



# Welcome to The Hardware Lab!

Fall 2018

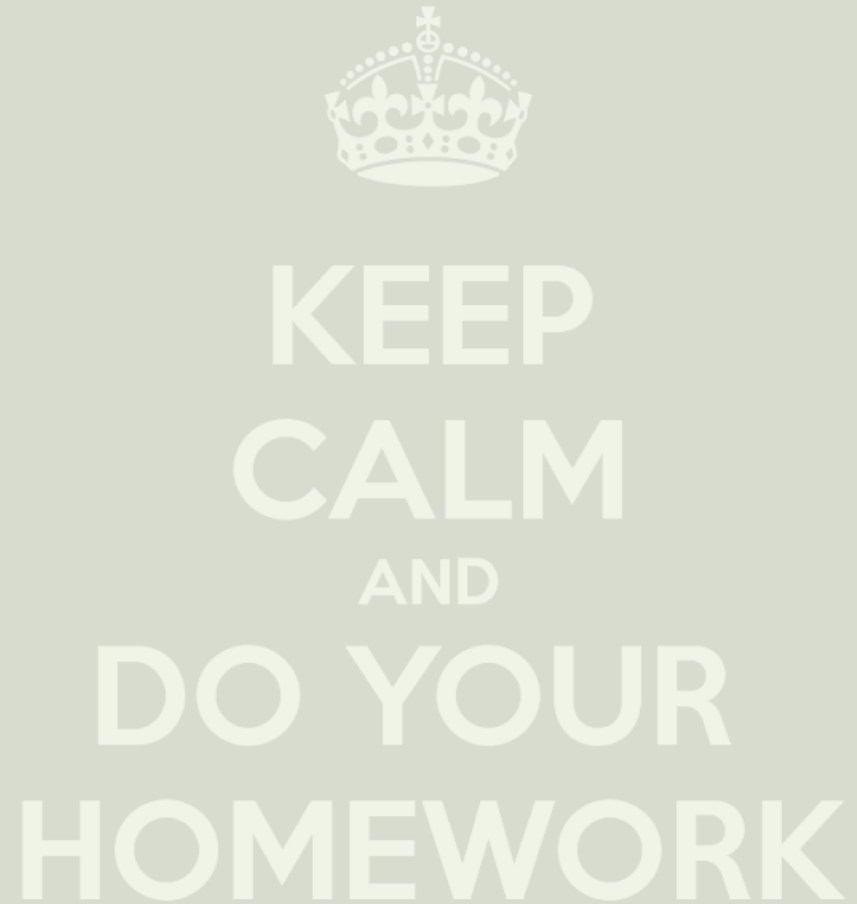
## Lab 6: VGA and Mouse Modules

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# Agenda

- Lab 6 Outline
- Lab 6 Basic Questions
- Lab 6 Advanced Questions



# Lab 6 Outline

- Basic questions (2%)
  - Individual assignment
  - Due on **11/29/2018**. Demonstration on your FPGA board (**In class**)
  - Only demonstration is necessary. Nothing to submit.
- Advanced questions (5%)
  - Group assignment
  - ILMS submission due on **12/13/2018. 23:59:59**.
  - Demonstration on your FPGA board (**In class**)
  - Assignment submission (**Submit to ILMS**)
    - Source codes and testbenches
    - Lab report in PDF

# Lab 6 Rules

- You can use **ANY** modeling techniques
- If not specifically mentioned, we assume the following SPEC
  - **CLK** is **positive edge triggered**
  - Synchronously reset the Flip-Flops when **RESET == 1'b0**

# Lab 6 Submission Requirements

- Source codes and testbenches
  - Please follow the templates **EXACTLY**
  - We will test your codes by TAs' testbenches
- Lab 6 report
  - Please submit your report in a single **PDF** file
  - Please **draw** the **block diagrams** and **state transition diagrams** of your designs
  - Please **explain** your designs in detail
  - Please **list** the contributions of each team member clearly
  - **Please explain how you test your design**
  - What you have **learned** from Lab 6

