Lab. Practice 5 (Extra part)

Slot machine with historical log

Objective

- To store in, a couple of registers, the result of the **previous game (roulettes 1 & 2)**.
    - Initially, those registers will both contain "0000".
    - When a game is finished (and the user waits for 10 seconds to start again), those registers must be updated with the values of the roulettes (current game).
    - Next time the user plays, he/she knows which was the value of the previous game (which is shown until the new game is finished).
    - The contents of these new registers will be displayed in 2 new 7-segment displays (so in total, we will use the 4 displays).