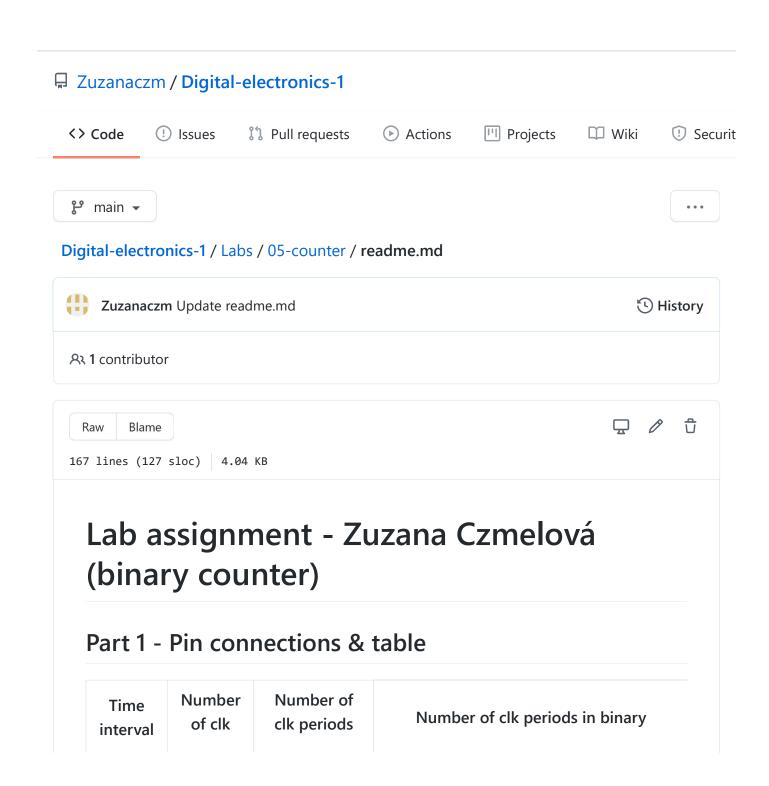


Learn Git and GitHub without any code!

Using the Hello World guide, you'll start a branch, write comments, and open a pull request.

Read the guide



	periods	in hex	
2 ms	200 000	x"3_0d40"	b"0011_0000_1101_0100_0000"
4 ms	400 000	x"6_1A80"	b"0110_0001_1010_1000_0000"
10 ms	1 000 000	x"F_4240"	b"1111_0100_0010_0100_0000"
250 ms	25 000 000	x"17D_7840"	b"0001_0111_1101_0111_1000_0100_0000"
500 ms	50 000 000	x"2FA_F080"	b"0010_1111_1010_1111_0000_1000_0000"
1 sec	100 000 000	x"5F5_E100"	b"0101_1111_0101_1110_0001_0000_0000"

Pin connections:

```
BTNL => P17
BTNR => M17
BTNU => M18
BTND => P18
BTNC => N17
```

Connections are active-high.

Part 2 - Bidirectional counter

A) VHDL code of the process p_cnt_up_down

```
end if;
end if;
end process p_cnt_up_down;
```

B) VHDL reset and stimulus processes from testbench file tb_cnt_up_down.vhd

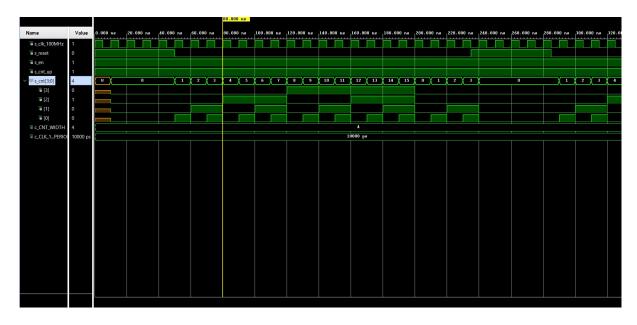
```
p_reset_gen : process
begin
   s_reset <= '1';</pre>
   wait for 50 ns;
   s_reset <= '0'; -- Reset desactivated</pre>
   wait for 185 ns;
   s_reset <= '1';</pre>
   wait for 50 ns;
   s_reset <= '0';</pre>
   wait for 200 ns;
   s_reset <= '1';</pre>
   wait for 20 ns;
   s_reset <= '0';</pre>
   wait;
end process p_reset_gen;
-----
-- Data generation process
-----
p_stimulus : process
begin
   report "Stimulus process started" severity note;
   -- Enable counting
   s_en <= '1';
   -- Change counter direction
   s_cnt_up <= '1';
   wait for 380 ns;
   s_cnt_up <= '0';
   wait for 220 ns;
   s_cnt_up <= '1';
   wait for 220 ns;
```

```
s_cnt_up <= '0';
wait for 380 ns;

-- Disable counting
s_en <= '0';

report "Stimulus process finished" severity note;
wait;
end process p_stimulus;</pre>
```

