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| System On Chip (ELEC-4475-01-F15) |
| Lab 5 |
| Lab Report |
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| **11/18/2015** |

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Contents

[Introduction 1](#_Toc435191185)

# Introduction

The first lab project was the NES Controller, which required VHDL code to generate signals and read button press input from the hardware. The next lab project was the first step in graphics, which involved hardcoding the video graphics array (VGA) in VHDL to display the eight possible colors on the screen. The third lab expands on this by creating VGAs for creating the tile-map and creating a VGA to display 64 pixels of sprites on the tiles for the character sprite and items. The fourth lab introduces using pointers with C Programming to control the microcontroller, using two methods to control the speed of the LED flashing pattern