Engs 31 / CoSc 27
DIGITAL ELECTRONICS Spring 2004

18: Tuesday, April 27

## Agenda

Wednesday's reading
Sections 3.8.8, 6.2.1, 7.14.1, 7.14.2, 10.1.3

Today's topic:
Displays

# Practical aspects of digital design - so far 

Debouncing pushbutton switches

Keypad encoding
Synchronizing asynchronous inputs
Bypass capacitors on each chip

Power-on reset

Clocks

Power and clock distribution



## Display technology

Single LED (light-emitting diode)

Seven-segment and alphanumeric LED displays

Multiplexed seven-segment and alphanumeric LED displays

LED matrix displays

LCD (liquid crystal) — difficult to use with Engs 31 technology (need a microprocessor, Engs 62).

## Review - driving a light-emitting diode



Common-anode display


Common-cathode display


- For large displays, lots of wiring, high chip count.
- High-side drive may not provide sufficient current for desired brightness - use extra driver transistors.
- LS47 and LS48 chips are obsolete - but other devices still exist (e.g., MC14511B)

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## Multiplexed 7-segment display - principle

- One digit is active at a time.
- Digits are rapidly cycled to overcome flicker and give illusion of a continuous display.
- Instantaneous current to LEDs is high, but average power (= average heating) is within limits.





## Alphanumeric display

14 or 16 segments instead of 7 .
One-chip multiplexed drivers available, e.g., ICM7243


Source: LITE-ON


## Multiplexed LED array display



