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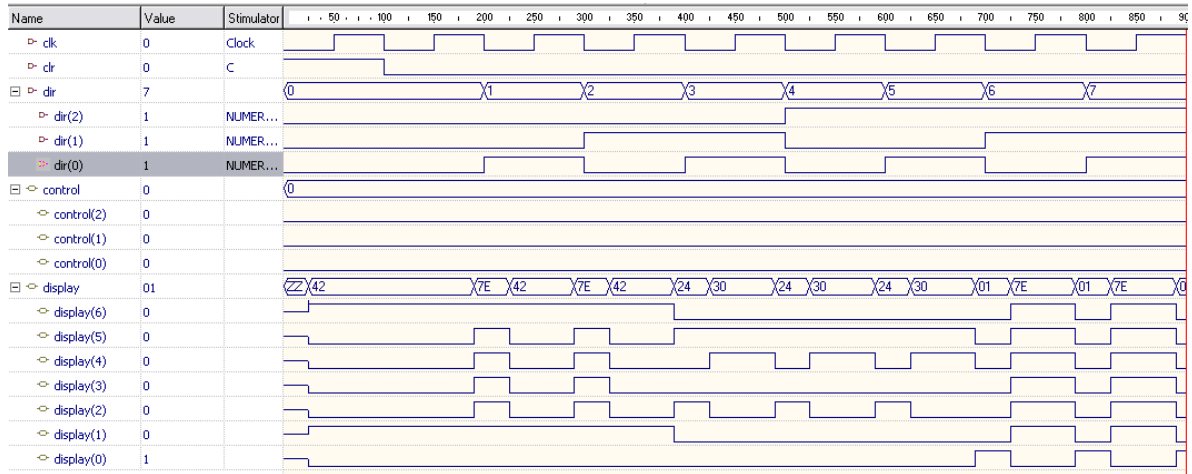
Diseño 1

```
1 library ieee;
2 use ieee.std_logic_1164.all;
3 use ieee.std_logic_arith.all;
4 use ieee.std_logic_unsigned.all;
5
6 entity rom is port
7 (
8     clk,clr : in std_logic;
9     dir : in std_logic_vector(2 downto 0);
10    control : out std_logic_vector(2 downto 0);
11    display : out std_logic_vector(6 downto 0)
12 );
13 end rom;
14
15 architecture Arom of rom is
16 signal dato0 : std_logic_vector(6 downto 0);
17 signal dato1 : std_logic_vector(6 downto 0);
18 signal dato2 : std_logic_vector(6 downto 0);
19 type memoria is array (0 to 7) of std_logic_vector(6 downto 0);
20 constant banco2 : memoria :=(
21     "1111110", --"-"
22     "1111110", --"-"
23     "1000010", --"d"
24     "1001111", --"I"
25     "0100100", --"S"
26     "0110000", --"E"
27     "0101010", --"ñ"
28     "0000001" --"O"
29 );
30 constant banco1 : memoria := (
31     "1111110", --"-"
32     "1000010", --"d"
33     "1001111", --"I"
34     "0100100", --"S"
35     "0110000", --"E"
36     "0101010", --"ñ"
37     "0000001", --"O"
38     "1111110" --"-"
39 );
```

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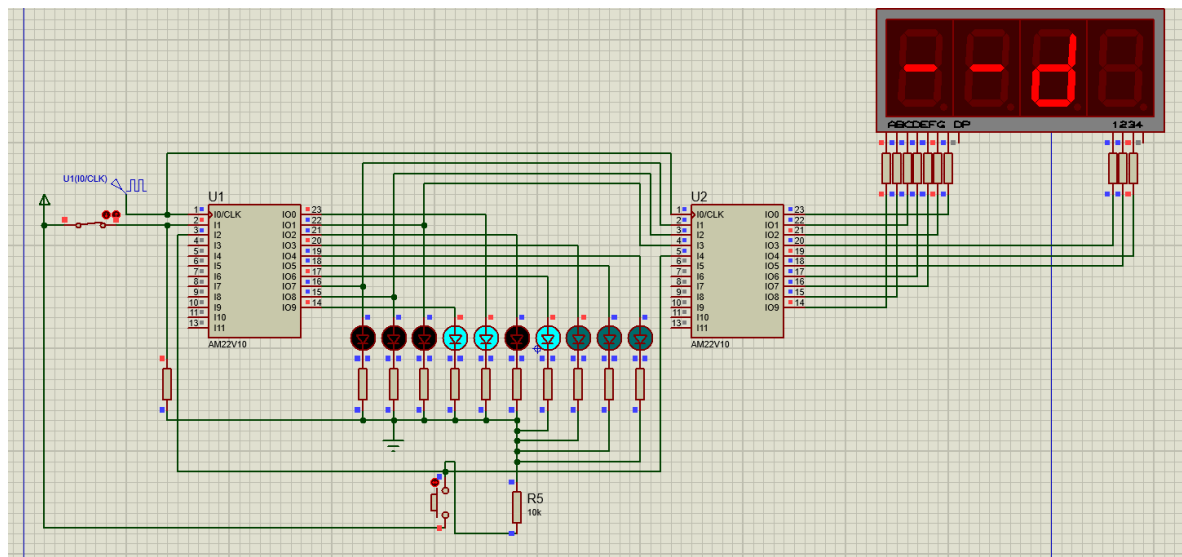
