

FULL ADDER

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

---- Uncomment the following library declaration if instantiating
---- any Xilinx primitives in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

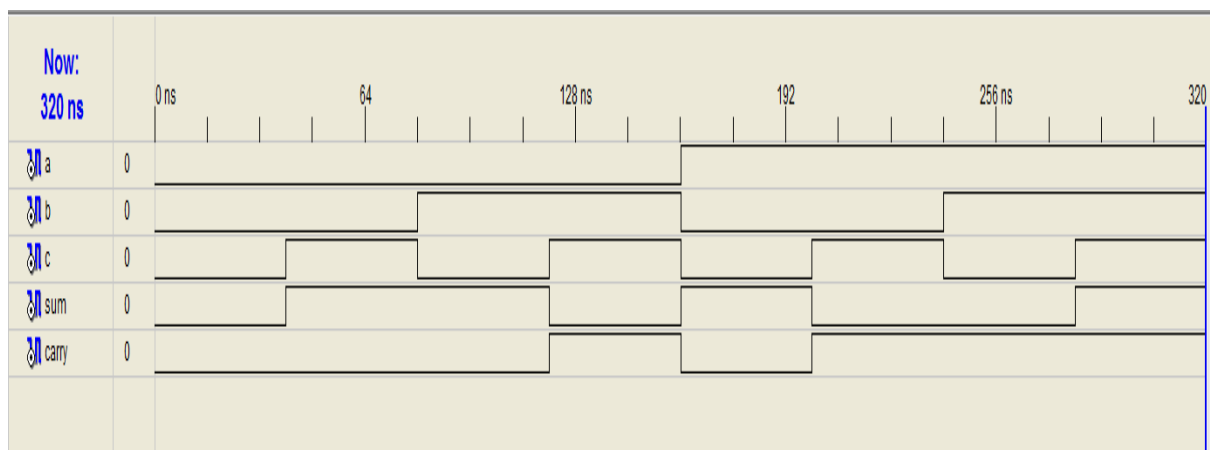
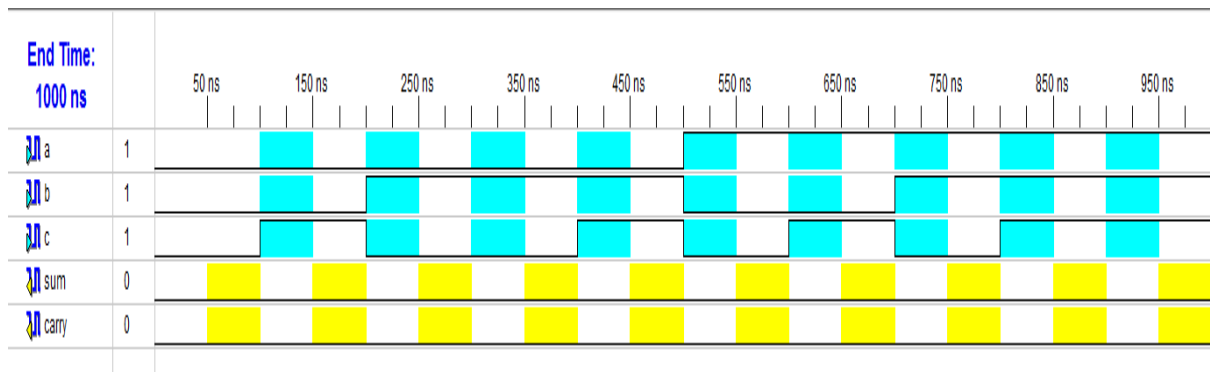
entity fulladder is
    Port ( a : in  STD_LOGIC;
          b : in  STD_LOGIC;
          c : in  STD_LOGIC;
          sum : out STD_LOGIC;
          carry : out STD_LOGIC);
end fulladder;

architecture Behavioral of fulladder is

begin
    sum<=a xor b xor c;
    carry<=((a and B) or (a and C) or (b or c));

