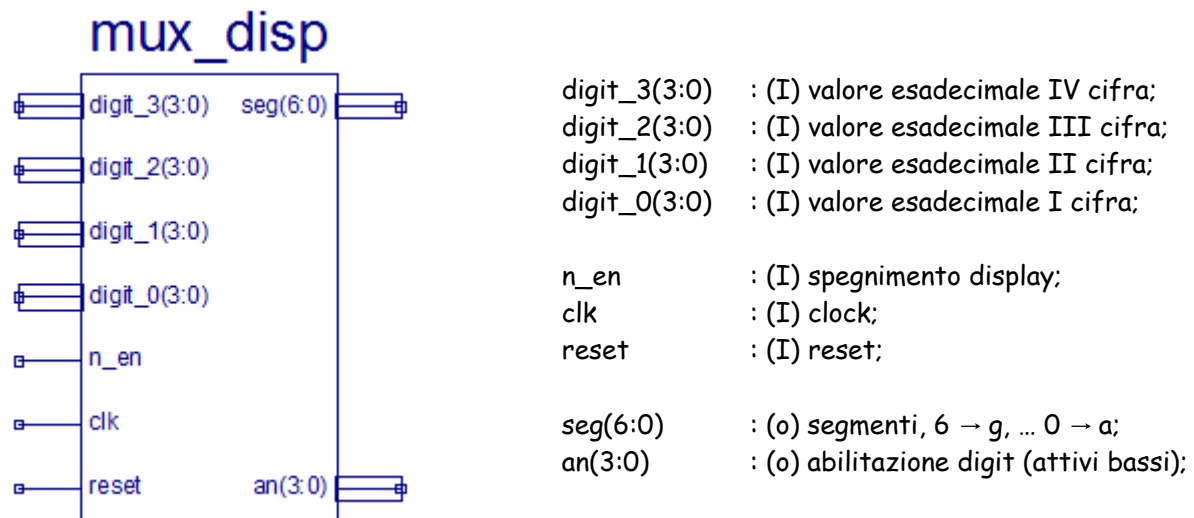


Pilotaggio multiplexato di 4 display a 7 segmenti

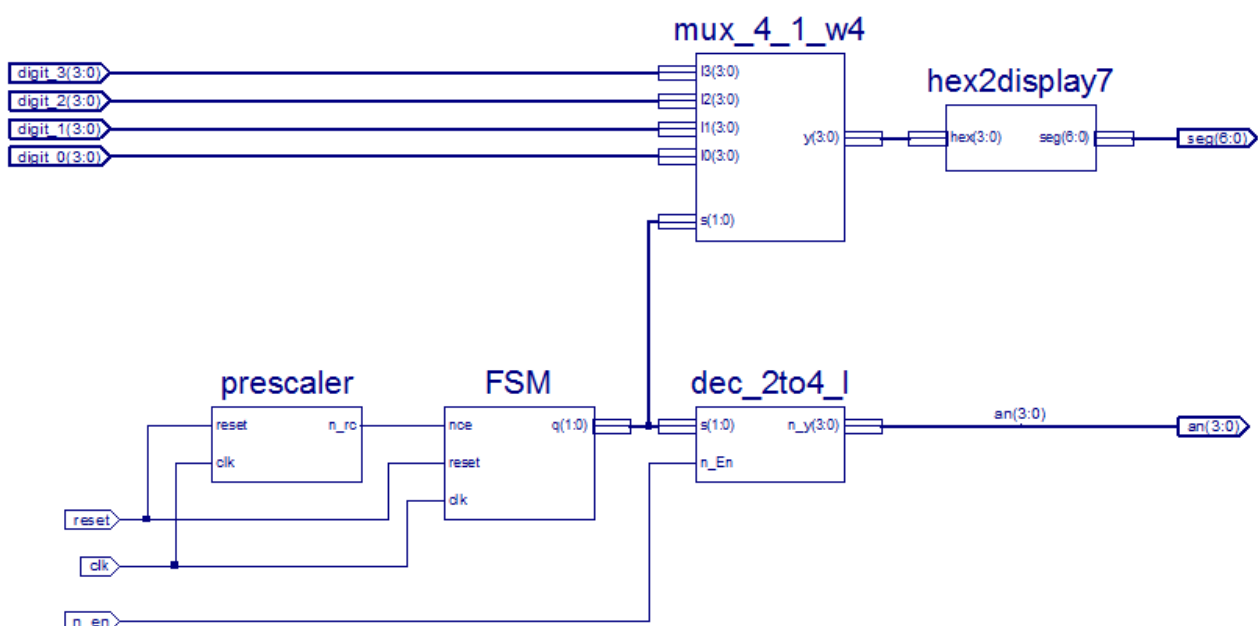
Descrizione dell'attività:

Realizzare un componente di libreria per il pilotaggio multiplexato dei 4 display a 7 segmenti presenti sulla scheda nexys3.



