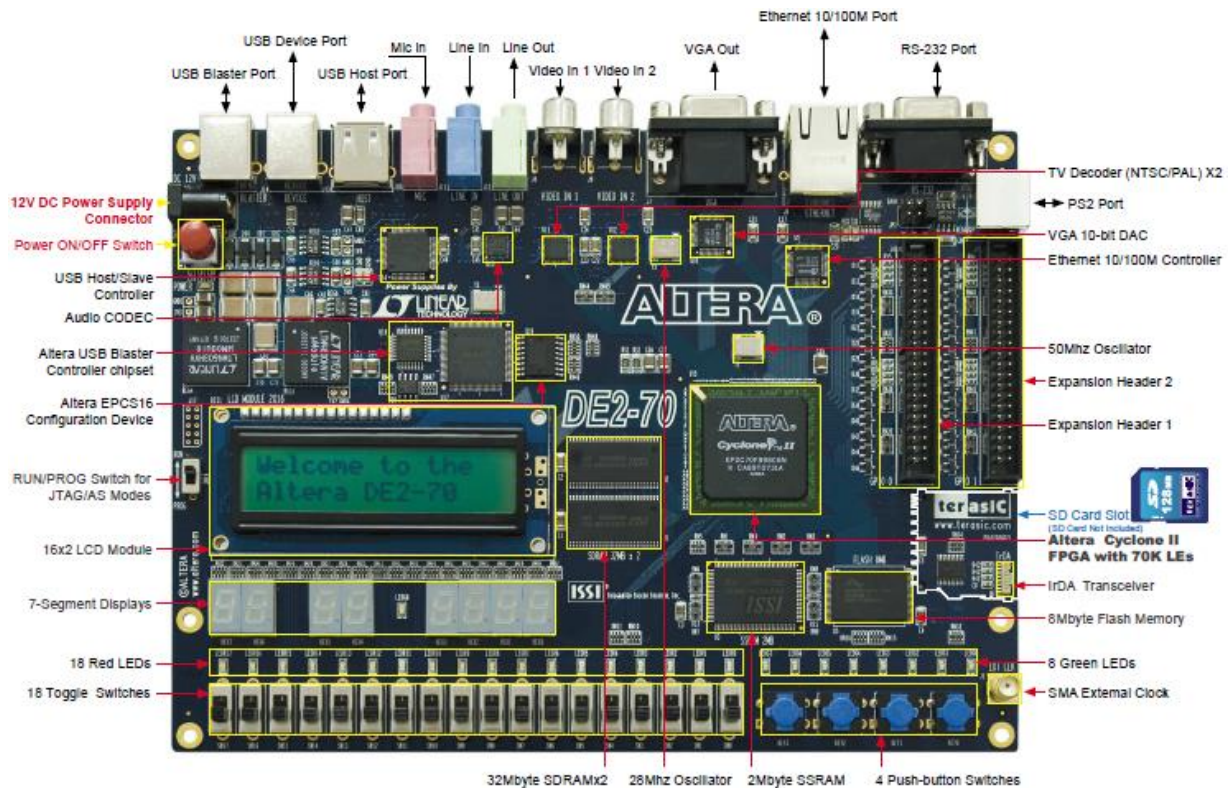
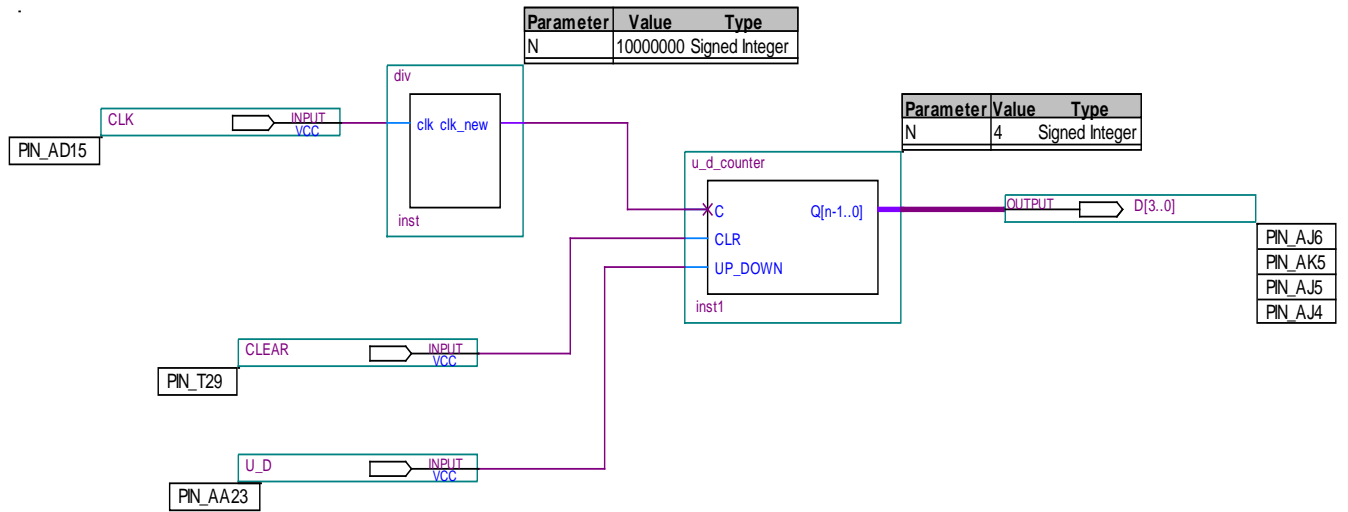


