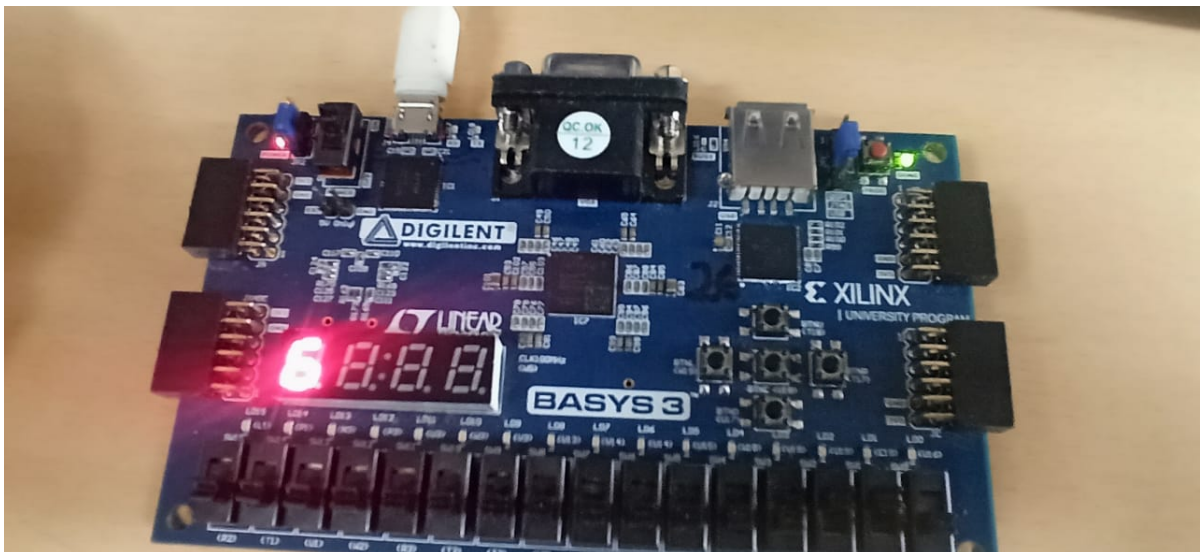
2.5.5 4



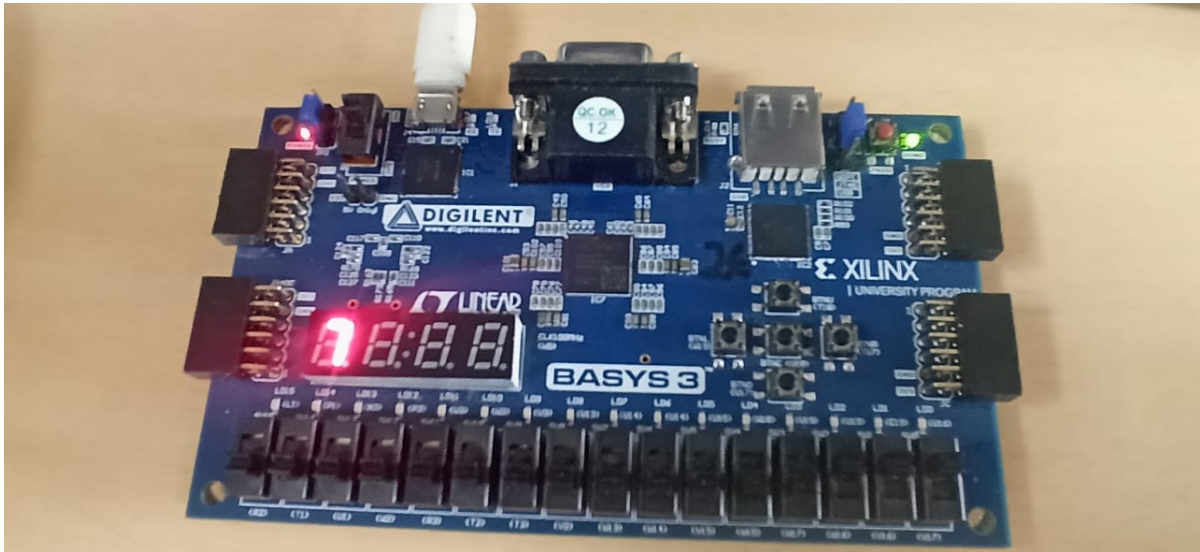