40 constant banco0 : memoria := (
41     "1000010", --"d"
42     "1001111", --"I"
43     "0100100", --"S"
44     "0110000", --"E"
45     "0101010", --"ñ"
46     "0000001", --"O"
47     "1111110", --"-"
48     "1111110" --"-"
49 );
50 begin
51 --contador de anillo
52     process(clr,clk)
53     begin
54         if(clr='1') then
55             control <= "001";
56             display <= "0000000";
57         elsif(rising_edge(clk)) then
58             case control is
59                 when "001" => control <= "010";
60                 when "010" => control <= "100";
61                 when "100" => control <= "001";
62                 when others => control <= "---";
63             end case;
64         end if;
65     end process;
66 --fin del contador
67 --memoria
68     process(dir)
69     begin
70         dato0 <= banco0(conv_integer(dir));
71         dato1 <= banco1(conv_integer(dir));
72         dato2 <= banco2(conv_integer(dir));
73     end process;
74 --fin de la memoria
75
76 --Multiplexor--
77 process(control,dato0,dato1,dato2)
78     begin
79         if(control = "001") then
80             display <= dato0;
81         elsif(control = "010") then
82             display <= dato1;
83         else
84             display <= dato2;
85         end if;
86     end process;
87 end Arom;

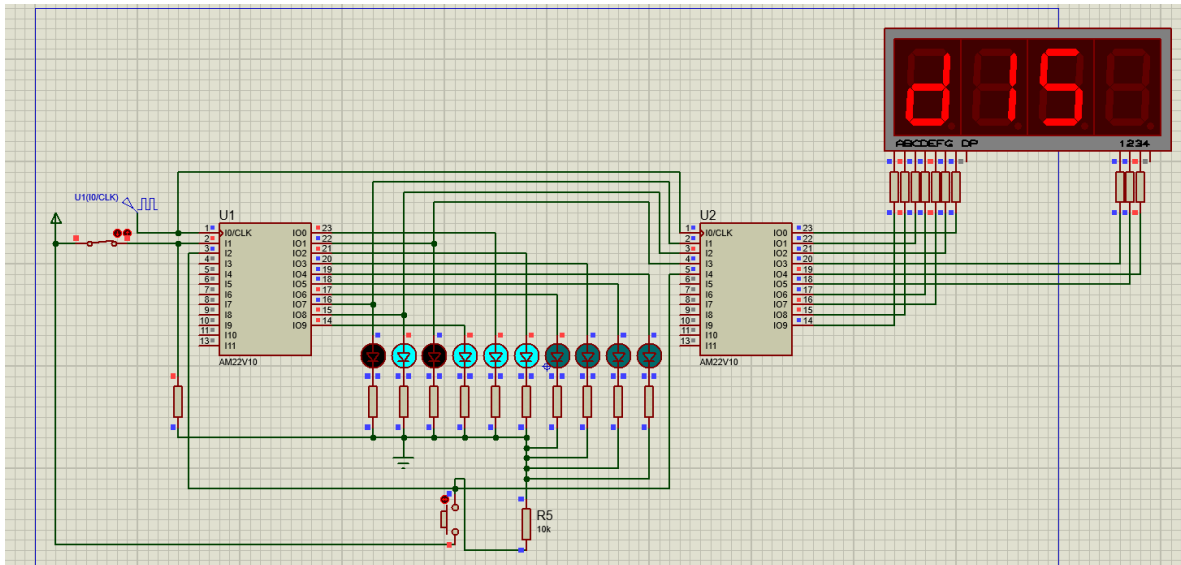
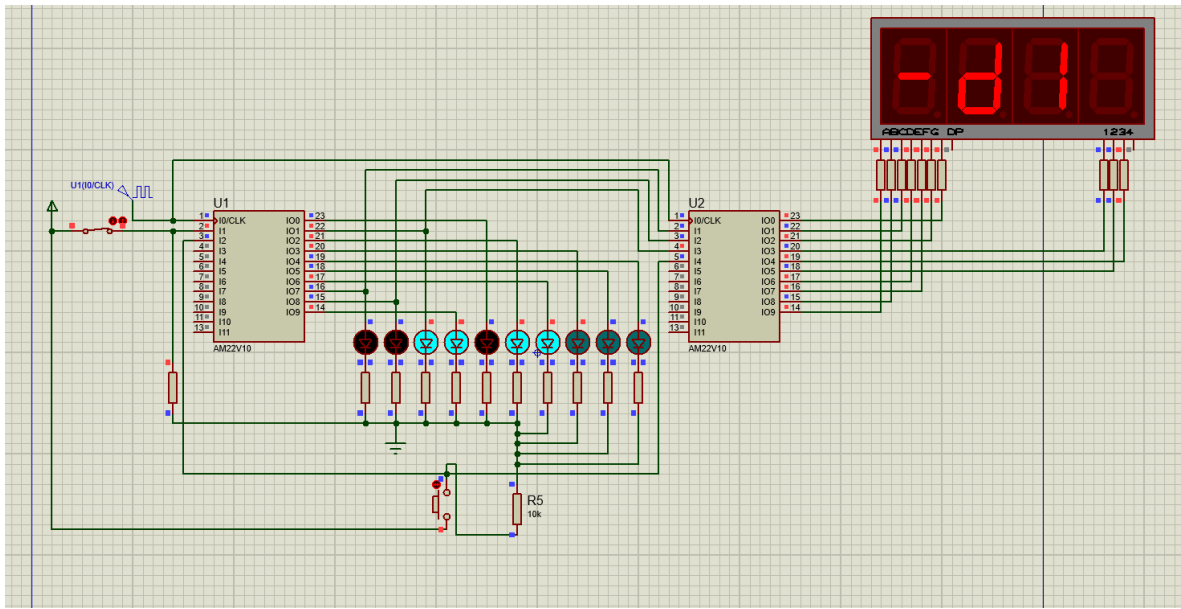
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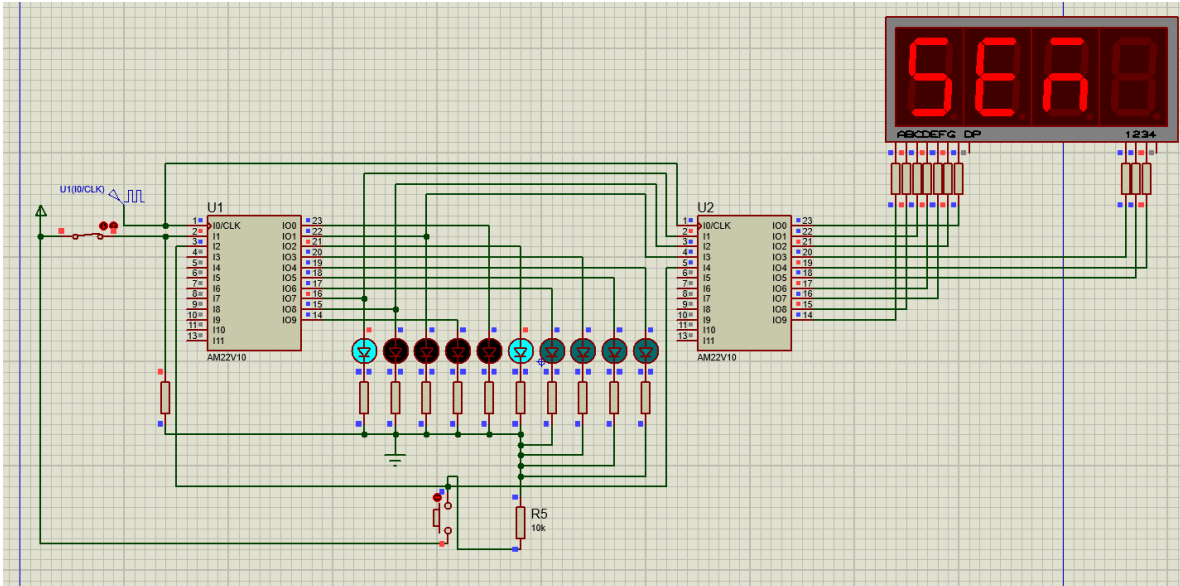
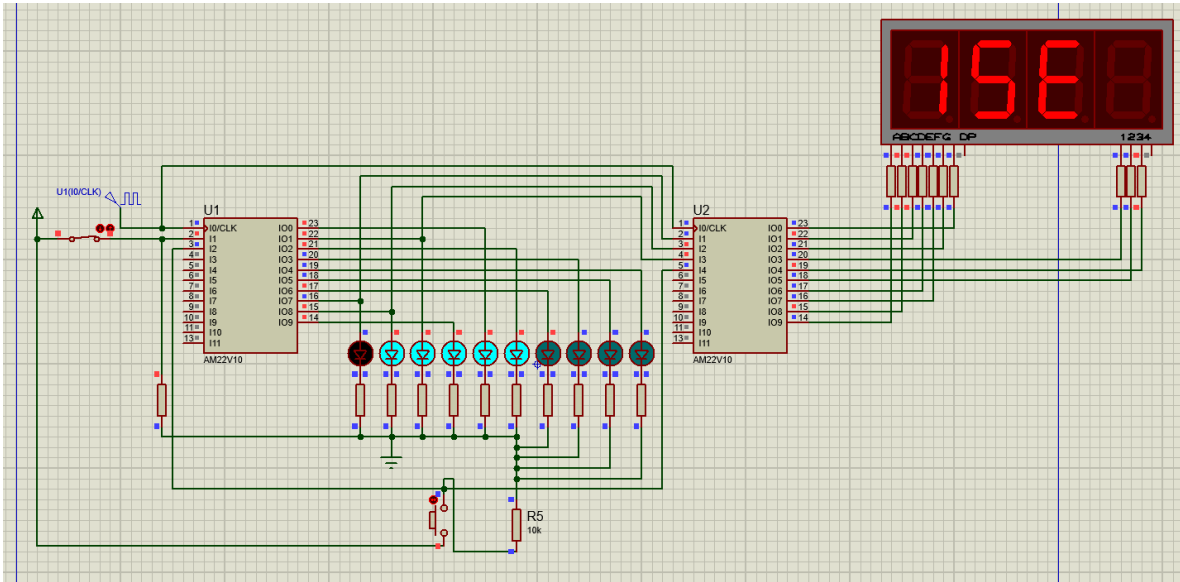


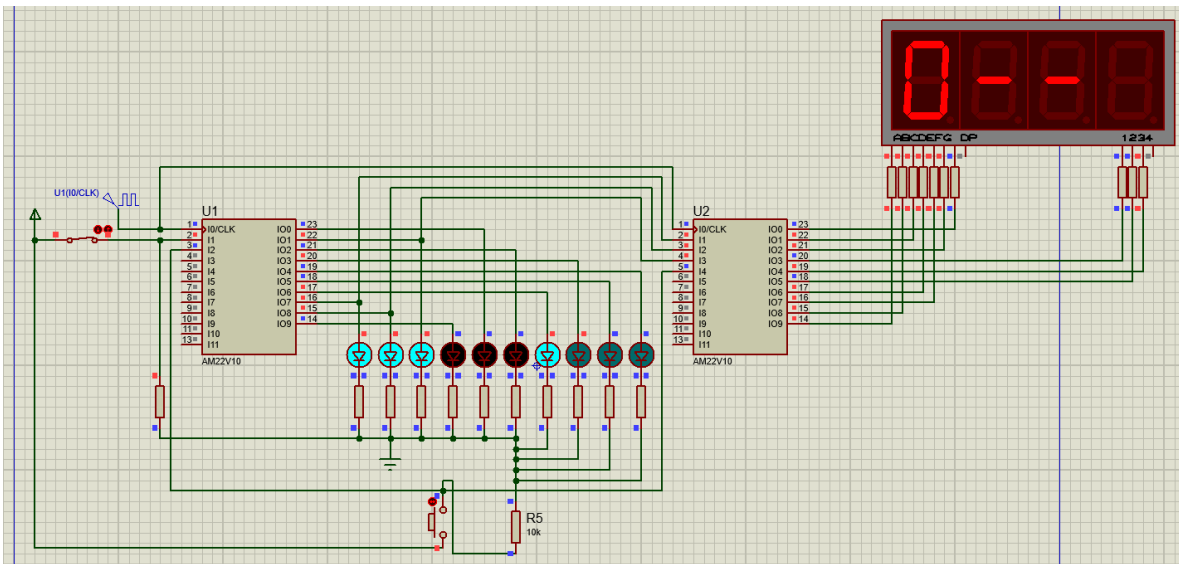
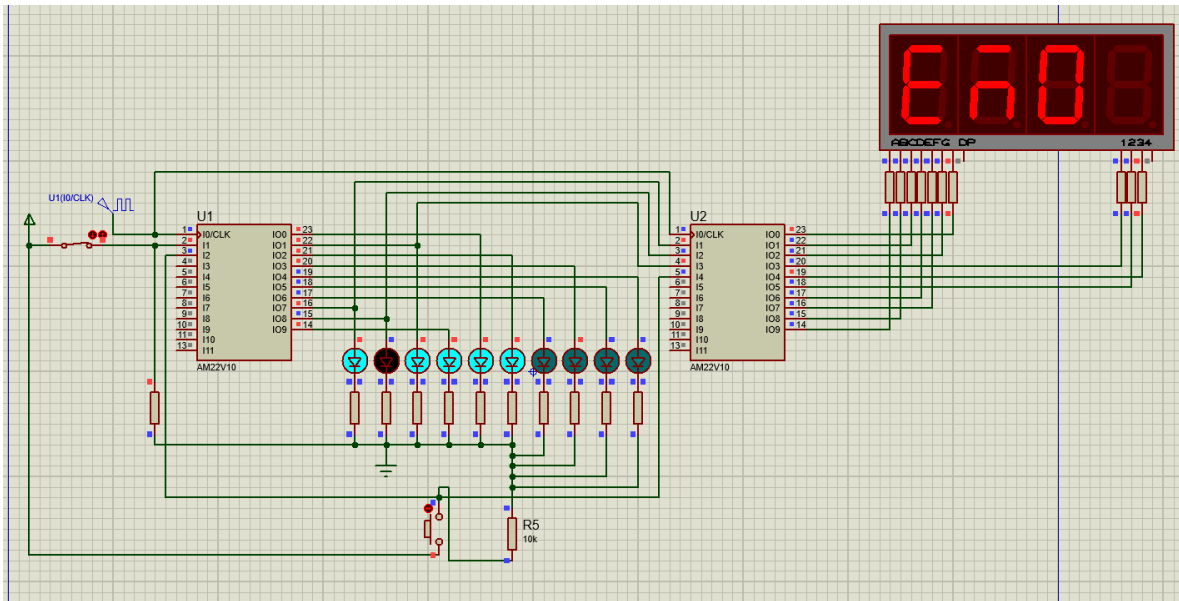
c22v10

clk	=	1		24	* not used
dir(2)	=	2		23	= display(0)
dir(1)	=	3		22	= display(4)
dir(0)	=	4		21	= display(1)
clr	=	5		20	= control(2)
not used	*	6		19	= control(0)
not used	*	7		18	= control(1)
not used	*	8		17	= display(3)
not used	*	9		16	= display(2)
not used	*	10		15	= display(5)
not used	*	11		14	= display(6)
not used	*	12		13	* not used









Diseño 2

```

1 library ieee;
2 use ieee.std_logic_1164.all;
3 use ieee.std_logic_arith.all;
4 use ieee.std_logic_unsigned.all;
5
6 entity rom is port
7 (
8     clk,clr : in std_logic;
9     dir : in std_logic_vector(3 downto 0);
10    control : out std_logic_vector(2 downto 0);
11    display : out std_logic_vector(6 downto 0)
12 );
13 end rom;
14
15 architecture Arom of rom is
16 signal dato0 : std_logic_vector(3 downto 0);
17 signal dato1 : std_logic_vector(3 downto 0);
