

**ECE 3300L**

**California State Polytechnic University, Pomona**

**Group G**

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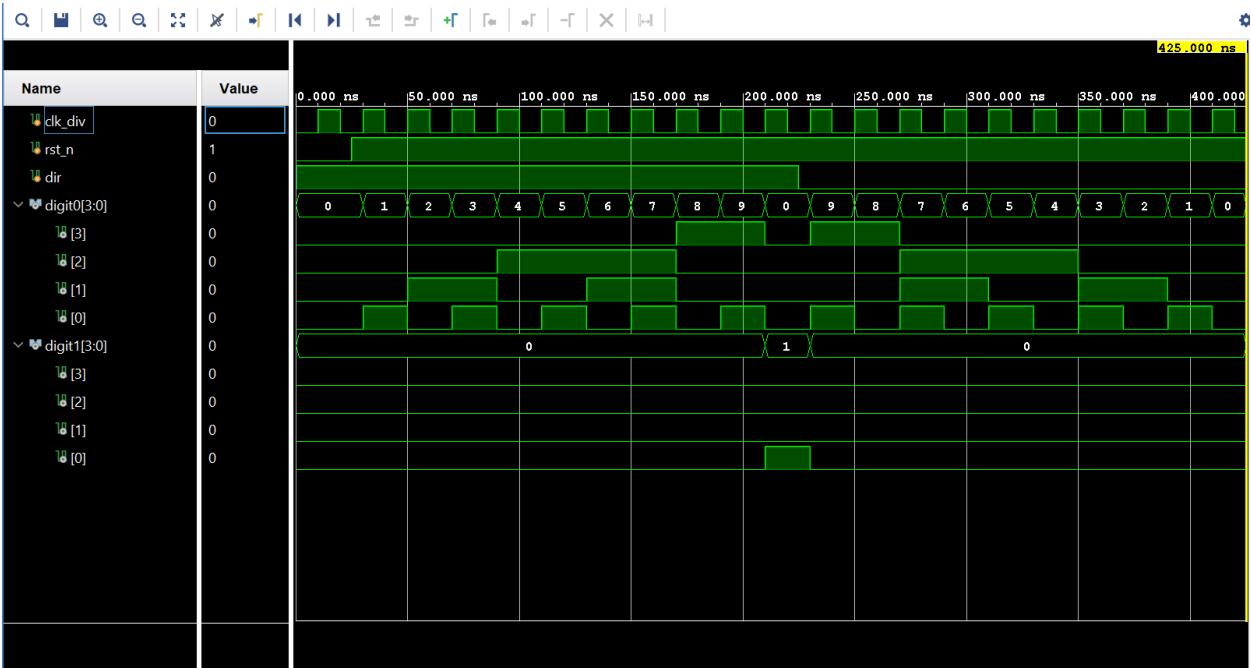
**Lab Report #4**

**07/10/2025**

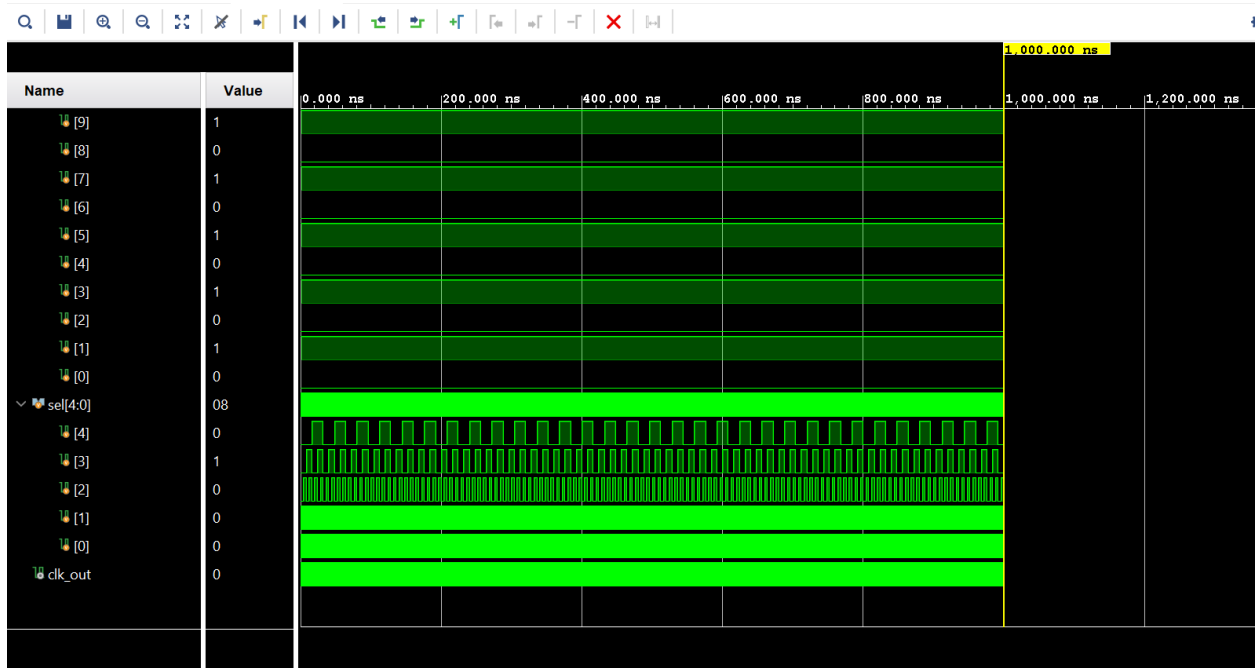
**Explanation:**

We designed a two-digit BCD up/down counter with the following modules. The clock\_divider.v module implements a 32-bit free-running counter that increments on each positive edge of the 100 MHz clock. This makes a divided clock signal used to slow down the counting rate for the BCD counter. The mux32x1.v module is a 32-to-1 multiplexer that chooses one of the 32 bits from the clock divider counter based on the 5-bit switch input, where the selected bit is output as the divided clock used by the counter. The bcd\_up\_down\_counter.v module holds a two-digit BCD up/down counter that uses cascading, which increments or decrements the digits based on the direction input and it also handles the carry/borrow between them. The seg7\_scan.v module multiplexes the display of two BCD digits on a dual 7-segment display, which alternates enabling each digit and outputs the matching segment values.