## Lab vježba, DE2-70 eksperimentalna ploča



1. Pročitati fajl "Getting\_Started\_with\_DE2-70\_board.pdf"
2. Pročitati fajl "DE2\_70\_User\_manual\_v109.pdf"
3. Pročitaj "DE2-70-pins" fajl
4. Presnimiti odgovarajući CD

**Lab1:** Projektovati kolo brojača koji se pogoni klockom frekvencije 1Hz, a moze da broji na gore ili na dolje, sto zavisi od stanja ulaza U\_D. Brojac ima i asinhroni clear ulaz, CLEAR. Izlazi brojaca, D[3..0] su vezani na LED diode na DE2-70 ploči.



U\_D: SW0

CLEAR: KEY0

CLK: 50MHz clock

D[0]: LEDR0, D[1]: LEDR1, D[2]: LEDR2, D[3]: LEDR3,

**Pomocni kodovi:**

-----clk divider-----

Library ieee; Use ieee.std\_logic\_1164.all;

Use ieee.std\_logic\_arith.all; Use ieee.std\_logic\_unsigned.all;

-----  
entity div is

generic(N:integer:=24);

port ( clk: in std\_logic; clk\_new : out std\_logic);

end div;

-----  
architecture clk\_div\_behav of div is

signal clk\_temp : std\_logic;

signal temp : integer range 0 to N-1;

begin

process(clk, clk\_temp)

begin

if(clk'event and clk='0') then

    if(temp=N/2-1)then

        temp<=temp+1;

        clk\_temp<='1';

    elsif (temp=N-1) then

        temp <= 0;

        clk\_temp<='0';

    else temp<=temp+1;