18 signal dato2 : std_logic_vector(3 downto 0);
19 signal aux : std_logic_vector(3 downto 0);
20 constant guion : std_logic_vector(3 downto 0) := "0000";
21 constant d : std_logic_vector(3 downto 0) := "0001";
22 constant I : std_logic_vector(3 downto 0) := "0011";
23 constant S : std_logic_vector(3 downto 0) := "0010";
24 constant E : std_logic_vector(3 downto 0) := "0110";
25 constant n : std_logic_vector(3 downto 0) := "0111";
26 constant o : std_logic_vector(3 downto 0) := "0101";
27 constant g : std_logic_vector(3 downto 0) := "0100";
28 constant t : std_logic_vector(3 downto 0) := "1100";
29 constant A : std_logic_vector(3 downto 0) := "1101";
30 constant L : std_logic_vector(3 downto 0) := "1111";
31 constant X : std_logic_vector(3 downto 0) := "1110";
32

```

```

33 type memoria is array (0 to 15) of std_logic_vector(3 downto 0);
34 constant banco2 : memoria := (|
35     guion, --"1111110", --"-
36     guion, --"1111110", --"-
37     d, --"1000010", --"d"
38     I, --"1001111", --"I"
39     S, --"0100100", --"S"
40     E, --"0110000", --"E"
41     n, --"0101010", --"ñ"
42     O, --"0000001", --"O"
43     guion, --"1111111",
44     d, --"1000010", --"d"
45     I, --"1001111", --"I"
46     g, --"0000100", --"g"
47     I, --"1001111", --"I"