Schema logico del display driver

Four digits multiplexed display driver





```

entity prescaler is
    generic(CLK_FREQ: natural := 100;           -- Main frequency      MHz (system clock)
            OUT_FREQ: natural := 200);         -- Output frequency    Hz

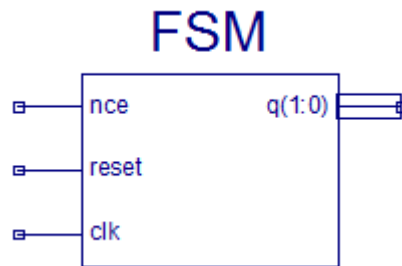
    Port ( reset : in   STD_LOGIC;
           clk   : in   STD_LOGIC;
           n_rc  : out  STD_LOGIC);
end prescaler;

architecture Behavioral of prescaler is
    signal cnt_clk: integer range 0 to (CLK_FREQ*1_000_000)/OUT_FREQ-1;

begin
    cnt:process(clk, reset)
    begin
        if(clk'event and clk = '1')then
            if      (reset = '1') then cnt_clk <= (CLK_FREQ*1_000_000)/OUT_FREQ-1;
            elsif  (cnt_clk = 0) then cnt_clk <= (CLK_FREQ*1_000_000)/OUT_FREQ-1;
            else                                     cnt_clk <= cnt_clk - 1;
            end if;
        end if;
    end process;

    nrc:process(cnt_clk, clk)
    begin
        n_rc <= '1';
        if( (cnt_clk = 0) and (clk = '0') ) then
            n_rc <= '0';
        end if;
    end process;
end Behavioral;
  
```

Contatore binario a 2 bit



```

entity FSM is
port ( clk      : in   STD_LOGIC;
      reset    : in   STD_LOGIC;
      nce      : in   STD_LOGIC;
      q        : out  STD_LOGIC_VECTOR (1 downto 0));
end FSM;

```

```

architecture Behavioral of FSM is
signal q_int: std_logic_vector(1 downto 0);
begin
q <= q_int;
process(clk, reset)
begin
    if(clk'event and clk = '1') then

        if      (reset = '1')  then
            q_int <= (others => '0');

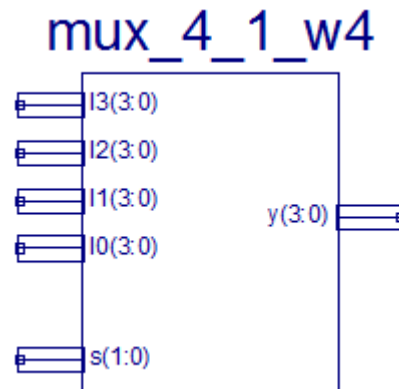
        elsif   (nce = '0')    then
            q_int <= q_int+"01";

        end if;

    end if;
end process;
end Behavioral;

```

Multiplexer 4:1, parallelismo dati 4 bit



```

entity mux_4_1_w4 is
port ( I0    : in    STD_LOGIC_VECTOR (3 downto 0);
       I1    : in    STD_LOGIC_VECTOR (3 downto 0);
       I2    : in    STD_LOGIC_VECTOR (3 downto 0);
       I3    : in    STD_LOGIC_VECTOR (3 downto 0);
       s     : in    STD_LOGIC_VECTOR (1 downto 0);
       y     : out   STD_LOGIC_VECTOR (3 downto 0));
end mux_4_1_w4;

```

architecture Behavioral of mux_4_1_w4 is

```

begin
    y <=  I0 when s = "00"    else
          I1 when s = "01"    else
          I2 when s = "10"    else
          I3 when s = "11"    else "0000";
end Behavioral;

```

Decodifica binario → 7 segmenti



```
entity hex2disp7 is
port(hex    : in      std_logic_vector(3 downto 0);
      seg    : out     std_logic_vector(6 downto 0));
end hex2disp7;

architecture behavior of hex2disp7 is
begin

with hex select
    seg <=
        "1000000" when "0000", -- 0
        "1111001" when "0001", -- 1
        "0100100" when "0010", -- 2
        "0110000" when "0011", -- 3
        "0011001" when "0100", -- 4
        "0010010" when "0101", -- 5
        "0000010" when "0110", -- 6
        "1111000" when "0111", -- 7
        "0000000" when "1000", -- 8
        "0010000" when "1001", -- 9
        "0001000" when "1010", -- a
        "0000011" when "1011", -- b
        "1000110" when "1100", -- c
        "0100001" when "1101", -- d
        "0000110" when "1110", -- e
        "0001110" when "1111", -- f
        "1111111" when others;

end behavior;
```

Uscita ad 1 → segmento spento; Uscita ad 0 → segmento acceso;

