Figure 2.2 Nexys 4 DDR board.
Figure 2.4  Vivado window.
Figure 13.3  Servo motor.

Figure 13.5  “Rainbow” spectrum.
Figure 14.2  An 8-by-8 LED matrix

Figure 16.9  Wii Nunchuk and adaptor.
Figure 20.9  Bar testing screen.

(a) Full-screen and sprite frames

(b) Chroma-key blended frame

Figure 21.3  Chroma-key demonstration.
Figure 22.4  Ghost sprites.

Figure 22.5  LED sprites.

Figure 24.2  OV7670 camera module.