

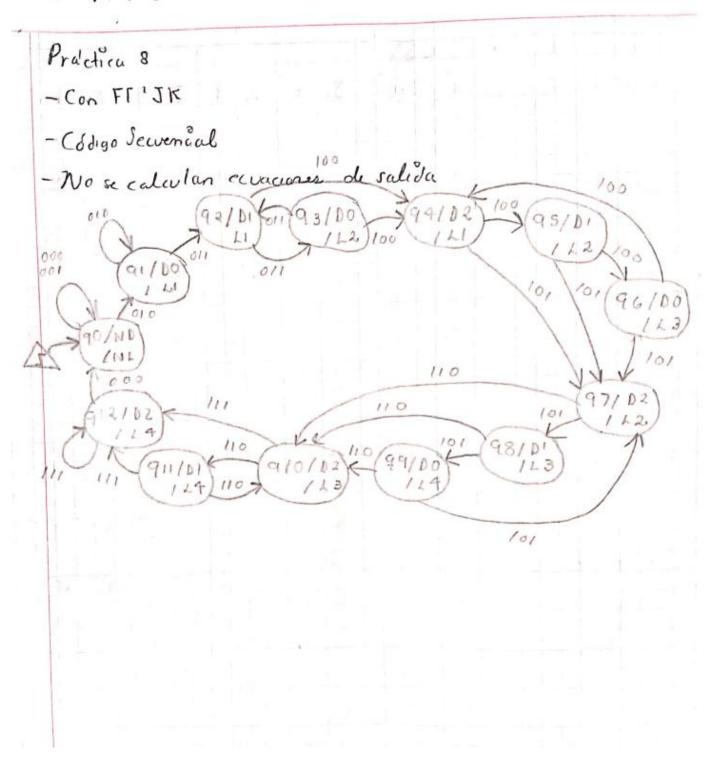


PRÁCTICA 8 "MARQUESINA"

