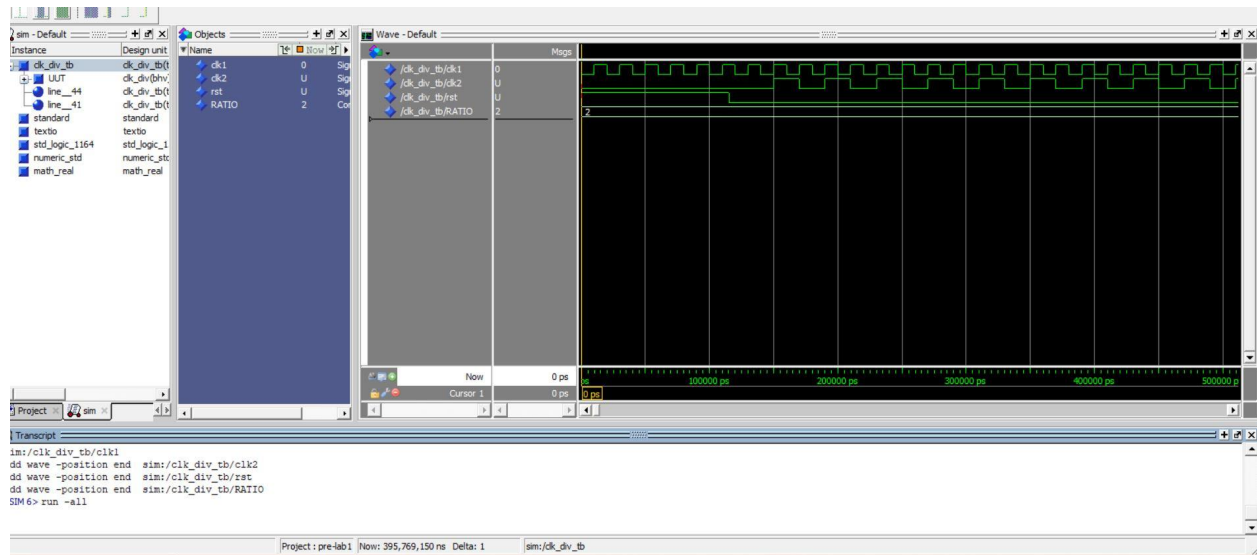
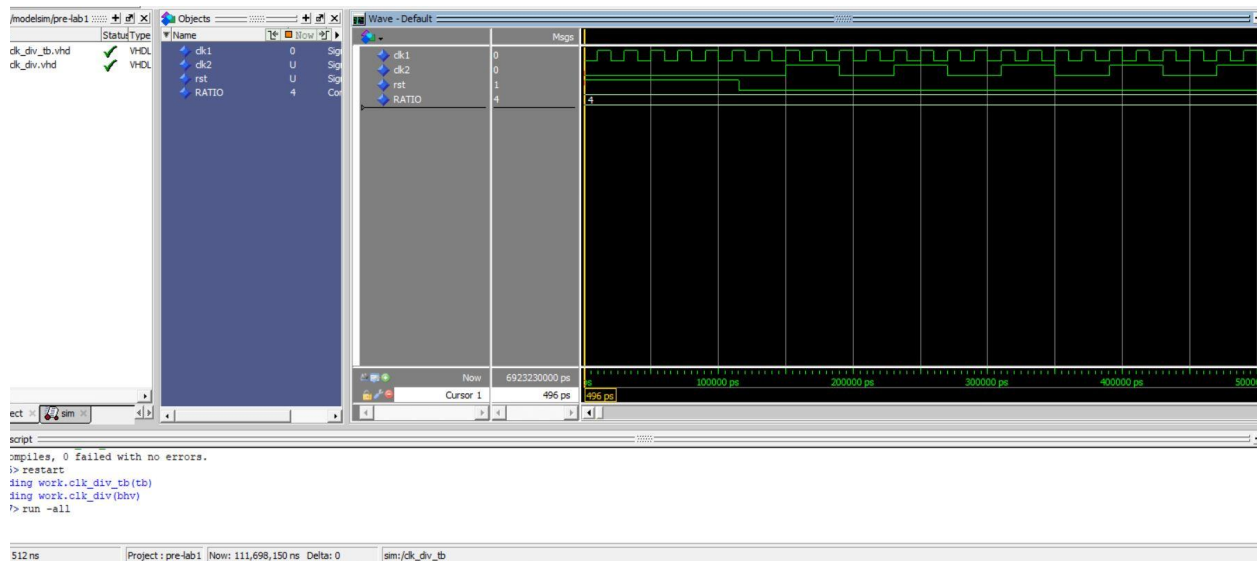


