

```

//-----
----  

///-- CPE 133 Verilog File: sseg_dec.v  

///-- Description: Special seven segment display driver;  

///--  

///-- two special inputs:  

///--  

///--      VALID: if valid = 0, four dashes will be display  

///--                  if valid = 1, decimal number appears on display  

///--  

///--      SIGN: if sign = 1, a minus sign appears in left-most digit  

///--                  if sign = 0, no minus sign appears  

///--  

///--  

///-- revisions:  

//-----  

----  

//-----  

///-- 4 digit seven-segment display driver. Outputs are active  

///-- low and configured ABCEDFG in "segment" output.  

//-----  

module sseg_dec( input [7:0] ALU_VAL,  

                  input SIGN,  

                  input VALID,  

                  input CLK,  

                  output [3:0] DISP_EN,  

                  output [7:0] SEGMENTS);  

// intermediate signal declaration -----  

reg [1:0] cnt_dig;  

reg [3:0] digit;  

wire [3:0] lsd,msd,mmsd;  

reg [3:0] msd_v, mmsd_v;  

wire sclk;  

// instantiation of bin to bcd converter -----  

bin2bcdconv my_conv( .BIN_CNT_IN(ALU_VAL),  

                     .LSD_OUT(lsd),  

                     .MSD_OUT(msd),  

                     .MMSD_OUT(mmsd));  

clk_div my_clk( .clk(CLK),  

                .sclk(sclk) );  

// advance the count (used for display multiplexing) -----  

always @ (posedge sclk)  

begin  

    cnt_dig <= cnt_dig + 1;  

end

```

```

// select the display sseg data abcdefg (active low) -----
assign SEGMENTS = (digit==0)? 8'b00000011:
                (digit==1)?8'b10011111:
                (digit==2)?8'b00100101:
                (digit==3)?8'b00001101:
                (digit==4)?8'b10011001:
                (digit==5)?8'b01001001:
                (digit==6)?8'b01000001:
                (digit==7)?8'b00011111:
                (digit==8)?8'b00000001:
                (digit==9)?8'b00001001:
                (digit==4'hE)?8'b11111101: // dash
                (digit==4'hF)?8'b11111111: // blank
8'b11111111;

// actuate the correct display -----
assign DISP_EN = (cnt_dig==0)? 4'b1110:
                (cnt_dig==1)? 4'b1101:
                (cnt_dig==2)? 4'b1011:
                (cnt_dig==3)? 4'b0111:
                4'b1111;

always@ (cnt_dig, lsd, msd, mmsd, SIGN, VALID)
begin
    msd_v =msd;
    mmsd_v=mmsd;
    //do the lead zero blanking for two msb's
    if (mmsd == 4'h0)
        begin
            if (msd == 4'h0)
                msd_v = 4'hF;
            mmsd_v = 4'hF;
        end;

    if (VALID == 1)
    begin
        if (SIGN == 0)
            case(cnt_dig)
                0: digit = 4'b1111;
                1: digit = mmsd_v;
                2: digit = msd_v;
                3: digit = lsd;
                default: digit = 4'b0000;
            endcase
        else
            case(cnt_dig)
                0: digit = 4'b1110;
                1: digit = mmsd_v;
                2: digit = msd_v;
            endcase
    end;
end;

```

```

            3: digit = lsd;
            default: digit = 4'b0000;
        endcase
    end
    else digit = 4'b1111;
end

endmodule

//-----
//--- interface description for bin to bcd converter
//-----
module bin2bcdconv ( input [7:0] BIN_CNT_IN,
                      output reg [3:0] LSD_OUT,
                      output reg [3:0] MSD_OUT,
                      output reg [3:0] MMSD_OUT);
//-----
//--- description of 8-bit binary to 3-digit BCD converter using double
//--- dabble algorithm
//-----
integer i;
always@(BIN_CNT_IN)
begin
    LSD_OUT=0;
    MSD_OUT=0;
    MMSD_OUT=0;

    for(i=7; i>=0; i=i-1)
    begin
        //add 3 to columns >=5
        if(MMSD_OUT >=5)
            MMSD_OUT = MMSD_OUT +3;
        if(MSD_OUT >=5)
            MSD_OUT = MSD_OUT +3;
        if(LSD_OUT>=5)
            LSD_OUT = LSD_OUT +3;

        MMSD_OUT = MMSD_OUT <<1;
        MMSD_OUT[0] = MSD_OUT[3];
        MSD_OUT = MSD_OUT <<1;
        MSD_OUT[0] = LSD_OUT[3];
        LSD_OUT = LSD_OUT <<1;
        LSD_OUT[0] = BIN_CNT_IN[i];
    end
end
endmodule

```

```
//-----
---  
///-- Module to divide the clock  
//-----  
---  
module clk_div (  input clk,  
                  output sclk);  
  
    integer MAX_COUNT = 2200;  
    integer div_cnt =0;  
    reg tmp_clk=0;  
  
    always @ (posedge clk)  
    begin  
        if (div_cnt == MAX_COUNT)  
        begin  
            tmp_clk = ~tmp_clk;  
            div_cnt = 0;  
        end else  
            div_cnt = div_cnt + 1;  
    end  
    assign sclk = tmp_clk;  
endmodule
```