48     t, --"1110000", --"t"
49     A, --"0001000", --"A"
50     L --"1110001" --"L"
51 );
52 constant banco1 : memoria := (
53     guion, --"1111110", --"-
54     d, --"1000010", --"d"
55     I, --"1001111", --"I"
56     S, --"0100100", --"S"
57     E, --"0110000", --"E"
58     n, --"0101010", --"ñ"
59     O, --"0000001", --"O"
60     guion, --"1111111",
61     d, --"1000010", --"d"
62     I, --"1001111", --"I"
63     g, --"0000100", --"g"
64     I, --"1001111", --"I"
65     t, --"1110000", --"t"
66     A, --"0001000", --"A"
67     L, --"1110001" --"L"
68     guion --"1111110", --"-
69 );

```



```

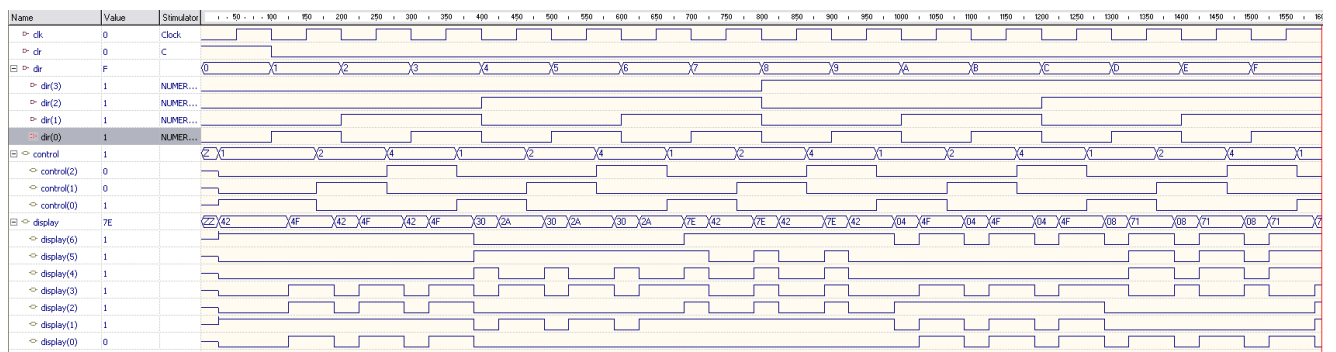
70 constant banco0 : memoria := (
71     d,--"1000010", --"d"
72     I,--"1001111", --"I"
73     S,--"0100100", --"S"
74     E,--"0110000", --"E"
75     n,--"0101010", --"ñ"
76     O,--"0000001", --"O"
77     guion,--"1111111",
78     d,--"1000010", --"d"
79     I,--"1001111", --"I"
80     g,--"0000100", --"g"
81     I,--"1001111", --"I"
82     t,--"1110000", --"t"
83     A,--"0001000", --"A"
84     L, --"1110001" --"L"
85     guion, --"1111110", --"-"
86     guion --"1111110", --"-"
87 );
88 begin
89 --contador de anillo
90     process(clr,clk)
91     begin
92         if(clr='1')then
