

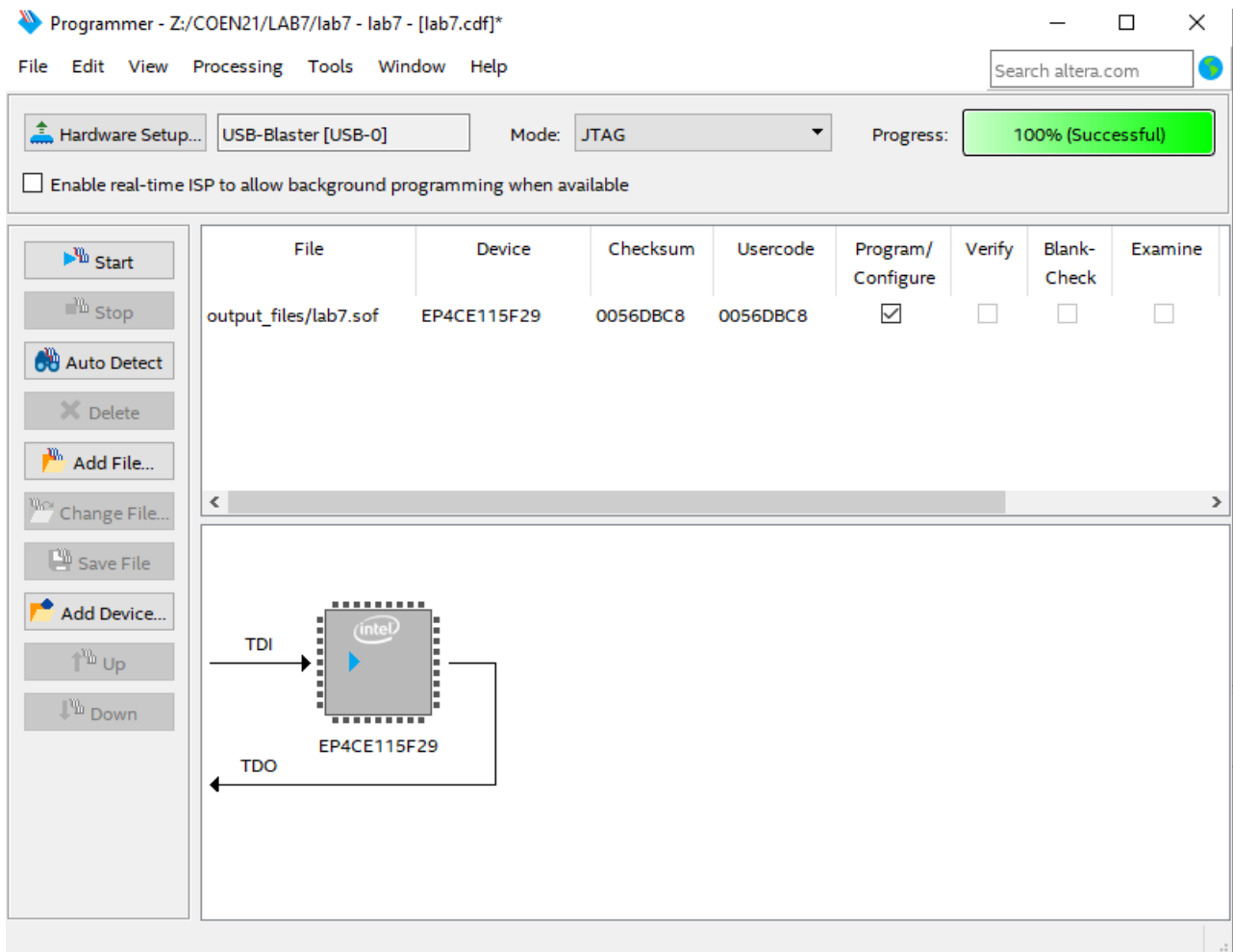
# Lab Report7

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1. Include an introduction, circuit diagrams and Verilog code from the prelab and lab.

## Introduction:

In this lab, students will learn how to use a comparator and counter in a circuit. Students would utilize comparators and counters to create a slot machine which would show win or lose as the user pressed and released the button. Students would also need to write the verilog code for *spec\_7seg* and the *my\_status\_code* to display the status on the circuit board.



```

module my_status_code(PB1, EQ, Codes);
input PB1, EQ;
output reg [3:0]Codes;
wire [1:0]S;
assign S[0]=EQ;
assign S[1]=PB1;
always @ (*)
    case(S)
        0: Codes = 4'b1100;
        1: Codes = 4'b1101;
        2: Codes = 4'b1110;
        3: Codes = 4'b1111;

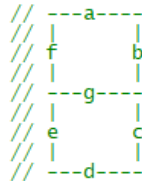
    endcase
endmodule