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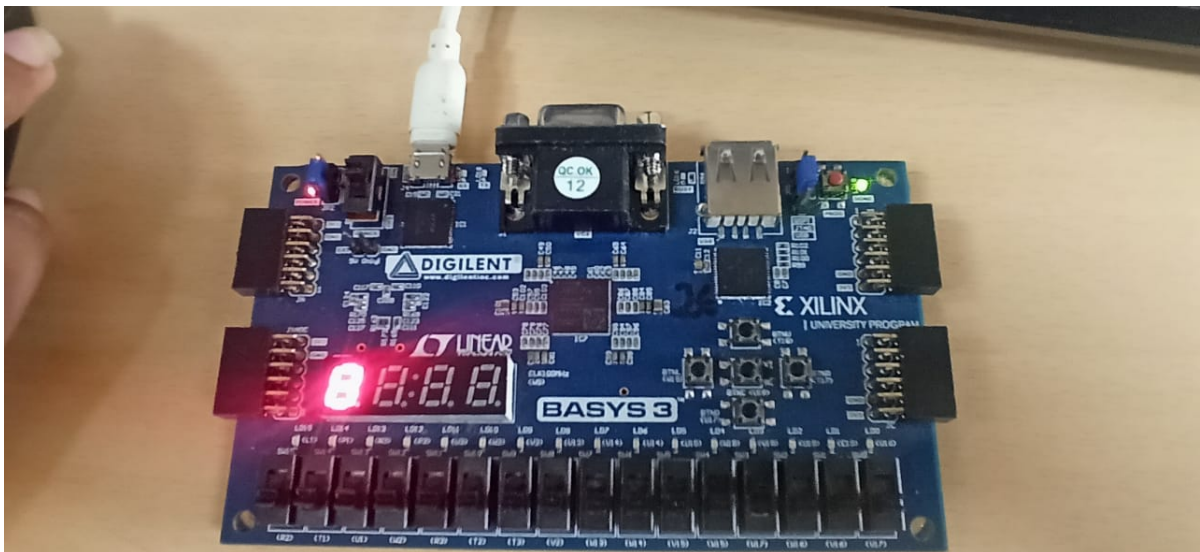
2.5.7 6