Análisis del circuito con FF's

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2008







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011	X	×	×	Х	X	×	1	0	X	X	X	X	X	X	×	X	
010	×	X	×	X	X	×	1	1	X	X	X	X	X	X	X	×	
110	0	X	×	×	X	0	X	X	x	X	x	X	×	X	X	×	-
111	×	×	2(Tx	X	X	X	X	×	X	X	X	X	X	X	X	
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Código VHDL

```
1 -- Ulises Jesùs Santos Mèndez
 2 --2CV8
 3 -- Pràctica 8 "Marquesina"
 4 library ieee;
 5 use ieee.std logic 1164.all;
 7 entity marq is
 8 port(clk,clr: in std logic;
        e: in std logic vector(2 downto 0);
        display: out std logic vector (9 downto 0));
10
11
12
        attribute pin numbers of marq: entity is
        "clr:13 display(9):23 display(8):22 display(7):21 "
13
14 €
       "display(6):14 display(5):19 display(4):18 display(3):17 "
       "display(2):16 display(1):15 display(0):20 "
15 €
       "e(2):3 e(1):4 e(0):5 ";
16 €
17 end marq;
18
19 architecture argmarq of marq is
20 -- NINGUN DISPLAY
21 constant ND: std logic vector(2 downto 0) := "111";
22 -- DISPLAY DERECHO
23 constant DO: std logic vector(2 downto 0) := "110";
24 -- DISPLAY IZQUIERDO
```





```
25 constant D1: std logic vector(2 downto 0) := "101";
26 -- DISPLAY CENTRAL
27 constant D2: std_logic_vector(2 downto 0) := "011";
28 -- NINGUNA LETRA
29 constant NL: std logic vector(6 downto 0) := "0000001";
31 constant L1: std logic vector(6 downto 0) := "0110111";
32 --0
33 constant L2: std logic vector(6 downto 0) := "11111110";
35 constant L3: std logic vector(6 downto 0) := "0001110";
37 constant L4: std logic vector(6 downto 0) := "1110111";
39 constant q0:std logic vector(9 downto 0):= ND&NL;
40 constant q1:std logic vector (9 downto 0):= D0&L1;
41 constant q2:std logic vector(9 downto 0):= D1&L1;
42 constant q3:std logic vector(9 downto 0):= D0&L2;
43 constant q4:std logic vector(9 downto 0):= D2&L1;
44 constant q5:std logic vector(9 downto 0):= D1&L2;
45 constant q6:std logic vector(9 downto 0):= D0&L3;
46 constant q7:std logic vector(9 downto 0):= D2&L2;
47 constant q8:std logic vector(9 downto 0):= D1&L3;
48 constant q9:std logic vector(9 downto 0):= D0&L4;
```





```
49 constant q10:std logic vector(9 downto 0):= D2&L3;
50 constant q11:std logic vector(9 downto 0):= D1&L4;
51 constant q12:std logic vector(9 downto 0):= D2&L4;
52
53 signal aux: std logic vector (9 downto 0);
54
55 begin
56
57
       process(clk,clr)
58
      begin
59
           if(clr = '1')then
               aux <= q0;
60
61
           elsif(rising edge(clk))then
62
               case aux is
63
                   when q0 =>
64
                       if (e="000" or e="001") then
65
                            aux <= q0;
66
                       elsif(e="010")then
67
                            aux <= q1;
68
                       else
                            aux <= "----";
69
70
                       end if:
71
                   when q1 =>
72
                       if (e="010") then
```





```
73
                           aux <= q1;
74
                       elsif(e="011")then
75
                           aux <= q2;
76
                       else
                           aux <= "----";
77
78
                       end if:
79
                   when q2 =>
80
                       if (e="011") then
81
                           aux <= q3;
82
                       elsif(e="100")then
83
                           aux <= q4;
84
                       else
85
                           aux <= "----";
86
                       end if:
87
                   when q3 =>
88
                       if (e="011") then
89
                           aux <= q2;
90
                       elsif(e="100")then
91
                           aux <= q4;
92
                       else
93
                           aux <= "----";
94
                       end if:
95
                   when q4 =>
                       if (e="100") then
96
```





```
97
                             aux <= q5;
 98
                         elsif(e="101")then
 99
                             aux <= q7;
100
                         else
                             aux <= "----";
101
102
                         end if:
103
                    when q5 =>
104
                         if (e="100") then
105
                             aux <= q6;
                         elsif(e="101")then
106
107
                             aux <= q7;
108
                         else
109
                             aux <= "----";
110
                         end if:
111
                    when q6 =>
112
                         if (e="100") then
113
                             aux <= q4;
114
                         elsif (e="101") then
115
                             aux <= q7;
116
                         else
                             aux <= "----";
117
118
                         end if:
119
                    when q7 =>
120
                         if (e="101") then
```





```
121
                             aux <= q8;
122
                         elsif(e="110")then
123
                             aux <= q10;
124
                         else
125
                             aux <= "----";
126
                         end if:
127
                    when q8 =>
128
                         if (e="101") then
129
                             aux <= q9;
                         elsif(e="110")then
130
131
                             aux <= q10;
132
                         else
133
                             aux <= "----";
134
                         end if:
                    when q9 =>
135
                         if (e="101") then
136
137
                             aux <= q7;
138
                         elsif(e="110")then
139
                             aux <= q10;
140
                         else
                             aux <= "----";
141
142
                         end if:
                    when q10 =>
143
144
                         if (e="110") then
```



