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274 lines (206 sloc) | 7.17 KB

Lab assignment - Zuzana Czmelová (04-segment)

Part 1 - Truth table

Hex	Input	A	B	C	D	E	F	G
-----	-------	---	---	---	---	---	---	---

Hex	Input	A	B	C	D	E	F	G
0	0000	0	0	0	0	0	0	1
1	0001	1	0	0	1	1	1	1
2	0010	0	0	1	0	0	1	0
3	0011	0	0	0	0	1	1	0
4	0100	1	0	0	1	1	0	0
5	0101	0	1	0	0	1	0	0
6	0110	0	1	0	0	0	0	0
7	0111	0	0	0	1	1	1	1
8	1000	0	0	0	0	0	0	0
9	1001	0	0	0	0	1	0	0
A	1010	0	0	0	1	0	0	0
b	1011	1	1	0	0	0	0	0
C	1100	0	1	1	0	0	0	1
d	1101	1	0	0	0	0	1	0
E	1110	0	1	1	0	0	0	0
F	1111	0	1	1	1	0	0	0

Connection of 7-segment display on Nexys board

AN0 => J17	CA => T10
AN1 => J18	CB => R10
AN2 => T9	CC => K16
AN3 => J14	CD => K13
AN4 => P14	CE => P15
AN5 => T14	CF => T11
AN6 => K2	CG => L18
AN7 => U13	DP => H15

Both anode and cathode signals are active-low.

Part 2 - Seven-segment display decoder

A) VHDL design source

```

architecture Behavioral of hex_7seg is
begin

    p_7seg_decoder : process(hex_i)
    begin
        case hex_i is
            when "0000" =>
                seg_o <= "0000001";    -- 0

            when "0001" =>
                seg_o <= "1001111";    -- 1

            when "0010" =>
                seg_o <= "0010010";    --2

            when "0011" =>
                seg_o <= "0000110";    --3

            when "0100" =>
                seg_o <= "1001100";    --4

            when "0101" =>
                seg_o <= "0100100";    --5

            when "0110" =>
                seg_o <= "0100000";    --6

            when "0111" =>
                seg_o <= "0001111";    --7

            when "1000" =>
                seg_o <= "0000000";    --8

            when "1001" =>
                seg_o <= "0000100";    --9

            when "1010" =>
                seg_o <= "0001000";    --A

            when "1011" =>
                seg_o <= "1100000";    --b

            when "1100" =>
                seg_o <= "0110001";    --C

            when "1101" =>
                seg_o <= "1000010";    --d
        end case;
    end process;
end;

```

```

        when "1110" =>
            seg_o <= "0110000";      -- E

        when others =>
            seg_o <= "0111000";      -- F
        end case;
    end process p_7seg_decoder;

end Behavioral;

```

B) VHDL testbench

```

p_stimulus : process
begin

    report "Stimulus process started" severity note;

    s_hex <= "0000";
    wait for 100ns ;

    s_hex <= "0001";
    wait for 100ns ;

    s_hex <= "0010";
    wait for 100ns ;

    s_hex <= "0011";
    wait for 100ns ;

    s_hex <= "0100";
    wait for 100ns ;

    s_hex <= "0101";
    wait for 100ns ;

    s_hex <= "0110";
    wait for 100ns ;

    s_hex <= "0111";
    wait for 100ns ;

    s_hex <= "1000";
    wait for 100ns ;

    s_hex <= "1001";
    wait for 100ns ;

    s_hex <= "1010";
    wait for 100ns ;

```

```

s_hex <= "1011";
wait for 100ns ;

s_hex <= "1100";
wait for 100ns ;

s_hex <= "1101";
wait for 100ns ;

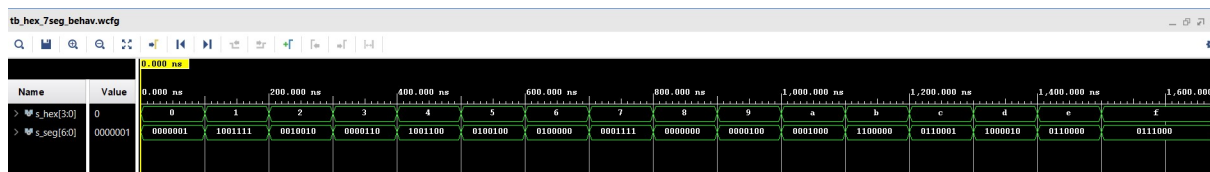
s_hex <= "1110";
wait for 100ns ;

s_hex <= "1111";
wait for 100ns ;

report "Stimulus process finished" severity note;
wait;
end process p_stimulus;

```

C) Screenshot of simulation



D) VHDL code from TOP.vhd

```

architecture Behavioral of top is

begin

-- Instance (copy) of hex_7seg entity
hex2seg : entity work.hex_7seg
port map
(
    hex_i    => SW,
    seg_o(6) => CA,
    seg_o(5) => CB,
    seg_o(4) => CC,
    seg_o(3) => CD,
    seg_o(2) => CE,
    seg_o(1) => CF,
    seg_o(0) => CG
);

```

Part 3 - LED (7:4) indicators

A) Truth table

Hex	Inputs	LED4	LED5	LED6	LED7
0	0000	1	0	0	0
1	0001	0	0	1	1
2	0010	0	0	0	1
3	0011	0	0	1	0
4	0100	0	0	0	1
5	0101	0	0	1	0
6	0110	0	0	0	0
7	0111	0	0	1	0
8	1000	0	0	0	1
9	1001	0	0	1	0
A	1010	0	1	0	0
b	1011	0	1	1	0
C	1100	0	1	0	0
d	1101	0	1	1	0
E	1110	0	1	0	0
F	1111	0	1	1	0

B) VHDL code for LEDs

```
entity top is
  Port (
    SW : in STD_LOGIC_VECTOR (4-1 downto 0);
    CA : out STD_LOGIC;
    CB : out STD_LOGIC;
    CC : out STD_LOGIC;
    CD : out STD_LOGIC;
    CE : out STD_LOGIC;
    CF : out STD_LOGIC;
    CG : out STD_LOGIC;
    LED : out STD_LOGIC_VECTOR (8-1 downto 0);
```

```

        AN : out STD_LOGIC_VECTOR (8-1 downto 0)

    );

end top;

architecture Behavioral of top is

begin

    hex2seg : entity work.hex_7seg
        port map
        (
            hex_i      => SW,
            seg_o(6)    => CA,
            seg_o(5)    => CB,
            seg_o(4)    => CC,
            seg_o(3)    => CD,
            seg_o(2)    => CE,
            seg_o(1)    => CF,
            seg_o(0)    => CG
        );

    -- Connect one common anode to 3.3V
    AN <= b"1111_0111";

    LED(4 - 1 downto 0) <= SW; -- Display input value

    -- Turn LED(4) on if input value is equal to 0, ie "0000"
    LED(4) <= '1' when (SW = "0000") else '0';

    -- Turn LED(5) on if input value is greater than "1001"
    LED(5) <= '1' when (SW > "1001") else '0';

    -- Turn LED(6) on if input value is odd, ie 1, 3, 5, ...
    LED(6) <= SW(0);

    -- Turn LED(7) on if input value is a power of two, ie 1, 2, 4, or 8
    LED(7) <= '1' when (SW = "0001") else
        '1' when (SW = "0010") else
        '1' when (SW = "0100") else
        '1' when (SW = "1000") else
        '0';

end Behavioral;

```

C) Screenshot of simulation