**BCD\_up\_down\_counter:**

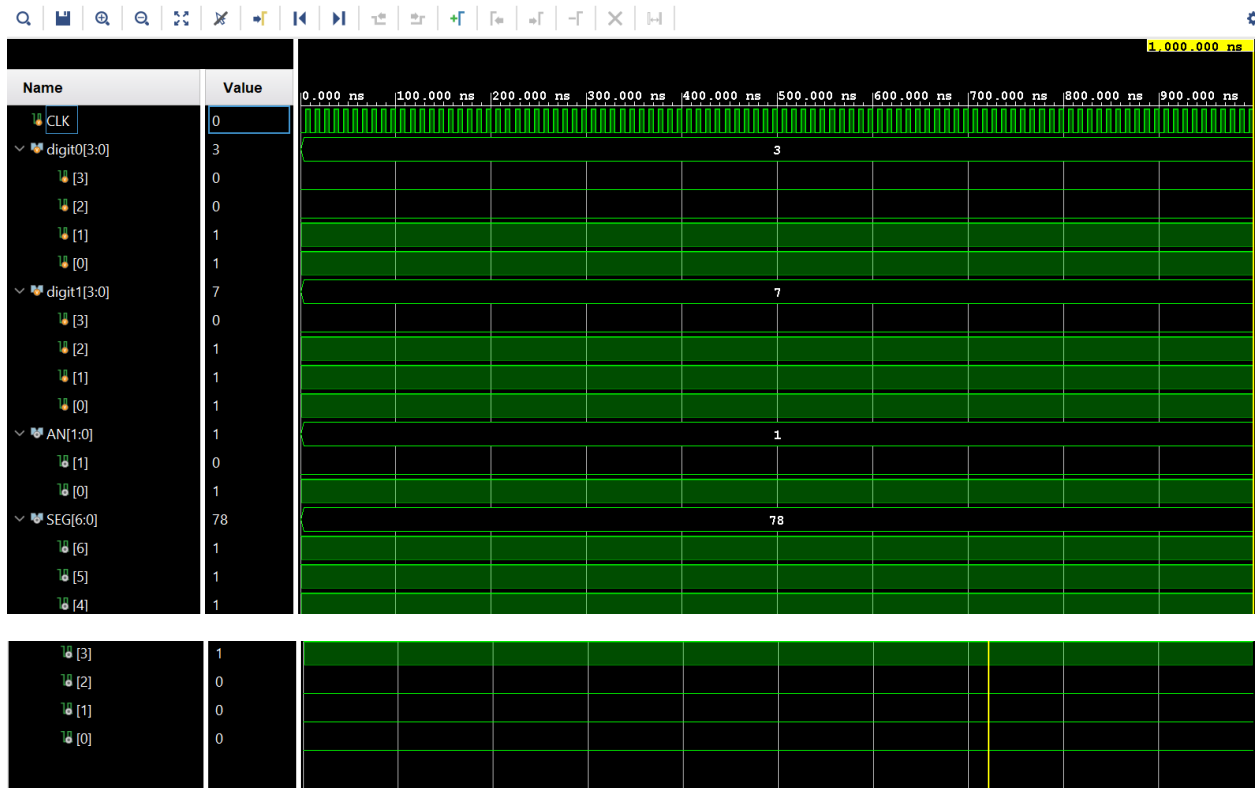


**Mux32x1:**



Clock\_divider:



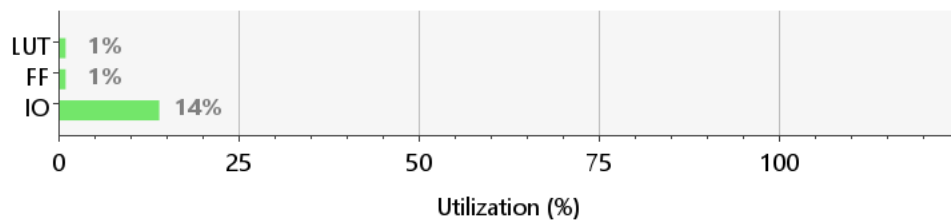


## Hardware Results:

Name	^1	Slice LUTs (63400)	Slice Registers (126800)	F7 Muxes (31700)	Slice (15850)	LUT as Logic (63400)	Bonded IOB (210)	BUFGCTRL (32)
top_lab5		26	59	4	24	26	30	1
counter (bcd_up_down_counter)		14	8	0	6	14	0	0
display (seg7_scan)		2	18	0	6	2	0	0
div (clock_divider)		10	32	4	12	10	0	0

## Summary

Resource	Utilization	Available	Utilization %
LUT	26	63400	0.04
FF	59	126800	0.05
IO	30	210	14.29



**Contributions:**

Both worked on the report

Nathaniel: Testbench files, Xdc files and Demo

Mikael: Source files, simulation testing