end Behavioral;

```



HALF SUBTRACTOR

```

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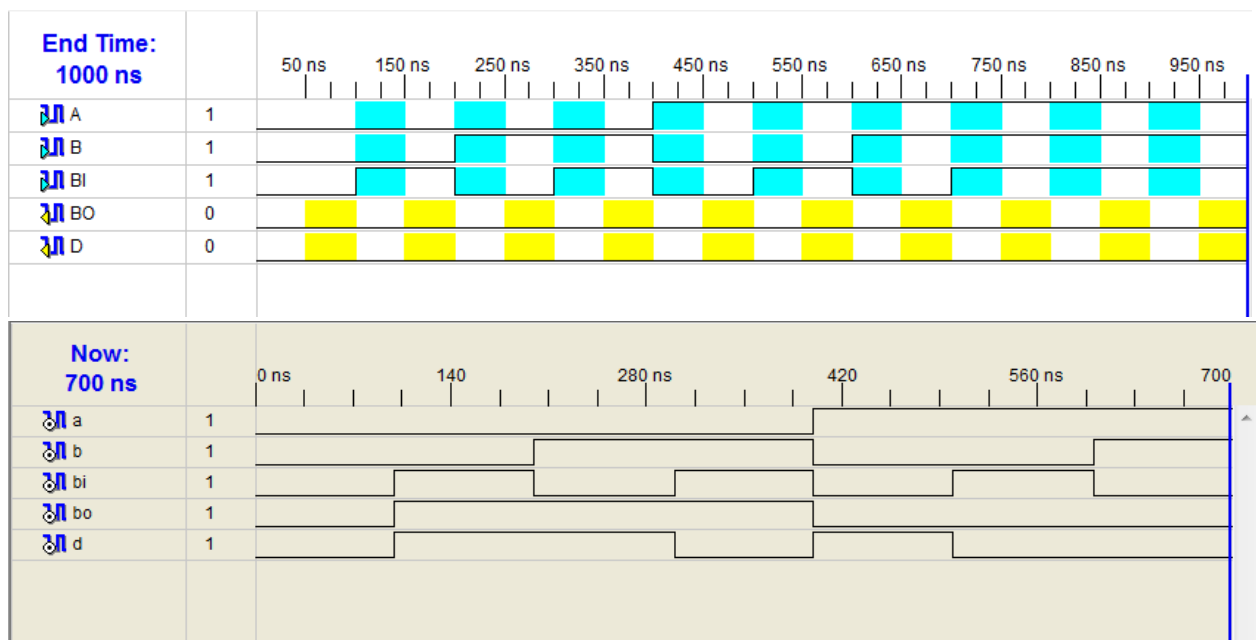
entity fulsubtractor is
    Port ( A : in  STD_LOGIC;
          B : in  STD_LOGIC;
          BI : in  STD_LOGIC;
          BO : out STD_LOGIC;
          D : out  STD_LOGIC);
end fulsubtractor;

architecture Behavioral of fulsubtractor is

begin
    D<=A XOR B XOR BI ;
    BO<=((Not A) and B) OR ((Not A) and BI) OR(B and BI));