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- **Lab 6 Basic Questions**
- Lab 6 Advanced Questions



# Basic Questions

- Individual assignment
- FPGA demonstration (due on 11/29/2018. In class.)
  - VGA sample code
  - Mouse sample code
- Demonstrate your work by FPGA

# Basic FPGA Demonstration 1

- **VGA sample codes**

- Please implement the keyboard sample codes 1 & 2 released on ILMS

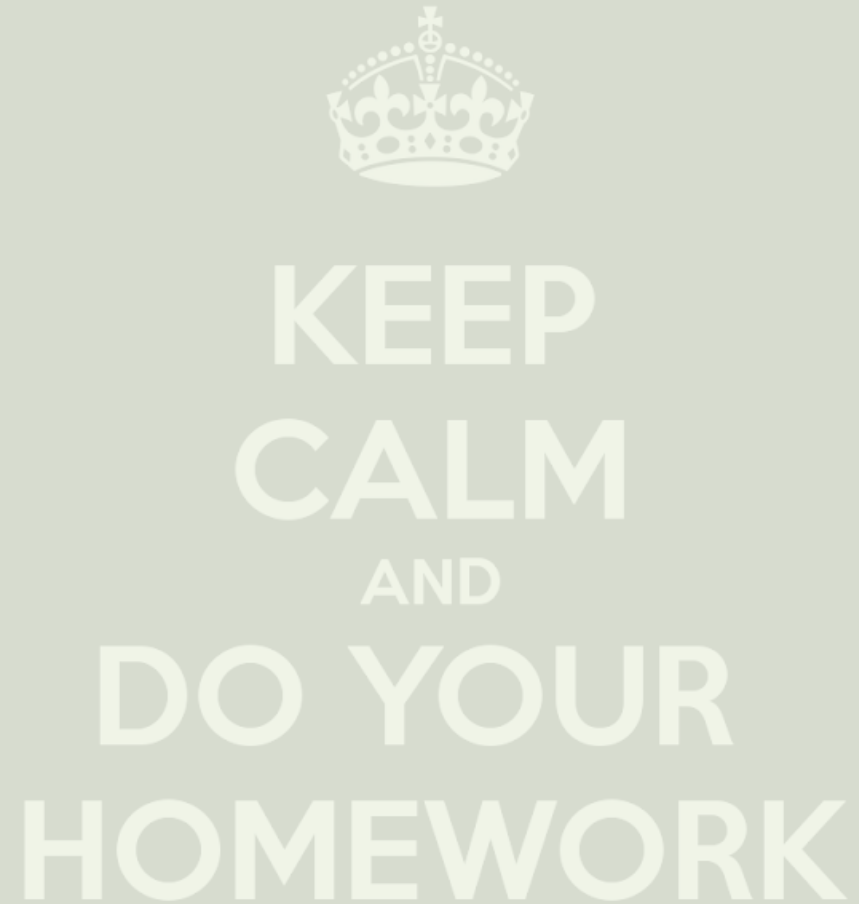
- **Mouse sample codes**

- Please implement the mouse sample code released on ILMS



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- **Lab 6 Advanced Questions**








# Advanced Questions

- Group assignment
- FPGA demonstration (due on 12/13/2018. In class.)
  - Mixing keyboard and VGA together

# Mixing Keyboard and VGA

- Use the keyboard to control your VGA display
- Control the image displayed on the screen according to the following commands
- If you press P right after Reset, the image starts scrolling up

	Image scrolling up	P	Pause scrolling / Start scrolling
	Image scrolling down	V	Flip vertically
	Image scrolling left	H	Flip horizontally
	Image scrolling right	Mid-Button 	Reset 1. Stop scrolling ( Pause ) 2. Image sets back to origin ( No flip )





**Thank you for your attention!**

\*Schloß Neuschwanstein, Germany  
This picture is taken by Chun-Yi Lee himself, who is also a fan of photography