Lab - 6

Storing & Moving Text

Storing and Moving Text

- Enter the Character to display on the Right-most Segment, using 8-DIP Switches.
- Use the knowledge of state-machine design.
- States are controlled using 3 DIP switches
  - 000 - Display and Moving Text to the left
  - 110 - Modify the Character (Load)
    - Show "L" on the left-most segment
    - Character on the Right-most segment
  - 111 - Store the last entered Character
    - Show "o" on the left-most segment
  - 010 - RESET
    - All previous characters are cleared.

Storing and Moving Text (contd….)

- Assume Maximum Length of the Message is 20 characters.
- Need 2 Clock Frequencies,
  - High Frequency - 100Hz - To refresh the LED Segments
  - Low Frequency - 1Hz - To move text
- After displaying message, give a blank space.

END

Any Questions?