Figure 2.2  Nexys 4 DDR board.
Figure 2.4  Vivado window.
Figure 14.3  Servo motor.

Figure 14.5  “Rainbow” spectrum.
Figure 15.2 An 8-by-8 LED matrix.

Figure 17.9 Wii Nunchuk and adaptor.
Figure 21.9  Bar testing screen.

(a) Full-screen and sprite frames

(b) Chroma-key blended frame

Figure 22.3  Chroma-key demonstration.
Figure 23.4  Ghost sprites.

Figure 23.5  LED sprites.

Figure 25.2  OV7670 camera module.