

The following code answers the quiz question.

```
#include "pmod_keyboard.h"

ap_uint<8> get_seven_segment_code(ap_uint<5> key_code)
{
    ap_uint<8> code;
    switch(key_code) {
        case 0:
            code = svn_sg_code[0];
            break;
        case 1:
            code = svn_sg_code[1];
            break;
        case 2:
            code = svn_sg_code[2];
            break;
        case 3:
            code = svn_sg_code[3];
            break;
        case 4:
            code = svn_sg_code[4];
            break;
        case 5:
            code = svn_sg_code[5];
            break;
        case 6:
            code = svn_sg_code[6];
            break;
        case 7:
            code = svn_sg_code[7];
            break;
        case 8:
            code = svn_sg_code[8];
            break;
        case 9:
            code = svn_sg_code[9];
            break;
        case 10:
            code = svn_sg_code[10];
            break;
        case 11:
            code = svn_sg_code[11];
            break;
        case 12:
            code = svn_sg_code[12];
            break;
        case 13:
            code = svn_sg_code[13];
            break;
        case 14:
            code = svn_sg_code[14];
            break;
    }
}
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        case 15:
            code = svn_sg_code[15];
            break;
        default:
            break;
    }

    return code;
}

typedef enum{COL1, COL2, COL3, COL4} keyboard_column;
void pmod_keyboard(
    ap_uint<4> rows,
    ap_uint<4> &cols,
    bool input_refresh_signal,
    ap_uint<8> &seven_segment_data,
    ap_uint<4> &seven_segment_enable ) {

#pragma HLS INTERFACE ap_none port=seven_segment_data
#pragma HLS INTERFACE ap_none port=seven_segment_enable
#pragma HLS INTERFACE ap_none port=rows
#pragma HLS INTERFACE ap_none port=cols
#pragma HLS INTERFACE ap_none port=input_rotate_signal
#pragma HLS INTERFACE ap_ctrl_none port=return

    static keyboard_column state = COL1;
    static ap_uint<4> active_col = 0b1111;

    keyboard_column next_state = state;
    ap_uint<4> next_active_col = active_col;

    ap_uint<5> key_code = 0;
    bool no_key_pressed = 0;

    switch(state) {

    case COL1:
        if (input_refresh_signal == 1) {
            next_active_col = 0b1101;
            next_state = COL2;
        } else {
            next_active_col = 0b1110;
            switch(rows) {
            case 0b1111:
                no_key_pressed = 1;
                break;
            case 0b1110:
                key_code = ker_array[0][0];
                break;
            case 0b1101:
                key_code = ker_array[1][0];

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        break;
    case 0b1011:
        key_code = ker_array[2][0];
        break;
    case 0b0111:
        key_code = ker_array[3][0];
        break;
    default:
        break;
    }

    next_state = COL1;
}
break;
case COL2:
    if (input_refresh_signal == 1) {
        next_active_col = 0b1011;
        next_state = COL3;
    } else {
        next_active_col = 0b1101;
        switch(rows) {
            case 0b1111:
                no_key_pressed = 1;
                break;
            case 0b1110:
                key_code = ker_array[0][1];
                break;
            case 0b1101:
                key_code = ker_array[1][1];
                break;
            case 0b1011:
                key_code = ker_array[2][1];
                break;
            case 0b0111:
                key_code = ker_array[3][1];
                break;
            default:
                break;
        }

        next_state = COL2;
    }
    break;
case COL3:
    if (input_refresh_signal == 1) {
        next_active_col = 0b0111;
        next_state = COL4;
    } else {
        next_active_col = 0b1011;
        switch(rows) {
            case 0b1111:
                no_key_pressed = 1;
                break;

```

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        case 0b1110:
            key_code = ker_array[0][2];
            break;
        case 0b1101:
            key_code = ker_array[1][2];
            break;
        case 0b1011:
            key_code = ker_array[2][2];
            break;
        case 0b0111:
            key_code = ker_array[3][2];
            break;
        default:
            break;
    }

    next_state = COL3;
}
break;
case COL4:
    if (input_refresh_signal == 1) {
        next_active_col = 0b1110;
        next_state = COL1;
    } else {
        next_active_col = 0b0111;
        switch(rows) {
            case 0b1111:
                no_key_pressed = 1;
                break;
            case 0b1110:
                key_code = ker_array[0][3];
                break;
            case 0b1101:
                key_code = ker_array[1][3];
                break;
            case 0b1011:
                key_code = ker_array[2][3];
                break;
            case 0b0111:
                key_code = ker_array[3][3];
                break;
            default:
                break;
        }

        next_state = COL4;
    }
break;

default:
    break;
}
```

```
state      = next_state;
active_col = next_active_col;

cols = active_col;
seven_segment_data = get_seven_segment_code(key_code);
seven_segment_enable = ((ap_int<3>)0b111, (bool)no_key_pressed);
}
```