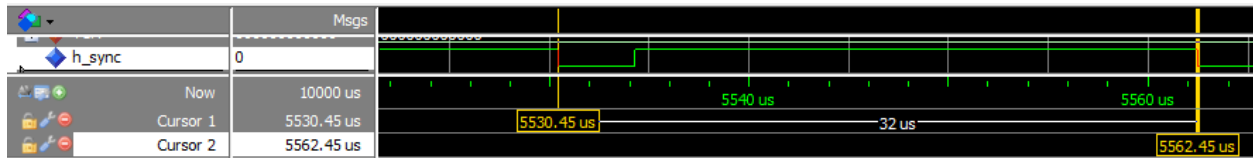
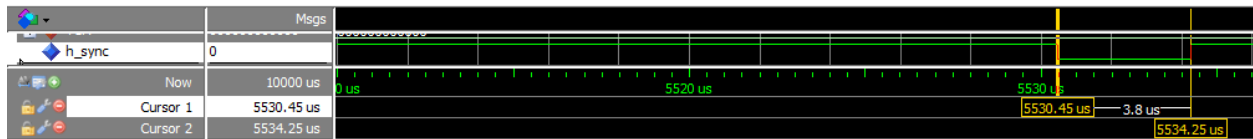


## Lab 6 : VGA Interface

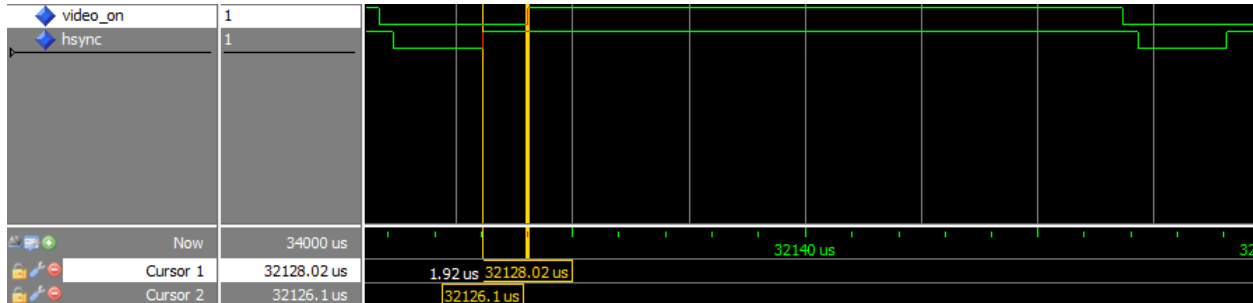
### Distance A



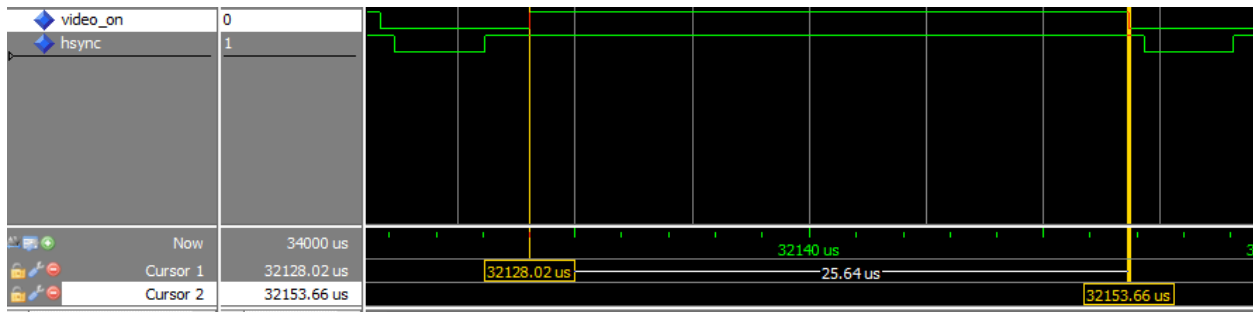
### Distance B



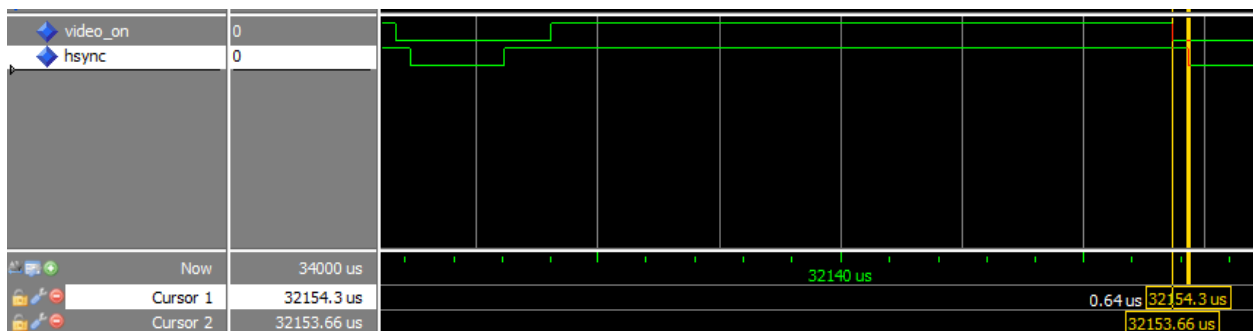
### Distance C



### Distance D



### Distance E



The screenshot displays the 'Run and Debug' window in Visual Studio Code. The 'Variables' pane on the left shows a variable 'v\_sync' with a value of 0. The 'Call Stack' pane shows the current function 'Now' at '34.115 ms +1'. The 'Timeline' pane on the right shows a sequence of events with durations: 16 ms, 20 ms, 24 ms, 28 ms, and 32 ms. The 'Cursor 2' event is highlighted with a duration of 15.74017 ms. The 'Cursor 3' event is highlighted with a duration of 32.47617 ms.

The screenshot shows the Windows Task Manager Performance tab for the GPU. The 'vsync' section is highlighted, indicating a duration of 17600 us. The 'Cursor 1' and 'Cursor 2' sections are also visible, with durations of 15740.02 us and 15804.02 us respectively. The graph shows a significant spike in usage, reaching 100% for a brief period.

Signal	Value
VGA	000000000000
v_sync	1

Cursor	Time (us)
Now	68000.00018 us
Cursor 12	65948.17 us
Cursor 13	54265.77 us
Cursor 14	49244.17 us
Cursor 15	50260.61 us

Signal	Level	Start Time (us)	End Time (us)
video_on	High	0	16768.02
video_on	Low	16768.02	30000
vsync	High	0	32153.66
vsync	Low	32153.66	30000

video_on	0	
vsync	0	
Now	34000 us	
Cursor 1	32508.02 us	
Cursor 2	32153.66 us	

Top Level