end Behavioral;

```



HALF ADDER

```

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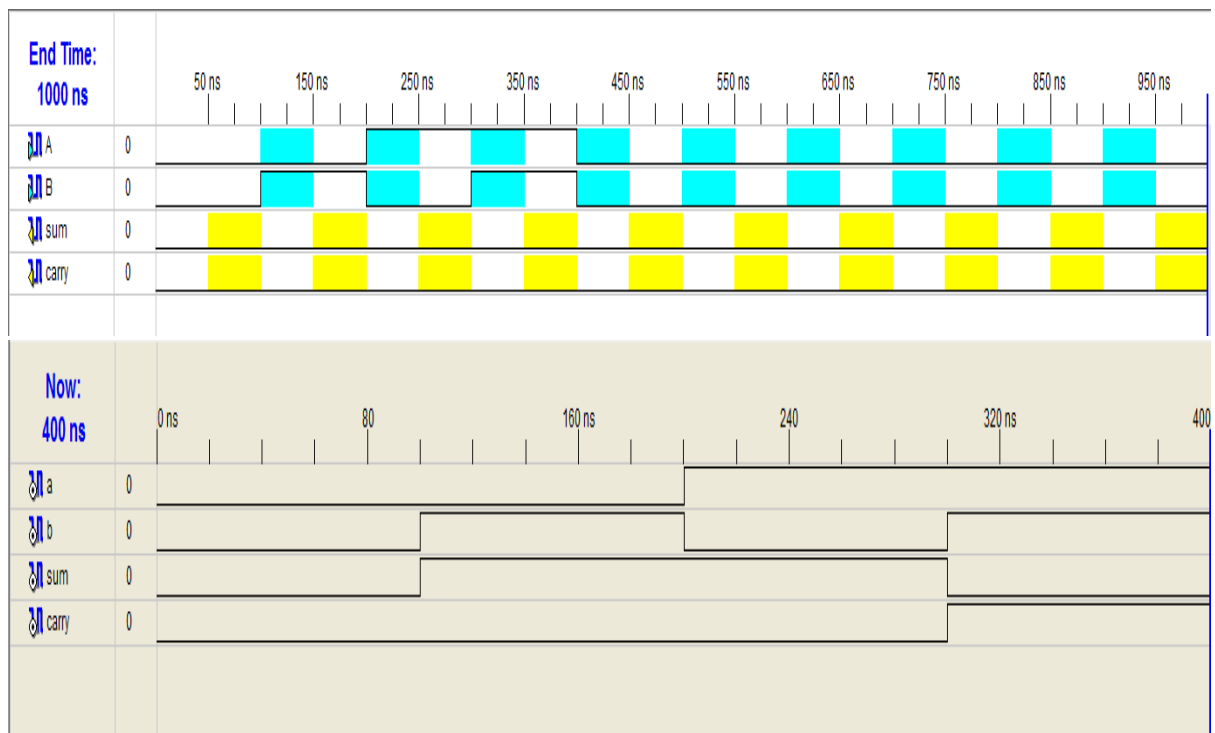
---- Uncomment the following library declaration if instantiating
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--library UNISIM;
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entity halfadder is
    Port ( A : in  STD_LOGIC;
          B : in  STD_LOGIC;
          sum : out STD_LOGIC;
          carry : out STD_LOGIC);
end halfadder;