```

```

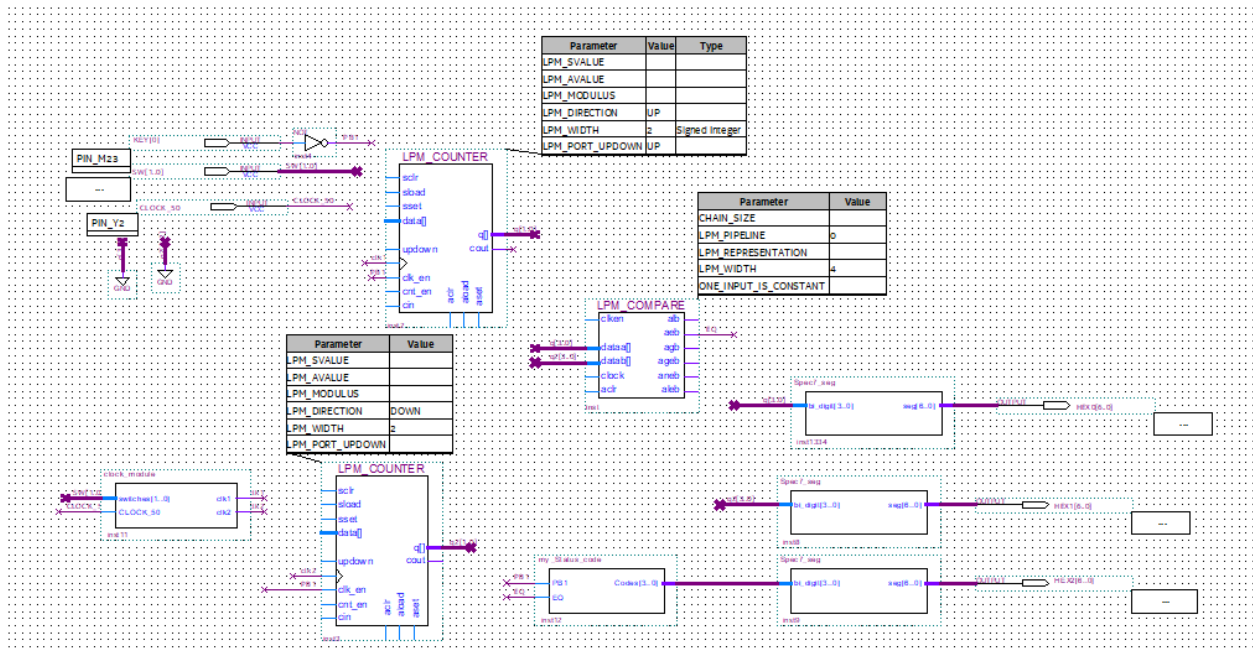
module spec7_seg(bi_digit,seg);
input [3:0] bi_digit;
output [6:0] seg;
reg [6:0] seg;
// seg = {g,f,e,d,c,b,a};
always @ (bi_digit)
case (bi_digit)
4'h0: seg = ~7'b0000010;
4'h1: seg = ~7'b0000100;
4'h2: seg = ~7'b0010000;
4'h3: seg = ~7'b0100000;
4'h4: seg = ~7'b0000000;
4'h5: seg = ~7'b0000000;
4'h6: seg = ~7'b0000000;
4'h7: seg = ~7'b0000000;
4'h8: seg = ~7'b0000000;
4'h9: seg = ~7'b0000000;
4'ha: seg = ~7'b0000000;
4'hb: seg = ~7'b0000000;
4'hc: seg = ~7'b0111000;
4'hd: seg = ~7'b0111110;
4'he: seg = ~7'b0000110;
4'hf: seg = ~7'b0000110;

```



endcase

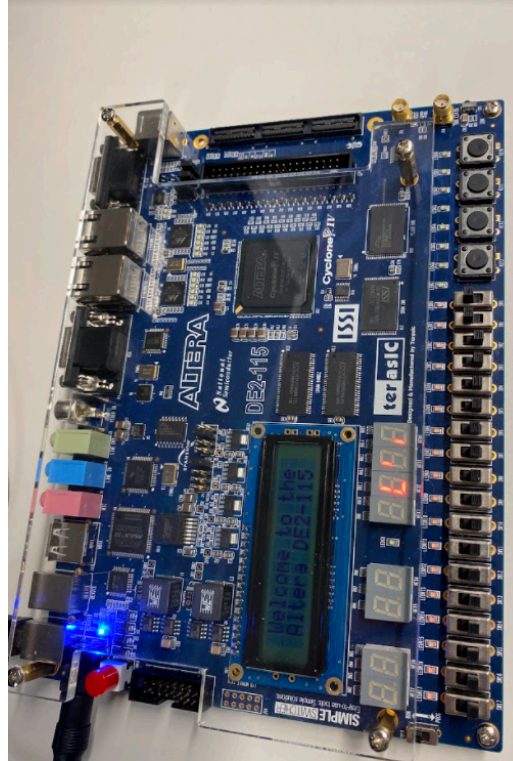
endmodule



2. How often were you able to win using each mode? Include a photo of your board for both a win and a loss.

We were able to win seven times with the slower speed and win three times with the faster speed.

	slow	fast
1	lose	lose
2	win	win
3	lose	lose
4	win	lose
5	lose	lose
6	lose	lose
7	win	win
8	win	lose
9	lose	lose
10	lose	win



3. From the prelab, which form of the Verilog module `my_status_code` was the easiest or most intuitive for you? Explain briefly.

In the prelab, it is easier to write the verilog module `my_status_code` with the if-else statements, because we can easily compose the code by setting up the statement of EQ.

4. If you want to use 8 symbols instead of only 4 to make it harder to win the game, list all the things you would need to change.

- Verilog module of `spec_7seg`
- Verilog module of `my_status code`
- Numbers of counters utilized in the schematic
- Numbers of comparator used in the schematic