    end if;

```
clk_new<=clk_temp;
end if;
end process;
end clk_div_behav;
```

### **--Up down counter**

```
-- CLR 0
```

```
library ieee;
```

```
use ieee.std_logic_1164.all;
```

```
use ieee.std_logic_unsigned.all;
```

```
entity u_d_counter is
```

```
generic(N:integer:=4);
```

```
port(C, CLR, UP_DOWN : in std_logic;
```

```
Q : out std_logic_vector(N-1 downto 0));
```

```
end u_d_counter;
```

```
architecture archi of u_d_counter is
```

```
signal tmp: std_logic_vector(3 downto 0);
```

```
begin
```

```
process (C, CLR)
```

```
begin
```

```
if (CLR='0') then
```

```
tmp <= "0000";
```

```
elsif (C'event and C='1') then
```

```
if (UP_DOWN='1') then
```

```
tmp <= tmp + 1;
```

```
else
```

```

tmp <= tmp - 1;

end if;

end if;

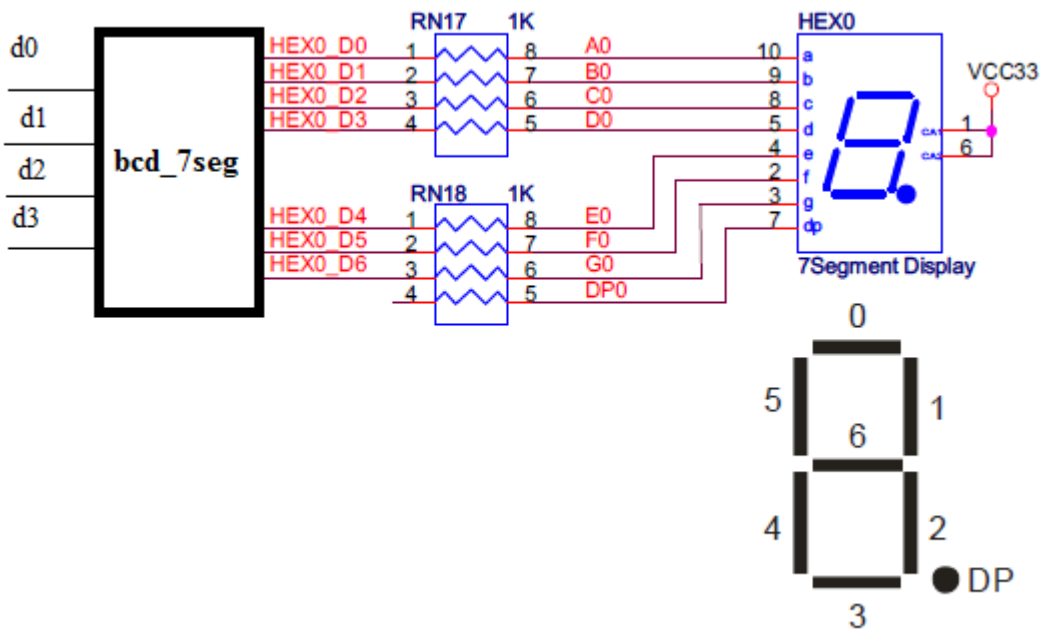
end process;












Q <= tmp;

end archi;

```

**Lab 2:** Projektovati kolo bcd\_7seg dekodera. d0, d1, d2, d3 ulazi su priključeni na SW0, SW1, SW2, SW3 prekidače koji simuliraju dovodjenje 0 ili 1. a, b,c,d, e,f,g izlazi su priključeni na odgovarajuće segmente displeja. Raspored pinova čipa na koje su vezani odgovarajući ulazi i izlazi



	a	Output	PIN_AE8
	b	Output	PIN_AF9
	c	Output	PIN_AH9
	d	Output	PIN_AD10
	d0	Input	PIN_AA23
	d1	Input	PIN_AB26
	d2	Input	PIN_AB25
	d3	Input	PIN_AC27
	e	Output	PIN_AF10
	f	Output	PIN_AD11
	g	Output	PIN_AD12

```
--bcd_7seg.vhd
```

```
--Common Anode BCD-to-seven-segment decoder
```

```
LIBRARY ieee;
```

```
USE ieee.std_logic_1164.ALL;
```

```
ENTITY bcd_7seg IS
```

```
PORT(
```

```
d3, d2, d1, d0 : IN STD_LOGIC;
```

```
a, b, c, d, e, f, g : OUT STD_LOGIC);
```

```
END bcd_7seg;
```

```
ARCHITECTURE seven_segment OF bcd_7seg IS
```

```
SIGNAL input : STD_LOGIC_VECTOR (3 downto 0);
```

```
SIGNAL output : STD_LOGIC_VECTOR (6 downto 0);
```

```
BEGIN
```

```
input <= d3 & d2 & d1 & d0;
```

```
WITH input SELECT
```

```
output <= "0000001" WHEN "0000",--display 0
"1001111" WHEN "0001",--display 1
"0010010" WHEN "0010",--display 2
"0000110" WHEN "0011",--display 3
"1001100" WHEN "0100",--display 4
"0100100" WHEN "0101",--display 5
"1100000" WHEN "0110",--display 6
"0001111" WHEN "0111",--display 7
"0000000" WHEN "1000",--display 8
"0001100" WHEN "1001",--display 9
"1111111" WHEN others;

-- Separate the output vector to make individual pin outputs.

a <= output(6);
b <= output(5);
c <= output(4);
d <= output(3);
e <= output(2);
f <= output(1);
g <= output(0);

End seven_segment;
```

**Lab 3:** Koristeći rezultate i kodove gornjih vježbi projektovati kolo 4bitnog BCD brojača čiji su izlazi povezani na displeje HEX0 i HEX1 i koji pokazuju decimalni ekvivalent binarnog sadržaja  $[v_0, v_1, v_2, v_3]$ , 0 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 0 i obrnuto. Brojanje se pogoni klokom od 1s. U VHDLu dodatno projektovati kola Comparator, Circuit A i Circuit B.