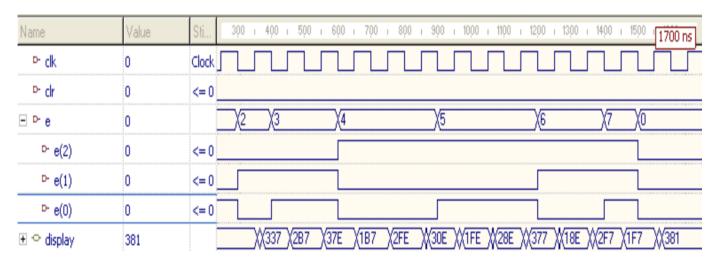


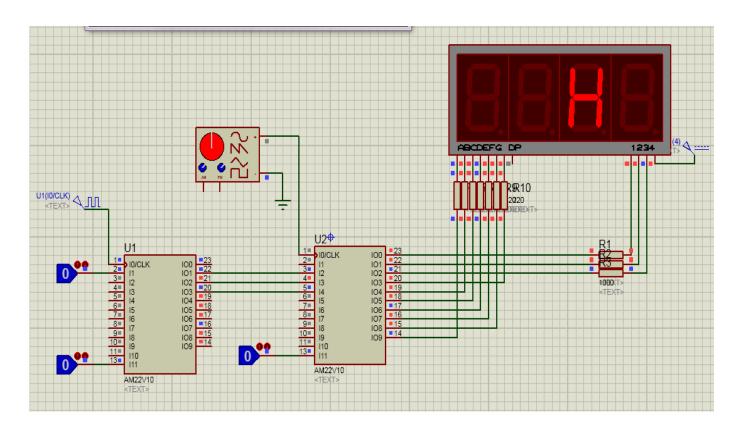
```
145
                             aux <= q11;
146
                        elsif(e="111")then
147
                             aux <= q12;
148
                        else
149
                             aux <= "----";
150
                        end if:
151
                    when q11 =>
152
                        if (e="111") then
153
                             aux <= q12;
154
                        elsif(e="110")then
155
                             aux <= q10;
156
                        else
157
                             aux <= "----";
158
                        end if:
159
                    when q12 =>
160
                        if (e="111") then
161
                             aux <= q12;
                        elsif(e="000")then
162
163
                            aux <= q0;
164
                        else
                             aux <= "----";
165
166
                        end if:
167
                    when others =>
168
                        aux <= "----";
169
                end case;
170
           end if:
171 end process;
172 display <= aux;
173 end argmarg;
```





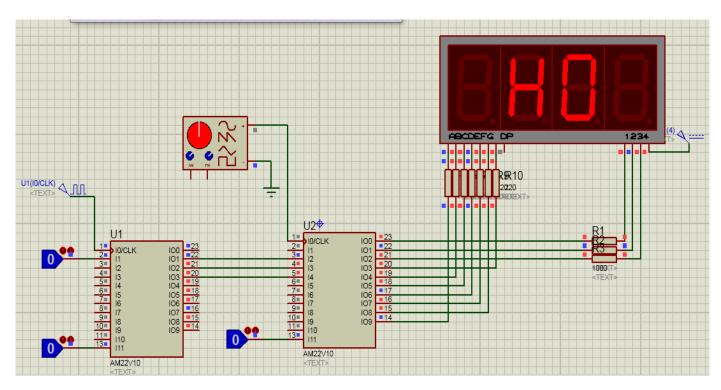
Simulación en Proteus y en Active HDL-Sim

