



Decoder truth table for common anode 7-segment display.

Hex	Inputs	Α	В	С	D	E	F	G
-----	--------	---	---	---	---	---	---	---

Hex	Inputs	Α	В	С	D	E	F	G
0	0000	0	0	0	0	0	0	1
1	0001	1	0	0	1	1	1	1
2	0010	0	0	1	0	0	1	0
3	0011	0	0	0	0	1	1	0
4	0100	1	0	0	1	1	0	0
5	0101	0	1	0	0	1	0	0
6	0110	0	1	0	0	0	0	0
7	0111	0	0	0	1	1	1	1
8	1000	0	0	0	0	0	0	0
9	1001	0	0	0	0	1	0	0
Α	1010	0	0	0	1	0	0	0
b	1011	1	1	0	0	0	0	0
С	1100	0	1	1	0	0	0	1
d	1101	1	0	0	0	0	1	0
Е	1110	0	1	1	0	0	0	0
F	1111	0	1	1	1	0	0	0

2.Seven-segment display decoder

Architecture code (hex_7seg.vhd)

p_7seg_decoder : process(hex_i)
 begin

```
case hex_i is
       when "0000" =>
            seg_o <= "0000001"; -- 0
        when "0001" =>
            seg_o <= "1001111";
                                    -- 1
        when "0010" =>
            seg_o <= "0010010";
                                    -- 2
       when "0011" =>
            seg_o <= "0000110";
                                   -- 3
        when "0100" =>
            seg_o <= "1001100";
                                   -- 4
        when "0101" =>
            seg_o <= "0100100";
                                    -- 5
        when "0110" =>
            seg_o <= "0100000";
                                    -- 6
        when "0111" =>
                                   -- 7
            seg_o <= "0001111";
       when "1000" =>
           seg_o <= "0000000";
                                    -- 8
       when "1001" =>
            seg_o <= "0000100";
                                    -- 9
        when "1010" =>
            seg_o <= "0001000";
                                    -- A
       when "1011" =>
            seg_o <= "1100000";
                                    -- B
        when "1100" =>
            seg_o <= "0110001";
                                    -- C
        when "1101" =>
            seg_o <= "1000010";
                                    -- D
        when "1110" =>
            seg_o <= "0110000";
                                    -- E
        when others =>
            seg_o <= "0111000";
                                  -- F
    end case;
end process p_7seg_decoder;
```

Testbench code (tb_hex_7seg.vhd)

```
p_stimulus : process
    begin
    -- Report a note at the begining of stimulus process
```

```
report "Stimulus process started. -----" severity note;
   s_hex <= "0000";
                     wait for 10 ns; -- 0
   s_hex <= "0001";
                     wait for 10 ns;
                                         -- 1
   s_hex <= "0010";
                     wait for 10 ns;
                                         -- 2
   s_hex <= "0011";
                     wait for 10 ns;
                                         -- 3
   s_hex <= "0100";
                     wait for 10 ns;
                                         -- 4
   s_hex <= "0101";
                     wait for 10 ns;
                                         -- 5
   s_hex <= "0110";
                     wait for 10 ns;
                                         -- 6
                                         -- 7
   s_hex <= "0111";
                     wait for 10 ns;
                     wait for 10 ns;
   s_hex <= "1000";
                                         -- 8
                     wait for 10 ns;
   s_hex <= "1001";
                                         -- 9
                     wait for 10 ns;
   s_hex <= "1010";
                                         -- A
   s_hex <= "1011";
                     wait for 10 ns;
                                         -- B
   s_hex <= "1100";
                     wait for 10 ns;
                                         -- C
   s_hex <= "1101";
                     wait for 10 ns;
                                         -- D
   s_hex <= "1110";
                     wait for 10 ns;
                                         -- E
   s_hex <= "1111";
                     wait for 10 ns;
                                         -- F
    report "Stimulus process finished" severity note;
   wait;
end process p_stimulus;
```



Top 7-segment module instantiation (top.vhd)

```
-- Instance (copy) of hex_7seg entity
    hex2seg : entity work.hex_7seg
        port map(
            hex_i
                             SW,
            seg_o(6) \Rightarrow
                             CA,
            seg_o(5)
                             CB,
            seg_o(4)
                             CC,
            seg_o(3)
                             CD,
            seg_o(2)
                            CE,
            seg_o(1) =>
                             CF,
            seg_o(0) =>
                             CG
        );
```

Part 3: LED(7:4) indicators

LED[7:4] truth table

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;
-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;
entity top is
    Port ( SW : in STD_LOGIC_VECTOR (4 - 1 downto 0);
           CA : out STD_LOGIC;
           CB : out STD_LOGIC;
           CC : out STD_LOGIC;
           CD : out STD_LOGIC;
           CE : out STD_LOGIC;
           CF : out STD_LOGIC;
           CG : out STD_LOGIC;
           LED : out STD_LOGIC_VECTOR (8 - 1 downto 0);
           AN : out STD_LOGIC_VECTOR (8 - 1 downto 0)
    );
end top;
architecture Behavioral of top is
begin
      hex2seg : entity work.hex_7seg
        port map(
```

```
hex_i \Rightarrow SW,
      seg_o(6) \Rightarrow CA
      seg_o(5) \Rightarrow CB
      seg_o(4) \Rightarrow CC,
      seg_o(3) \Rightarrow CD,
      seg_o(2) \Rightarrow CE
      seg_o(1) \Rightarrow CF,
      seg_o(0) \Rightarrow CG
      );
   --connect one common anode to 3.3 V
    AN <= b"1111_0111";
   -- display input value
LED(3 downto 0)
                   <= SW;
-- Turn LED(4) on if input value is equal to 0, ie "0000"
LED(4)
                     <= '1' when (SW = "0000") else '0';
-- Turn LED(5) on if input value is greater than 9
LED(5)
                     <= '1' when (unsigned(SW) > 9) else '0';
-- Turn LED(6) on if input value is odd, ie 1, 3, 5, ...
LED(6)
                     <= '1' when (unsigned(SW) mod 2 = 1) else '0';
-- Turn LED(7) on if input value is a power of two, ie 1, 2, 4, or 8
                    <= '1' when (SW = "0001" or SW = "0010" or SW = "0100" or SW = "1000") else '0';</pre>
LED(7)
```

end Behavioral;

Hex	Inputs	LED[7]	LED[6]	LED[5]	LED[4]
0	0000	0	0	0	1
1	0001	1	1	0	0
2	0010	1	0	1	0

Hex	Inputs	LED[7]	LED[6]	LED[5]	LED[4]
3	0011	0	1	0	0
4	0100	1	0	0	0
5	0101	0	1	0	0
6	0110	0	0	0	0
7	0111	0	1	0	0
8	1000	1	0	0	0
9	1001	0	1	0	0
А	1010	0	0	1	0
b	1011	0	1	1	0
С	1100	0	0	1	0
d	1101	0	1	1	0
Е	1110	0	0	1	0
F	1111	0	1	1	0