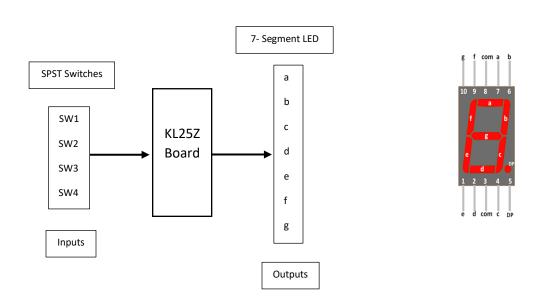
# Oakland University School of Electrical & Computer Engineering Winter 2023 ECE 4721/5721

Professor Phares A. Noel, II Ph.D., PE

Lab #3
Due on March 17, 2023

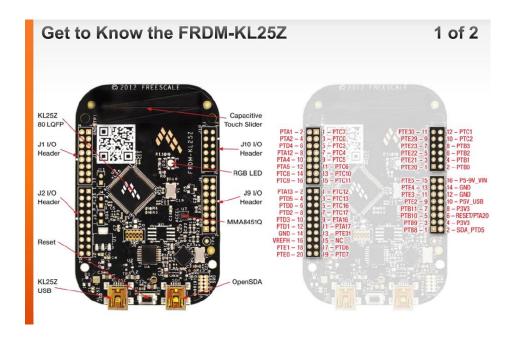


# **7 Segment LED Truth Table**

	INPUT - Switches					OUTPUT - LED Segments							
Deciamal Number	SW4	SW3	SW2	SW1		а	b	С	d	е	f	g	
0	0	0	0	0		1	1	1	1	1	1	0	
1	0	0	0	1		0	1	1	0	0	0	0	
2	0	0	1	0		1	1	0	1	1	0	1	
3	0	0	1	1		1	1	1	1	0	0	1	
4	0	1	0	0		0	1	1	0	0	1	1	
5	0	1	0	1		1	0	1	1	0	1	1	
6	0	1	1	0		1	0	1	1	1	1	1	
7	0	1	1	1		1	1	1	0	0	0	0	
8	1	0	0	0		1	1	1	1	1	1	1	
9	1	0	0	1		1	1	1	1	0	1	1	

- 1. Connect the inputs (a b c d e f ) of 7-segment display to the output port of K25Z board.
- 2. Connect 4 switches to the input port of the K25Z board.
- 3. Write a C program to read the binary input and display on the 7-segment display the decimal digit.

Note: Your program should convert the input binary switch pattern (a b c d e f) to the corresponding decimal number, and send the appropriate signals to the output ports of the development board to have the decimal number displayed on the 7-Segment LED Modules.



### 1. Refer Freedom KL25Z details:

- a. Port A 8 Port A GPIOs are accessible on the FRDM board
- b. Port B 8 Port B GPIOs are accessible on the FRDM board
- c. Port C 16 Port C GPIOs are accessible on the FRDM board
- d. Port D 8 Port D GPIOs are accessible on the FRDM board
- e. Port E 13 Port E GPIOs are accessible on the FRDM board

# **Grading Rubric**

**Note:** Submission must have mandatory Title Page with Name/Date, etc. per syllabus. <u>5 points</u> will be deducted from final score if not present in submission.

## **7-Segment Display Experiment (100 points)**

- 50 points Video demonstration of 7-segment display iterating through all values shown in the above truth table (submitted along with report)
- o **20 points** Description of experiment
- o 10 points Full source code in report
- o **10 points** Hardware Description (I/O pins used, external components, etc.)
- o **10 points** Flow diagram explaining your implementation