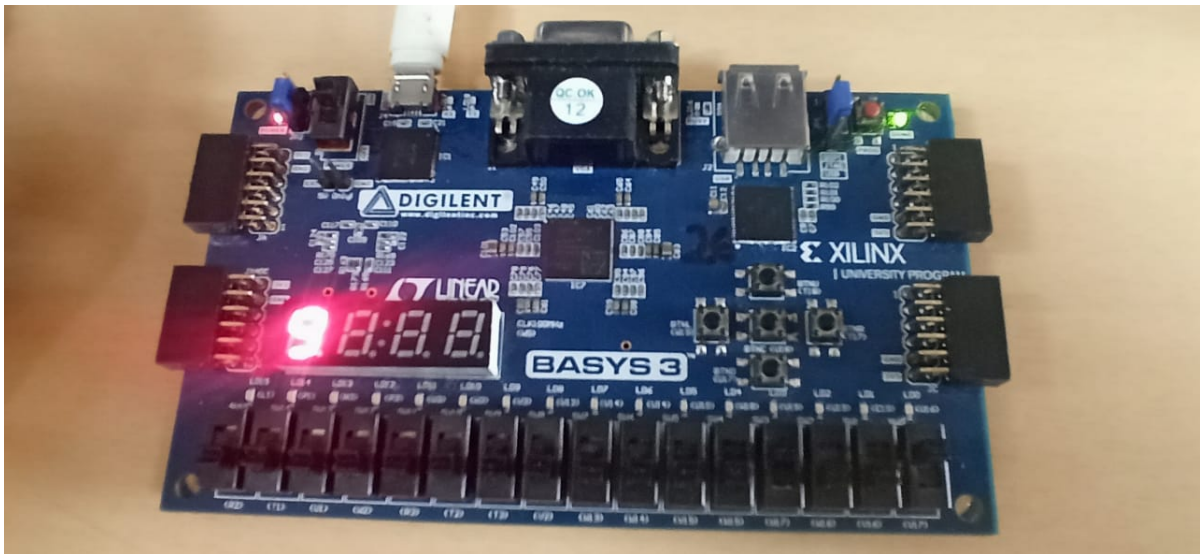
2.5.8 7



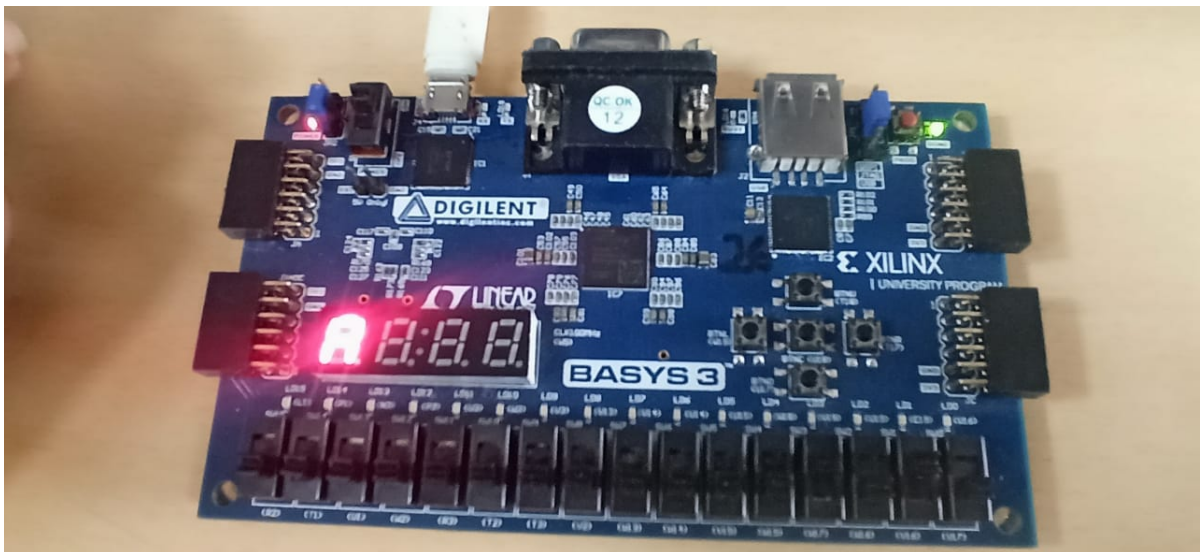
2.5.9 8



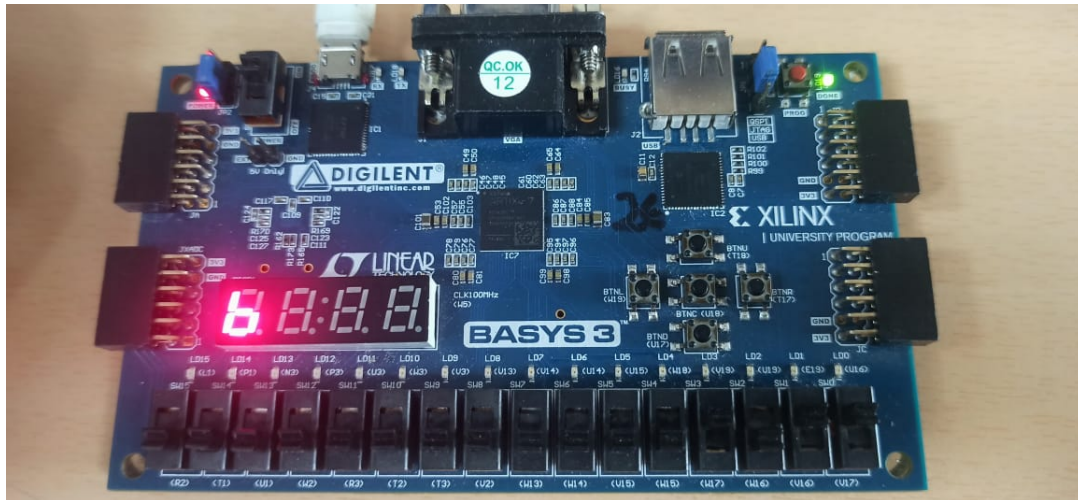
2.5.10 9