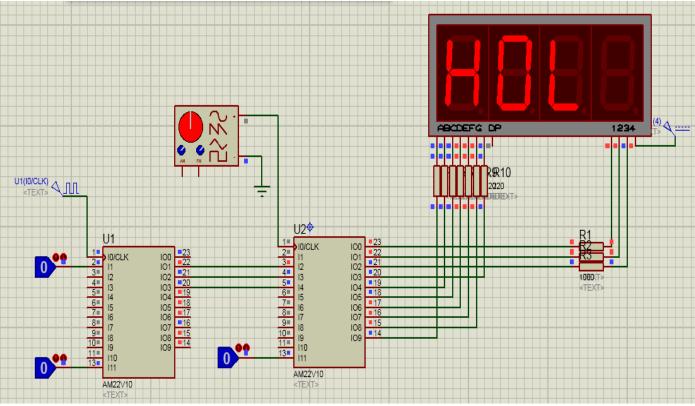






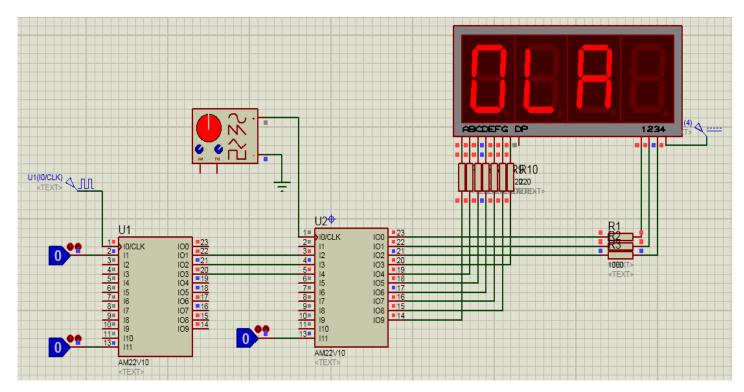


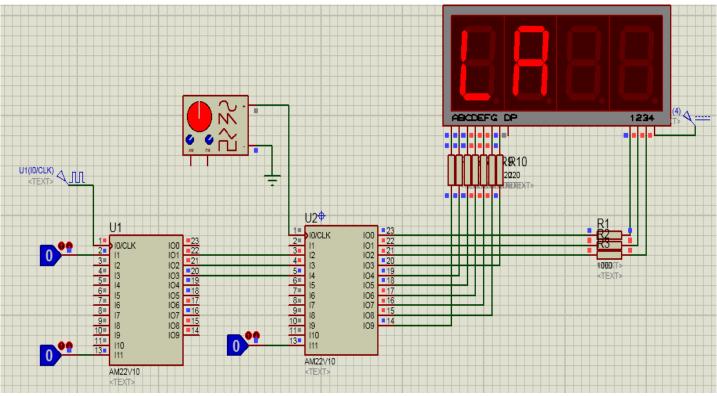






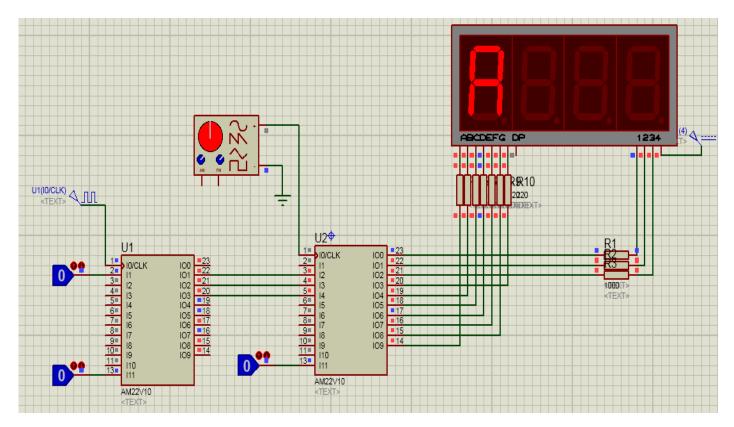


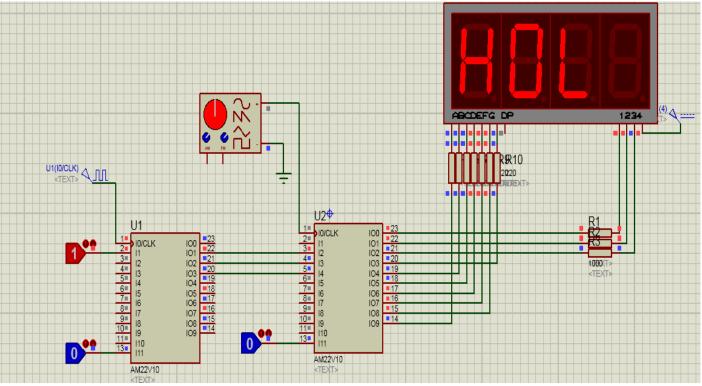
















CUESTIONARIO

- ¿Cuántos dispositivos PLD 22V10 son necesarios para el desarrollo de esta práctica?
 R= 2 dispositivos PLD 22V10.
- 2. ¿Cuántos dispositivos de la serie 74xx(TTL) ó 40xx(CMOS) hubieras necesitado para el desarrollo de esta práctica?
 - R=7 FF's 4013, 2 555, 7 7408. 7 7432, 5 7404.
- 3. ¿Cuántos pines de entrada/salida del PLD 22V10 se usan en el diseño? R= 5 pines de entrada y 10 pines de salida.
- 4. ¿Cuántos términos producto ocupan las ecuaciones para cada señal de salida y que porcentaje se usa en total del PLD 22V10?
 - R=44 términos producto, se ocupa un 68 %.
- 5. ¿Qué codificación se usa con la directiva TYPE?
 - R= El poder definir constantes para concatenarlas.
- 6. ¿Cuál codificación es la que finalmente se pudo sintetizar?
 - R= La definición de constantes en un ciclo condicional en la misma lista sensible.
- 7. ¿Qué puedes concluir de esta práctica?
 - R=En conclusión te facilita la codificación y la reducción de salidas en el PLD el definir constantes así como un mejor aprovechamiento de entradas.