Lab 8: Keyboard (Calculator)

Objective

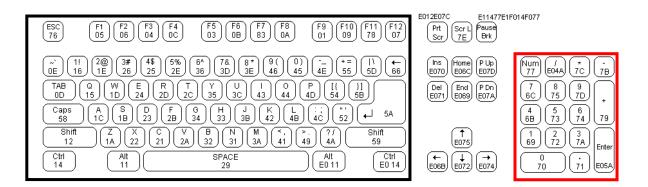
✓ Implement keyboard function.

Prerequisite

- ✓ Fundamentals of logic gates.
- ✓ Logic modeling in Verilog HDL.
- ✓ Keyboard control procedure

Experiments

- 1 Implement Key Board
 - 1.1 Press 0/1/2/3/4/5/6/7/8/9 and show them in the seven-segment display. When a new number is pressed, the previous number is refreshed and over written.
 - 1.2 Press a/s/m (addition/subtraction/multiplication) and show them in the sevensegment display as your own defined A/S/M pattern. When you press "Enter", refresh (turn off) the seven-segment display.
- 2 Implement a single digit decimal adder using the keyboard as the input and display the results on the 14-segment display (The first two digit are the addend/augend, and the last two digits are the sum).
- 3 Implement a two-digit decimal adder/subtractor/multiplier using the right-hand-side keyboard (inside the red block). You don't need to show all inputs and outputs at the same time in the 7-segment display. You just need to show inputs when they are pressed and show the results after "Enter" is pressed.



- 4 Implement the "Caps" control in the keyboard. When you press A-Z and a-z in the keyboard, the ASCII code of the pressed key (letter) is shown on 7-bit LEDs.
 - 4.1 Press "Caps Lock" key to change the status of capital/lower case on the keyboard. Use a led to indicate the status of capital/lowercase in the keyboard and show the ASSCII code of the pressed key one 7-bit LEDS.
 - 4.2 Implement the combinational keys. When you press "Shift" and the letter keys at the

same time. The 7-bit LEDs will show the ASCII code of the uppercase/lowercase of the pressed letter when the "Caps Lock" is at the lowercase/uppercase status.

<u>Dec</u>	H)	COCt	Cha	,	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html Cl	<u>nr</u>
0	0	000	NUL	(null)	32	20	040	⊛# 32;	Space	64	40	100	«#64;	0	96	60	140	& #96;	1
1	1	001	SOH	(start of heading)	33	21	041	∉#33;	1	65	41	101	 4#65;	A	97	61	141	& #97;	a
2	2	002	STX	(start of text)	34	22	042	 <i>∉</i> 34;	"	66	42	102	B	в	98	62	142	b	b
3	3	003	ETX	(end of text)	35	23	043	⊛#35;	#	67	43	103	 ∉67;	С	99	63	143	«#99;	c
4	4	004	EOT	(end of transmission)	36	24	044	\$	ş –	68	44	104	D	D	100	64	144	∝#100;	d
5	5	005	ENQ	(enquiry)	37	25	045	∝#37;	*	69	45	105	 ∉69;	Ε	101	65	145	e	e
6	6	006	ACK	(acknowledge)	38	26	046	∉#38;	6	70	46	106	∝#70;	F	102	66	146	f	f
7	7	007	BEL	(bell)	39	27	047	∝#39;	1	71	47	107	∝#71;	G	103	67	147	∝#103;	g
8	8	010	BS	(backspace)	40	28	050	∝#40;	(72	48	110	H	н	104	68	150	∝#104;	h
9				(horizontal tab))					∉#73;					i	
10	A	012	LF	(NL line feed, new line)				€#42;					J					j	
11	в	013	VT	(vertical tab)				+	+		_		K					∝#107;	
12	-	014		(NP form feed, new page)				«#44;	10				& # 76;					∝#108;	
13	D	015	CR	(carriage return)				-			_		M					∝#109;	
14	_	016		(shift out)				.			_		 ∉78;					n	
15	F	017	SI	(shift in)				¢#47;					 ∉79;					o	
			DLE	(data link escape)				«#48;					 ∉#80;					p	-
			DC1	(device control 1)		_		«#49;					Q					q	
18	12	022	DC2	(device control 2)				 <i>∝</i> #50;					 ∉#82;					r	
19	13	023	DC3	(device control 3)				3					 ∉#83;					s	
20	14	024	DC4	(device control 4)				≩#52;					 ∉84;					t	
				(negative acknowledge)				∝# 53;					 ∉#85;		I ·			u	
				(synchronous idle)				∝#54;					V					v	
				(end of trans. block)				∝#55;					 ∉#87;					w	
			CAN	(cancel)				∝#56;					 ≨#88;					∝#120;	
		031		(end of medium)				∉#57;					 ∉89;					y	
26	1A	032	SUB	(substitute)				 ∉\$58;					«#90;					∝#122;	
27	1B	033	ESC	(escape)	59	ЗB	073	∝# 59;	2	91	5B	133	& # 91;	[123	7B	173	∝#123;	- (
28	1C	034	FS	(file separator)	60	ЗC	074	∝#60;	<	92	5C	134	 ∉#92;	1				∝#124;	
29	1D	035	GS	(group separator)	61	ЗD	075	l;	=	93	5D	135	∝# 93;	1				}	
30	lE	036	RS	(record separator)	62	ЗE	076	⊛#62;	>	94	5E	136	 ∉#94;	<u>^</u>				~	
31	lF	037	US	(unit separator)	63	ЗF	077	∝#63;	2	95	5F	137	∝#95;	_	127	7F	177		DEL
																		-	

Source: www.LookupTables.com