architecture Behavioral of halfadder is

begin
    sum<= ((not a) and B) or (a and (not B));
    carry<= a and B;
end Behavioral;

```



HALF SUBTRACTOR

```

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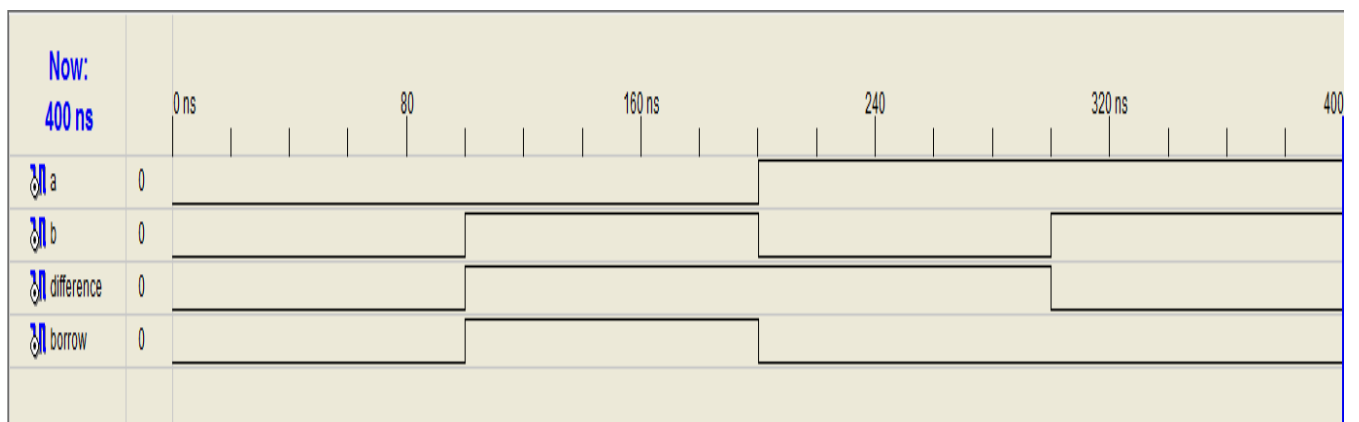
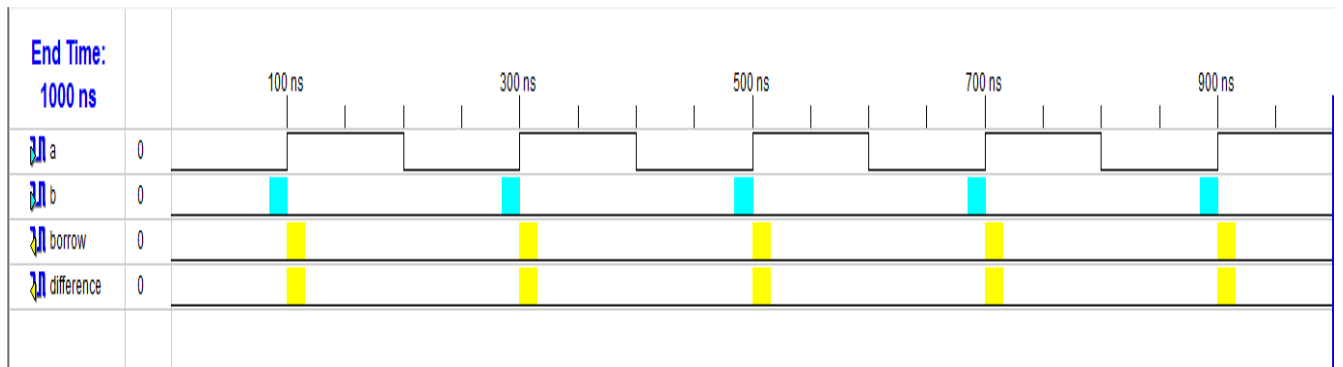
entity halfsubtractor is
    Port ( a : in  STD_LOGIC;
          b : in  STD_LOGIC;
          difference : out STD_LOGIC;
          borrow : out  STD_LOGIC);
end halfsubtractor;

