



## Problem

Implement a running seven-segment display shown below

1. [ ] [ ] [ ] [ ]
2. [ ] [ ] [ ] [E]
3. [ ] [ ] [E] [C]
4. [ ] [E] [C] [E]
5. [E] [C] [E] [ ]

Repeat 1, 2, ...

- This solution uses a simple counter as a clock divider.
- By accessing bits of the counter you can create different
- synchronous scan rates to drive the display timing.
- One rate to time division multiplex the characters to be displayed.
- Another rate to time division multiplex the seven segment control signals.
- Display Rate =  $50,000,000 * 2^{-25} = 1.5 \text{ Hz}$
- Scan Rate =  $50,000,000 * 2^{-16} = 763 \text{ Hz}$

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;
```

```
entity midterm is
    port(clk : in std_logic;
          ssg : out std_logic_vector(7 downto 0);
          an : out std_logic_Vector(3 downto 0) );
end midterm;
```

```
architecture Behavioral of midterm is
    signal clk_div : std_logic_vector(27 downto 0);
    signal seg0 : std_logic_vector(6 downto 0);
    signal seg1 : std_logic_vector(6 downto 0);
```

```

    signal seg2    : std_logic_vector(6 downto 0);
    signal seg3    : std_logic_vector(6 downto 0);
begin
    -- -----
    -- Clock Divider
    -- -----
    process (clk)
    begin
        if clk'event and clk = '1' then
            if clk_div(27 downto 25) = "101" then
                clk_div <= (others => '0');    -- Explicit to control display
speed
            else
                clk_div <= clk_div + 1;        -- Implement clock divider as
a simple counter
            end if;
        end if;
    end process;

    -- -----
    -- Character Display Mux
    -- -----
    seg3 <= "1111111" when clk_div(27 downto 25) = "000" -- " "
        else "1111111" when clk_div(27 downto 25) = "001" -- " "
        else "1111111" when clk_div(27 downto 25) = "010" -- " "
        else "1111111" when clk_div(27 downto 25) = "011" -- " "
        else "0000110" when clk_div(27 downto 25) = "100" -- "E"
        else "1111111";                                -- " "

    seg2 <= "1111111" when clk_div(27 downto 25) = "000" -- " "
        else "1111111" when clk_div(27 downto 25) = "001" -- " "
        else "1111111" when clk_div(27 downto 25) = "010" -- " "
        else "0000110" when clk_div(27 downto 25) = "011" -- "E"
        else "1000110" when clk_div(27 downto 25) = "100" -- "C"
        else "1111111";                                -- " "

    seg1 <= "1111111" when clk_div(27 downto 25) = "000" -- " "
        else "1111111" when clk_div(27 downto 25) = "001" -- " "
        else "0000110" when clk_div(27 downto 25) = "010" -- "E"
        else "1000110" when clk_div(27 downto 25) = "011" -- "C"
        else "0000110" when clk_div(27 downto 25) = "100" -- "E"
        else "1111111";                                -- " "

    seg0 <= "1111111" when clk_div(27 downto 25) = "000" -- " "

```

```

        else "0000110" when clk_div(27 downto 25) = "001" -- "E"
        else "1000110" when clk_div(27 downto 25) = "010" -- "C"
        else "0000110" when clk_div(27 downto 25) = "011" -- "E"
        else "1111111" when clk_div(27 downto 25) = "100" -- " "
        else "1111111";
        -- " "

-- -----
-- Seven Segment Mux
-- -----
    ssg(7) <= '1';
    ssg(6 downto 0) <= seg0 when clk_div(17 downto 16) = "00"
                    else seg1 when clk_div(17 downto 16) = "01"
                    else seg2 when clk_div(17 downto 16) = "10"
                    else seg3;

-- -----
-- Anode Control Mux
-- -----
    an <= "1110" when clk_div(17 downto 16) = "00"
        else "1101" when clk_div(17 downto 16) = "01"
        else "1011" when clk_div(17 downto 16) = "10"
        else "0111";

-- Since you may not be totally familiar with this type of assignment
-- statement, here is an equivalent process statement. Either syntax
-- will generate a mux.
--
-- process (clk_div)
-- begin
--     if clk_div(17 downto 16) = "00" then
--         an <= "1110";
--     elsif clk_div(17 downto 16) = "01" then
--         an <= "1101";
--     elsif clk_div(17 downto 16) = "10" then
--         an <= "1011";
--     else
--         an <= "0111";
--     end if;
-- end process;

end Behavioral;

```