C) Screenshot of simulation



Part 3 - VHDL code from source file top.vhd

A) VHDL code

```
-- Instance (copy) of clock_enable entity

clk_en0 : entity work.clock_enable

generic map(

g_MAX => 100000000
)

port map(

clk => CLK100MHZ,

reset => BTNC,

ce_o => s_en

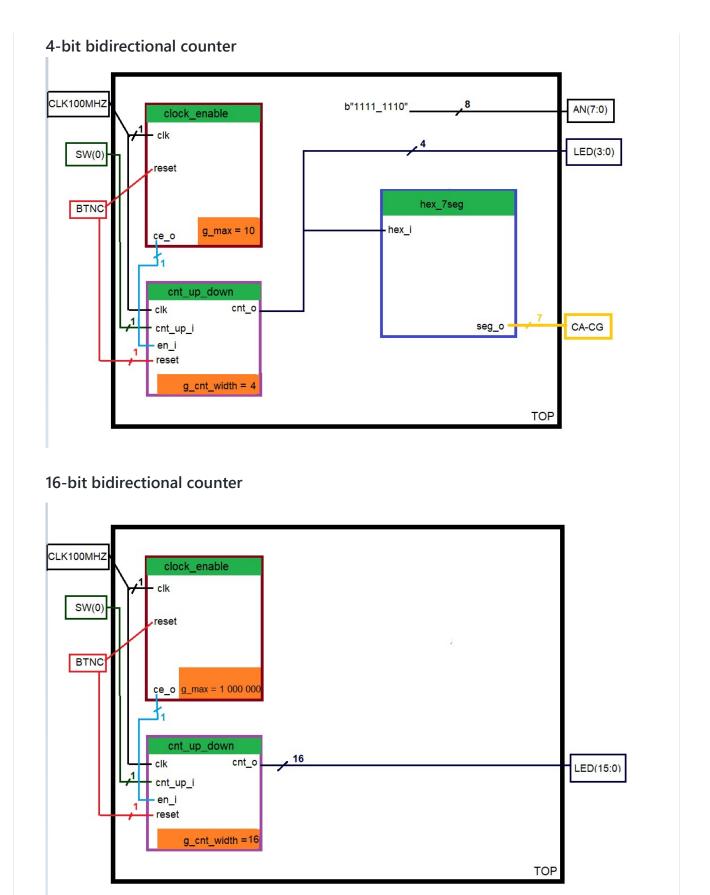
);

-- Instance (copy) of cnt_up_down entity

bin_cnt0 : entity work.cnt_up_down
```

```
generic map(
        g_CNT_WIDTH \Rightarrow 4
    port map(
        clk => CLK100MHZ,
        reset => BTNC,
        en_i => s_en,
        cnt_up_i \Rightarrow SW(0),
        cnt_o => s_cnt
    );
-- Display input value on LEDs
LED(3 downto 0) <= s_cnt;</pre>
______
-- Instance (copy) of hex_7seg entity
hex2seg : entity work.hex_7seg
    port map(
              => s_cnt,
        hex_i
        seg_o(6) \Rightarrow CA,
        seg_o(5) \Rightarrow CB,
        seg_o(4) \Rightarrow CC,
        seg_o(3) \Rightarrow CD,
        seg_o(2) \Rightarrow CE,
        seg_o(1) \Rightarrow CF,
        seg_o(0) \Rightarrow CG
    );
```

B) Images of the top layer including both counters



6 z 6