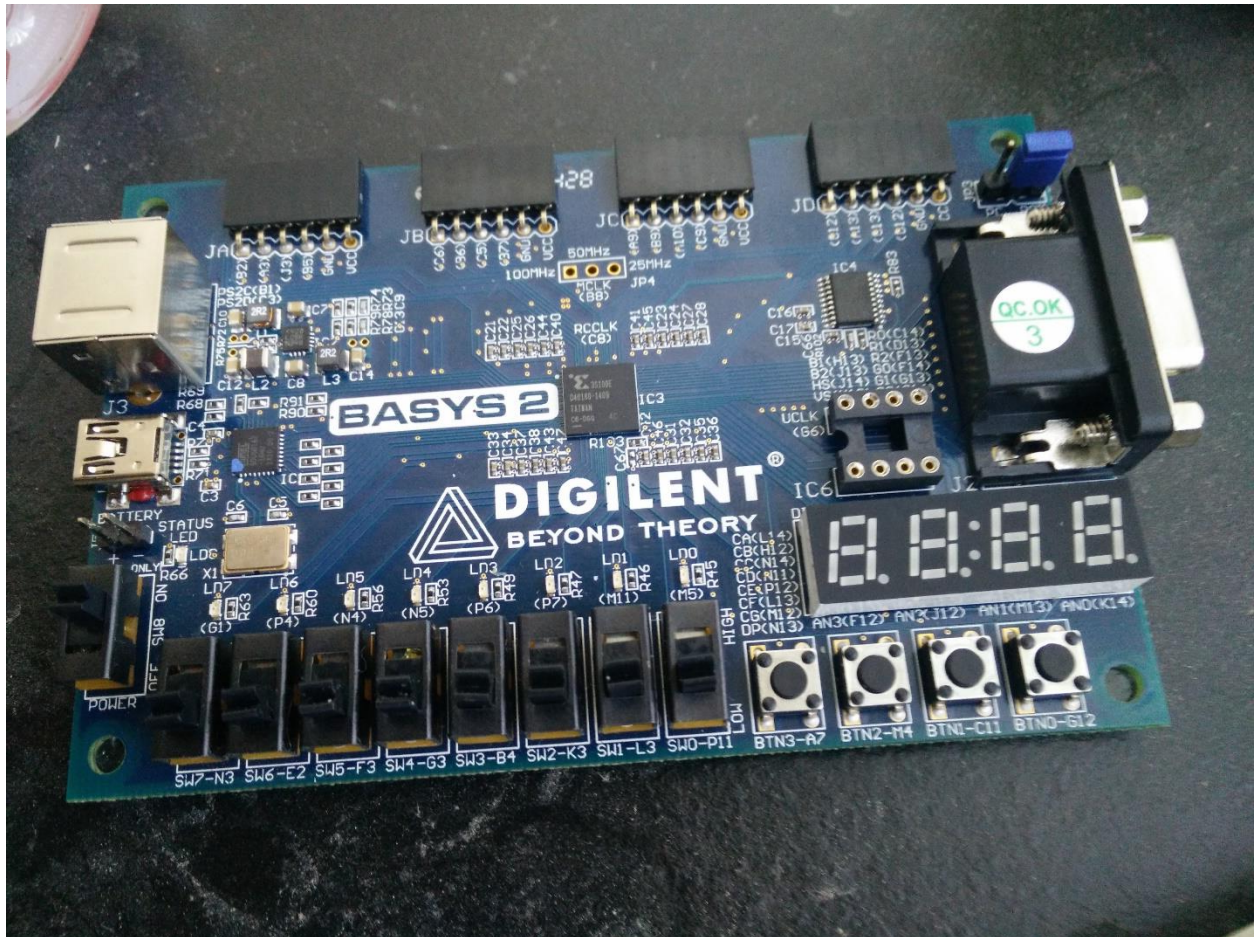


## Project 2- Guessing game



Switch 7 (N3) is used as enable. Once it is switched on, the game will begin by displaying 'PL1' on the seven segment display. Player 1 enters a four digit number using the switches (Switch 0- switch 3) and switches on Switch 5 (F3) to switch to player 2. Player 2 tries to guess player 1's number and enters a four digit number. Switch 4 (G3) is used to register that value as a guess by switching it on and then switching it off. If the number entered is higher or lower than the player 1's number then the seven segment display displays '2Hi' and '2Lo' respectively. Switch 6 (E2) can be used by player 2 to view his last attempt. If player 2 guesses right, the number of guesses taken by the player is displayed in the seven segment display along with the led's blinking. The guesses are shown in decimal and up to 9999 guesses can be displayed.

## Pin assignment

```
NET "an[0]" LOC = K14;  
NET "an[1]" LOC = M13;  
NET "an[2]" LOC = J12;  
NET "an[3]" LOC = F12;  
NET "btn[0]" LOC = G12;  
NET "btn[1]" LOC = C11;  
NET "btn[3]" LOC = A7;  
NET "btn[2]" LOC = M4;  
NET "a" LOC = L14;  
NET "b" LOC = H12;  
NET "c" LOC = N14;  
NET "clk" LOC = B8;  
NET "d" LOC = N11;  
NET "e" LOC = P12;  
NET "g" LOC = M12;  
NET "f" LOC = L13;  
NET "switch[0]" LOC = P11;  
NET "switch[1]" LOC = L3;  
NET "switch[2]" LOC = K3;  
NET "switch[3]" LOC = B4;  
NET "switch[4]" LOC = N3;  
NET "led[0]" LOC = M5;  
NET "led[1]" LOC = M11;  
NET "led[2]" LOC = P7;  
NET "led[3]" LOC = P6;  
NET "led[4]" LOC = G1;  
NET "switchnext[0]" LOC = G3;  
NET "switchnext[1]" LOC = F3;  
NET "switchnext[2]" LOC = E2;  
NET "lednext[2]" LOC = P4;  
NET "lednext[1]" LOC = N4;  
NET "lednext[0]" LOC = N5;
```