architecture Behavioral of halfsubtractor is

begin
    difference<=(a xor b);
    borrow<=((not a)and b);

end Behavioral;

```



8:1 MUX

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

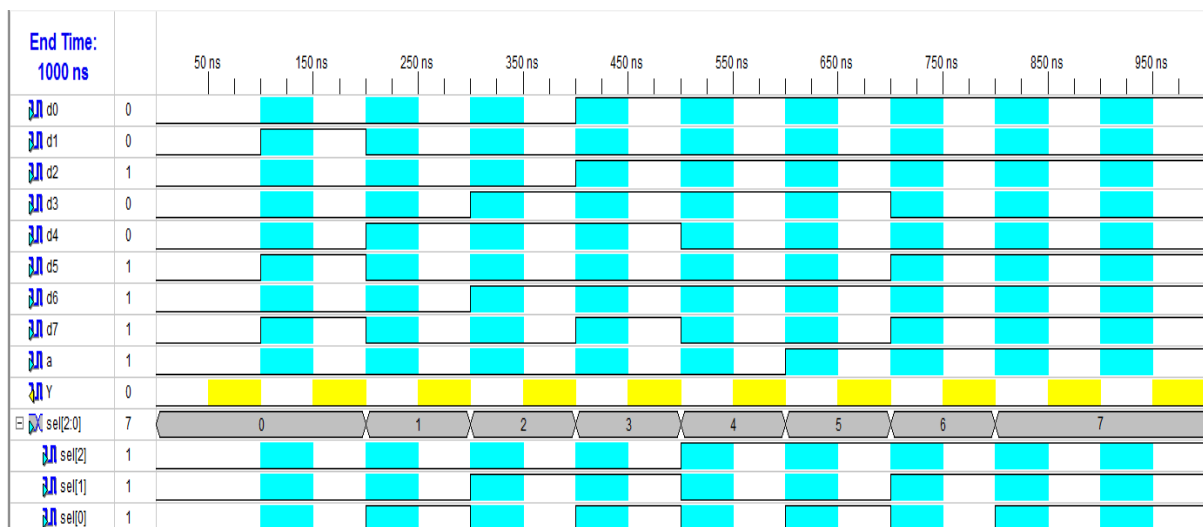
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--library UNISIM;
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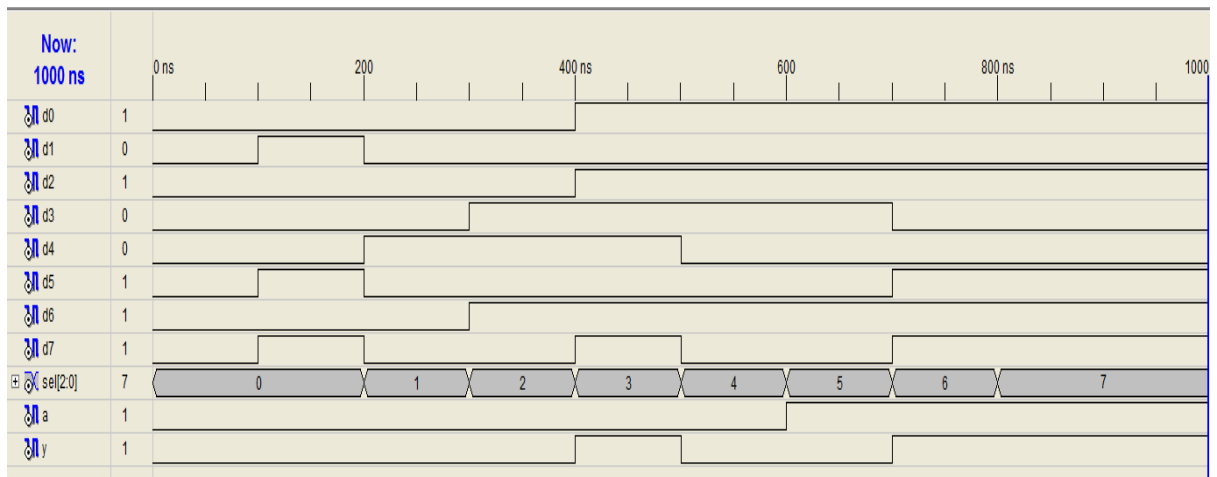
entity mm is
    Port ( d0 : in  STD_LOGIC;
          d1 : in  STD_LOGIC;
          d2 : in  STD_LOGIC;
          d3 : in  STD_LOGIC;
          d4 : in  STD_LOGIC;
          d5 : in  STD_LOGIC;
          d6 : in  STD_LOGIC;
          d7 : in  STD_LOGIC;
          sel : in  STD_LOGIC_VECTOR (2 downto 0);
          a : in  STD_LOGIC;
          Y : out STD_LOGIC);
end mm;

architecture Behavioral of mm is

begin
    Y<=d0 when sel="000" else
    d1 when sel="001" else
    d2 when sel="010" else
    d3 when sel="011" else
    d4 when sel="100" else
    d5 when sel="101" else
    d6 when sel="110" else
    d7;
end Behavioral;

