16.md 2025-10-16

課題 16-3

コード

TopModule.v

```
module TopModule(
    //////// CLOCK ////////
    input
                               CLK1,
   input
                               CLK2,
    //////// SEG7 ////////
    output
                    [7:0]
                              HEX0,
    output
                    [7:0]
                               HEX1,
   output
                    [7:0]
                               HEX2,
    output
                    [7:0]
                               HEX3,
                               HEX4,
    output
                    [7:0]
    output
                    [7:0]
                               HEX5,
    /////// Push Button ///////
                    [1:0]
                               BTN,
    /////// LED ///////
    output
                    [9:0]
                               LED,
    //////// SW ////////
    input
                    [9:0]
                               SW
    );
    wire [7:0] input_0, input_1, output_0, output_1;
    wire [3:0] sum;
    wire co;
    m_seven_segment u0(SW[3:0], input_0);
    m_seven_segment u1(SW[7:4], input_1);
    add4 u2(SW[3:0], SW[7:4], 1'b0, sum, co);
    m_seven_segment u3(sum, output_0);
    m_seven_segment u4(co, output_1);
    assign LED=\{6'h0, SW[7:0]\};
    assign HEX0=output_0;
    assign HEX1=output_1;
    assign HEX2=input_0;
    assign HEX3=input_1;
    assign HEX4=8'hff;
    assign HEX5=8'hff;
endmodule
```

16.md 2025-10-16

```
module m_seven_segment(input [3:0] idat,output [7:0] odat);
   function [7:0] LedHex;
      input [3:0] num;
     begin
        case (num)
          4'h0:
                       LedHex = 8'b11000000; // 0
          4'h1:
                      LedHex = 8'b11111001; // 1
          4'h2:
                       LedHex = 8'b10100100; // 2
          4'h3:
                       LedHex = 8'b10110000; // 3
                       LedHex = 8'b10011001; // 4
          4'h4
          4'h5:
                       LedHex = 8'b10010010; // 5
          4'h6:
                       LedHex = 8'b10000010; // 6
          4'h7:
                       LedHex = 8'b11111000; // 7
          4'h8:
                       LedHex = 8'b100000000; // 8
          4'h9:
                       LedHex = 8'b10011000; // 9
                          LedHex = 8'b10001000; // A
             4'ha:
             4'hb:
                          LedHex = 8'b10000011; // b
             4'hc:
                          LedHex = 8'b11000110; // C
             4'hd:
                          LedHex = 8'b10100001; // d
             4'he:
                          LedHex = 8'b10000110; // E
             4'hf:
                          LedHex = 8'b10001110; // F
                      LedHex = 8'b11111111; // LED OFF
          default:
        endcase
     end
   endfunction
   assign odat = LedHex(idat);
endmodule
module add4(input [3:0] a, b,
            input
                         Сi,
            output [3:0] sum,
            output
                         co);
 assign \{co, sum\} = a + b + ci;
endmodule
```

動作確認

- スイッチと対応する16進数がHEX2,3に表示された
- 足し算の結果がHEX0.1に表示された