93             control <= "001";
94             display <= "0000000";
95         elsif(rising_edge(clk))then
96             case control is
97                 when "001" => control <= "010";
98                 when "010" => control <= "100";
99                 when "100" => control <= "001";
100                 when others => control <= "---";
101             end case;
102         end if;
103     end process;
104 --fin del contador
105 --memoria
106     process(dir)
107     begin
108         dato0 <= banco0(conv_integer(dir));
109         dato1 <= banco1(conv_integer(dir));
110         dato2 <= banco2(conv_integer(dir));
111     end process;
112 --fin de la memoria

```

```

114 --Multiplexor--
115     process(control,dato0,dato1,dato2)
116     begin
117         if(control = "001") then
118             aux <= dato0;
119         elsif(control = "010") then
120             aux <= dato1;
121         elsif(control = "100") then
122             aux <= dato2;
123         else
124             aux <= "1110"; --no importa
125         end if;
126     end process;
127 --Decodificador
128     process(aux)
129     begin
130         case aux is
131             when "0000" => display <= "1111110"; --"-"
132             when "0001" => display <= "1000010"; --"d"
133             when "0011" => display <= "1001111"; --"I"
134             when "0010" => display <= "0100100"; --"S"
135             when "0110" => display <= "0110000"; --"E"
136             when "0111" => display <= "0101010"; --"ñ"
137             when "0101" => display <= "0000001"; --"o"
138             when "0100" => display <= "0000100"; --"g"
139             when "1100" => display <= "1110000"; --"t"
140             when "1101" => display <= "0001000"; --"A"
141             when "1111" => display <= "1110001"; --"L"
142             -- when "1110" => display <= "-----";
143             -- when "1010" => display <= "-----";
144             -- when "1011" => display <= "-----";
145             when others => display <= "-----";
146         end case;
147     end process;
148 end Arom;

```



C22V10

```

clk =| 1|
dir(3) =| 2|
dir(2) =| 3|
dir(1) =| 4|
dir(0) =| 5|
clr =| 6|
not used *| 7|
not used *| 8|
not used *| 9|
not used *| 10|
not used *| 11|
not used *| 12|
|24| * not used
|23|= control(2)
|22|= display(0)
|21|= display(6)
|20|= display(2)
|19|= control(0)
|18|= control(1)
|17|= display(5)
|16|= display(1)
|15|= display(3)
|14|= display(4)
|13| * not used

```