1. Clk_div

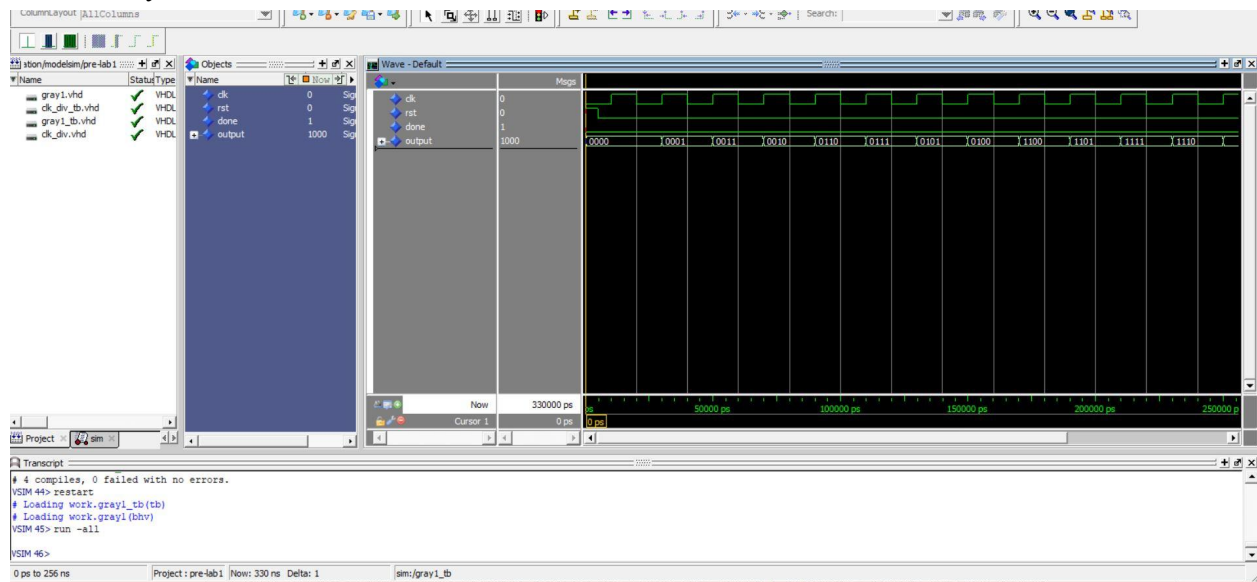
Ratio: 2



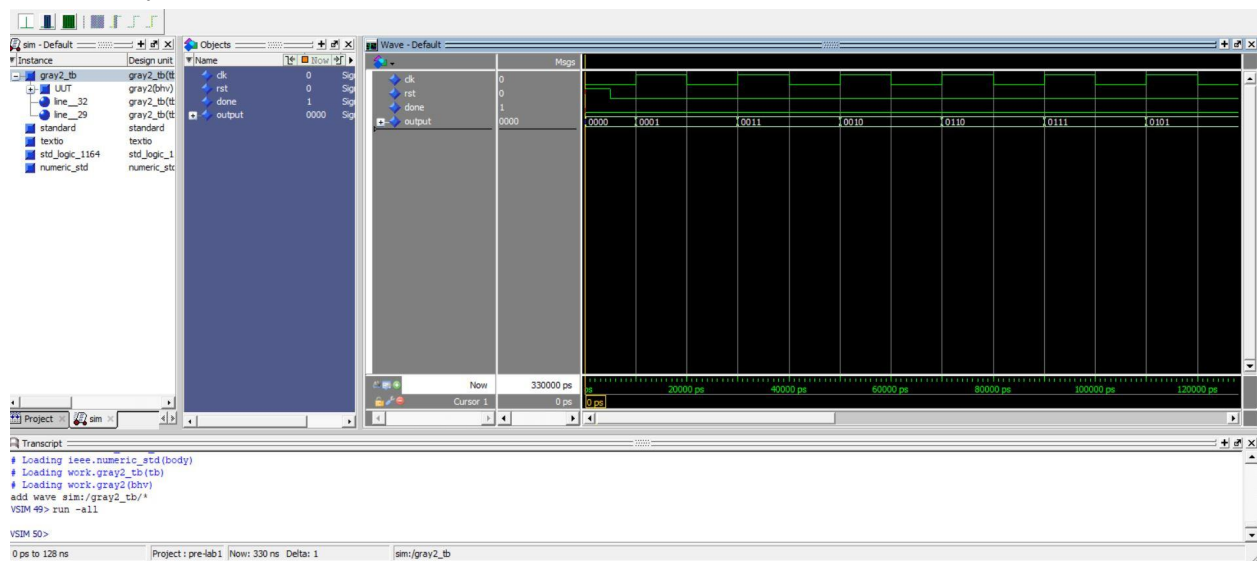
Ratio: 4



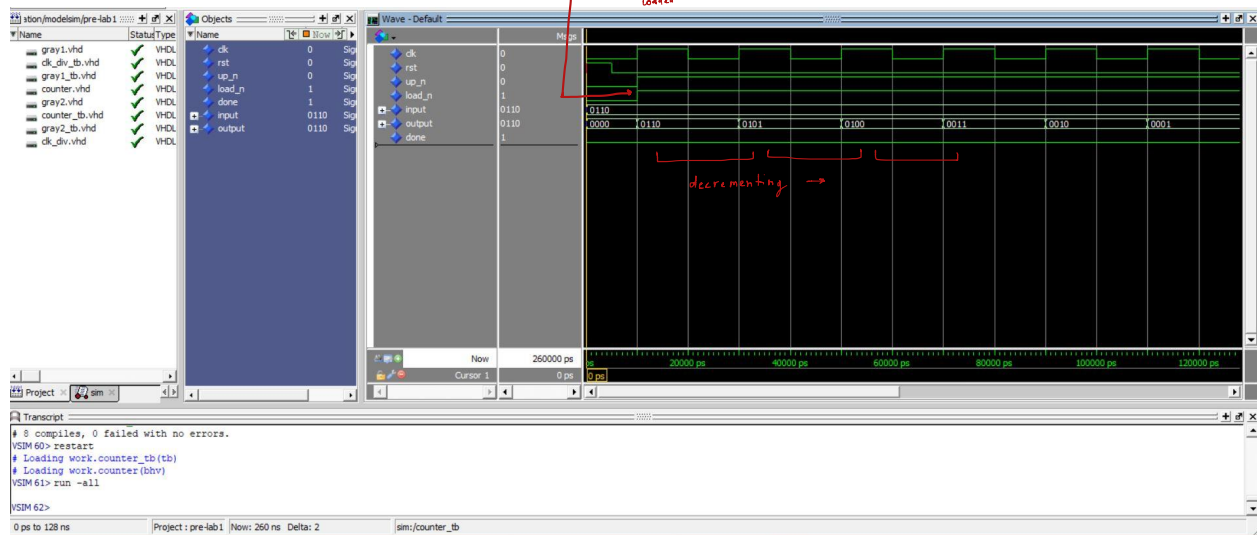
2. Grey1



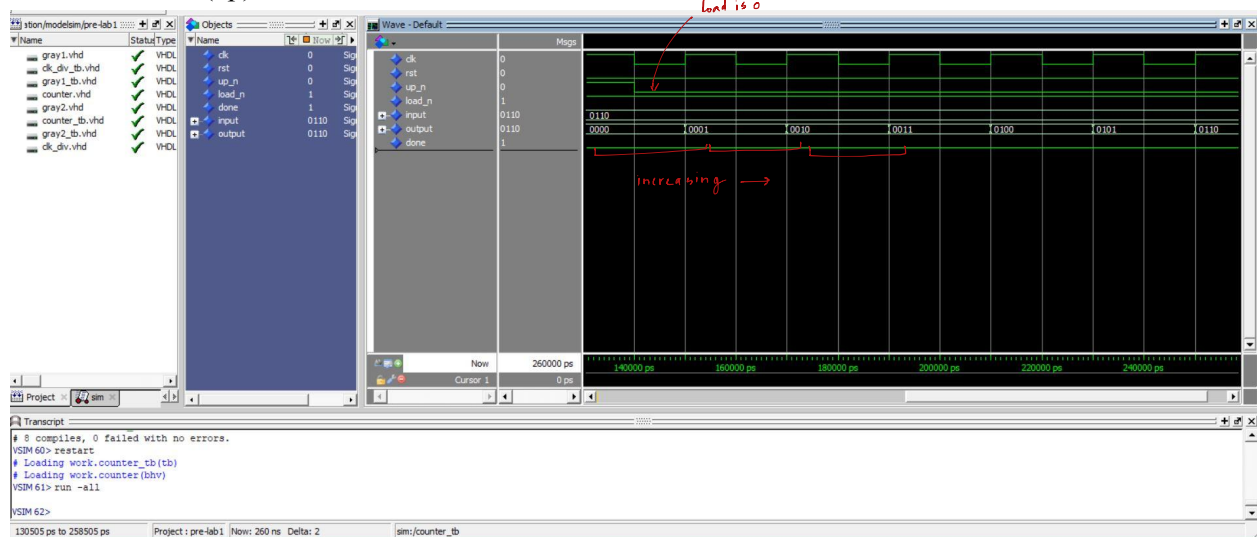
3. Grey2



4. Counter (down, starting input 6)



Counter (up)



- The top level entity instantiates the gray2 code counter, the counter, and the clock generator. It then assigns the gray1 and the counter outputs to the LEDs. The button from the clock generator is assigned to the top button while the input that is loaded in the counter, is assigned to the input switches from the left. Then the up is assigned to the next switch, and then the load.