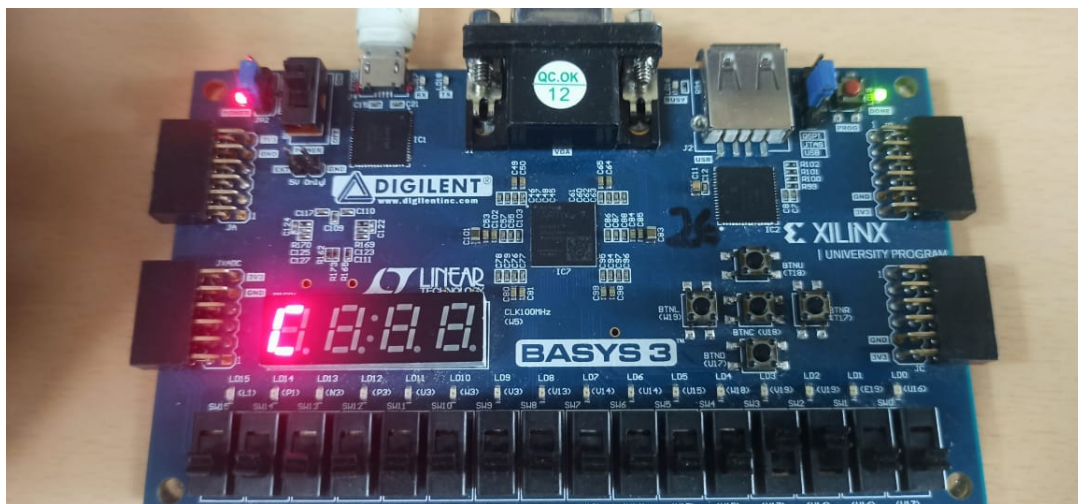
2.5.11 A



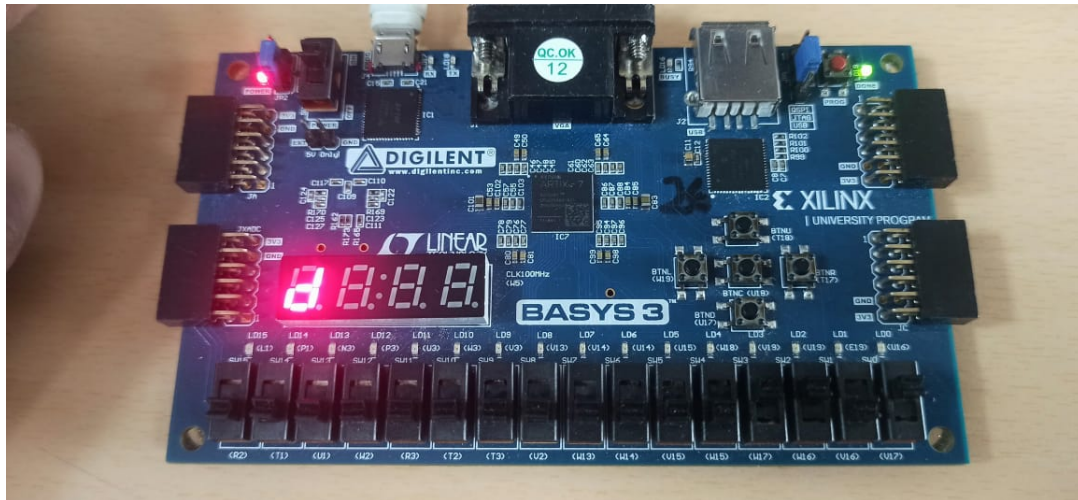
2.5.12 b



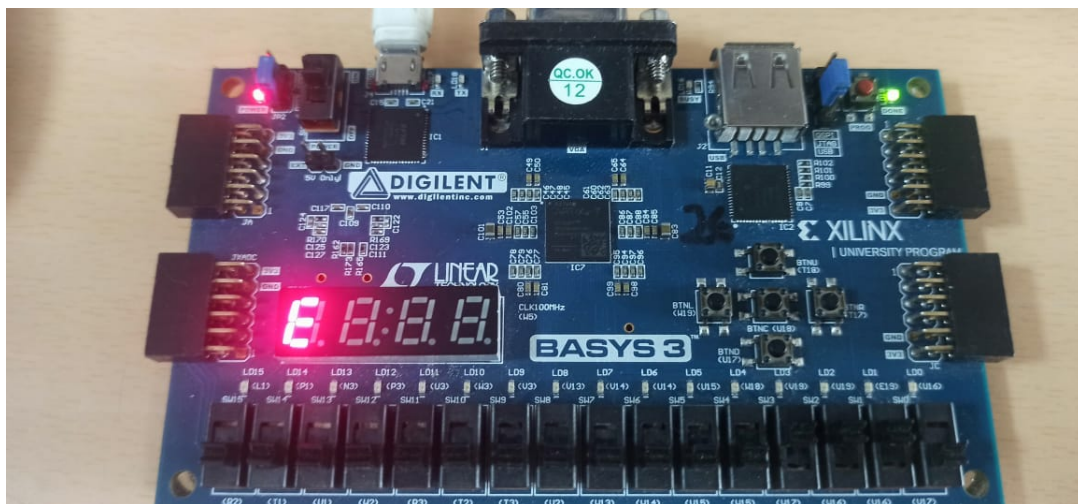
2.5.13 C



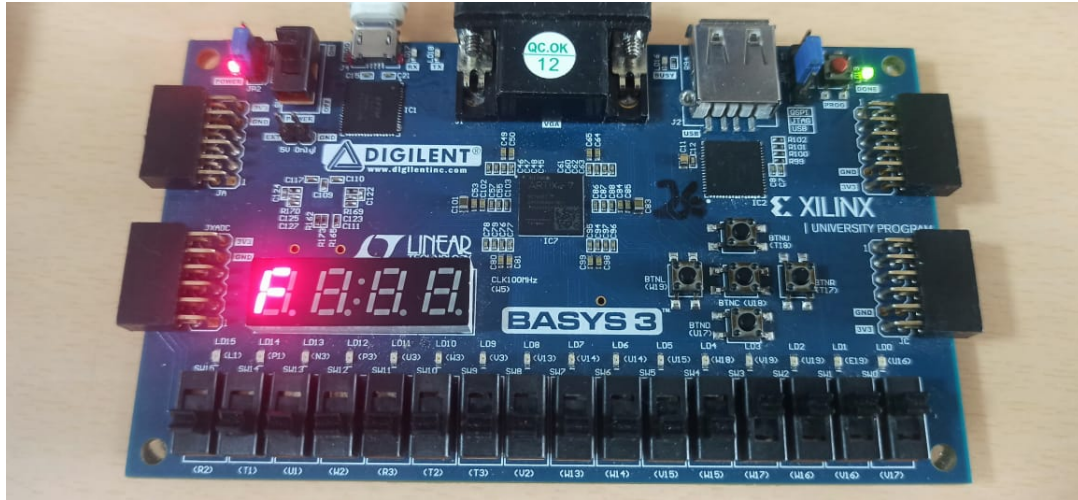
2.5.14 D



2.5.15 E



2.5.16 F



2.6 Utilization Report

Site Type	Used	Utility %
LUT as Logic	4	0.02%
LUT as Memory	0	0%
Register as Flip Flop	0	0%
DSP	0	0%
BRAM	0	0%