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BSCpE- 3A

SEVEN SEGMENT DISPLAY INTERFACE

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.NUMERIC_STD.ALL;

entity SEVEN_SEGMENT_DISPLAY_INTERFACE is
Port (
    clk    : in  STD_LOGIC;
    rst    : in  STD_LOGIC;
    seg    : out STD_LOGIC_VECTOR(6 downto 0);
    dig    : out STD_LOGIC_VECTOR(3 downto 0)
);
end SEVEN_SEGMENT_DISPLAY_INTERFACE;

architecture Behavioral of SEVEN_SEGMENT_DISPLAY_INTERFACE is
    signal counter    : unsigned(23 downto 0) := (others => '0');
    signal clk_1hz    : STD_LOGIC := '0';

    signal hex_value  : unsigned(3 downto 0) := "0000";

    signal dig_sel    : unsigned(1 downto 0) := "00";
begin

    process(clk, rst)
    begin
        if rst = '1' then
            counter <= (others => '0');
            hex_value <= "0000";
        elsif rising_edge(clk) then
            if counter = x"F42400" then
                counter <= (others => '0');
                hex_value <= hex_value + 1;
            else
                counter <= counter + 1;
            end if;
        end if;
    end process;

    dig_sel <= counter(15 downto 14);
    dig <= "1110" when dig_sel = "00" else
           "1101" when dig_sel = "01" else
           "1011" when dig_sel = "10" else
           "0111";
```

with hex_value select

seg <= "0000001" when x"0", -- 0

"1001111" when x"1", -- 1

"0010010" when x"2", -- 2

"0000110" when x"3", -- 3

"1001100" when x"4", -- 4

"0100100" when x"5", -- 5

"0100000" when x"6", -- 6

"0001111" when x"7", -- 7

"0000000" when x"8", -- 8

"0000100" when x"9", -- 9

"0001000" when x"A", -- A

"1100000" when x"B", -- B

"0110001" when x"C", -- C

"1000010" when x"D", -- D

"0110000" when x"E", -- E

"0111000" when others; -- F

end Behavioral;

