debounce.v

debounce.v \*3

auto\_generate\_x\_in

auto\_generate\_y\_in

auto\_generate\_ab\_in

auto\_generate\_x

auto\_generate\_y

auto\_generate\_ab

DFF

raw

debounced

clk\_100mhz

timer == 16’hFFFF

debounced

DFF

‘b0

timer + ‘b1

clk\_100mhz

raw == debounced

timer

/

/

/

/

C

L

KeyboardDecoder.v

key\_down

key\_valid

last\_change

/

right\_number\_pressed

left\_number\_pressed

last\_change\_bcd

number\_scancode

/

/

DFF

clk\_100mhz

clk\_freerun

/

/

clk\_freerun + ‘b1

DFF

round + ‘b1

round

clk\_100mhz

key\_valid &&

key\_down[ENTER] &&

state == STATE\_AB

round

/

/

/

/

DFF

cursor\_posit + ‘b1

clk\_100mhz

key\_valid、key\_down、state

cursor\_posit

cursor\_posit

cursor\_posit - ‘b1

/

/

/

/

/

/

C

L

DFF

clk\_100mhz

a、b

/

/

C

L

ab\_valid、state、cursor\_posit

round、auto\_generate\_ab、last\_change\_bcd、a、b

/

DFF

lfsr

clk\_100mhz

y\_valid、find\_y\_conflict\_log、

state、round、auto\_generate\_y

y

last\_change\_bcd

y

/

/

/

/

/

/

C

L

DFF

lfsr

clk\_100mhz

x\_valid、state、

round、auto\_generate\_x

x

last\_change\_bcd

x

/

/

/

/

/

/

C

L

DFF

count\_100m + ‘b1

clk\_100mhz

count\_100m < ‘d100\_000\_000

count\_100m

‘b0

/

/

/

/

DFF

timer + ‘b1

count\_100m[26]

state、round

timer

‘b0

timer

/

/

/

/

/

/

C

L

C

L

round

/

a、b

/

x

/

y

/

/

ssd\_content\_selector