```





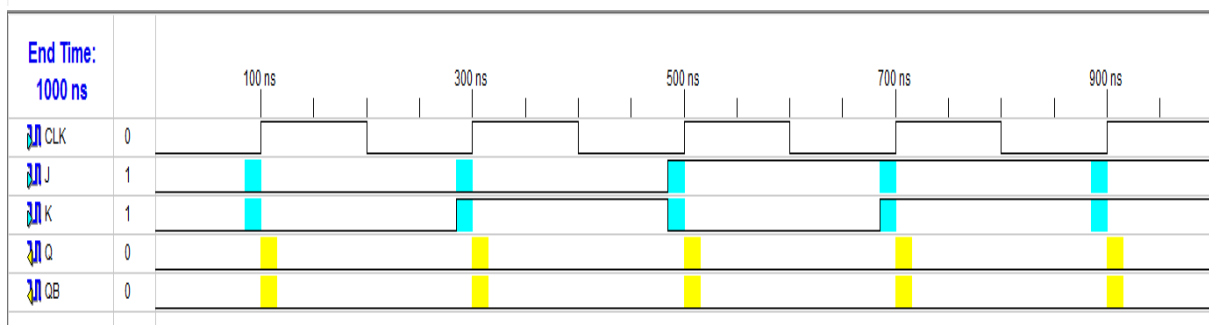
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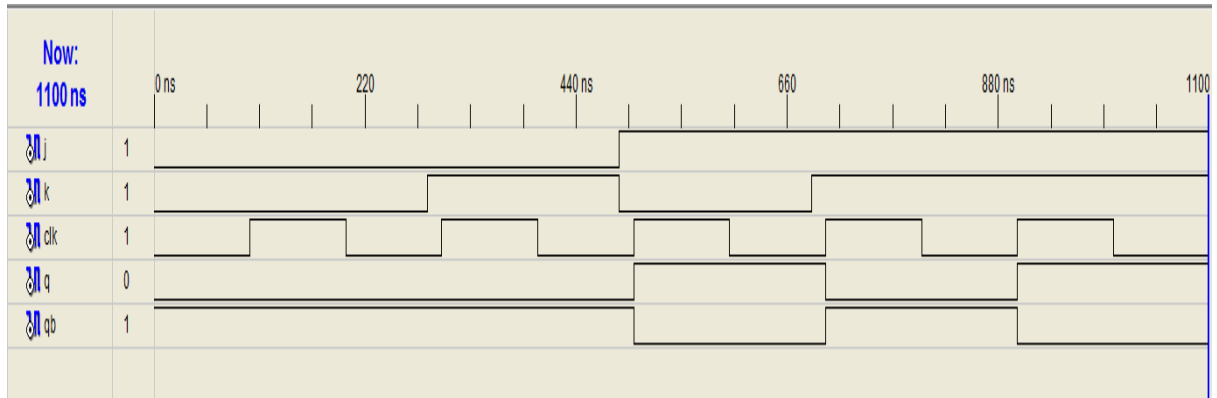
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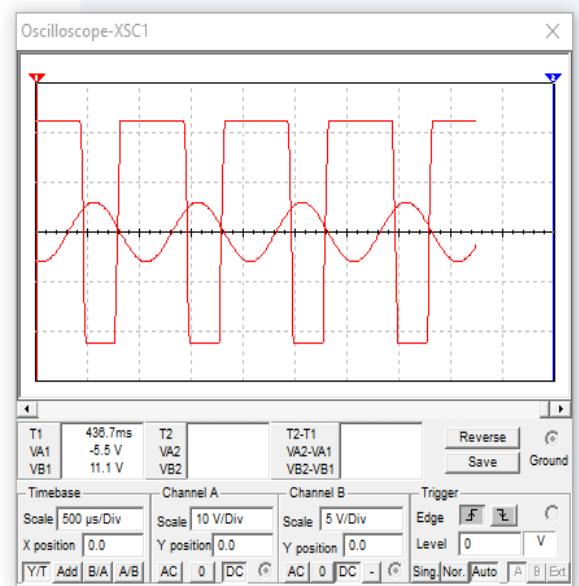
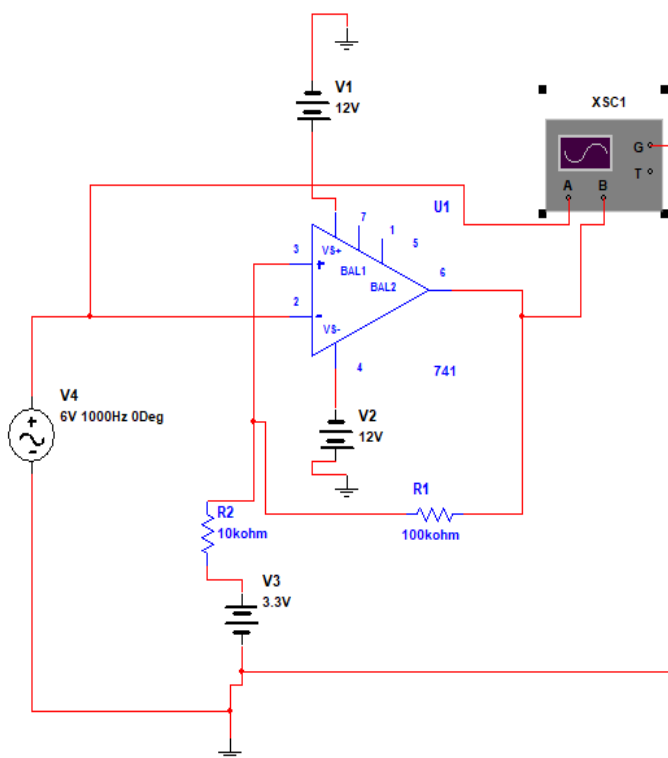
entity JKFF is
Port ( J, K, CLK : in STD_LOGIC;
      Q, QB : out STD_LOGIC);
end JKFF;
architecture Behavioral of JKFF is
begin
process (CLK)
variable TEMP: STD_LOGIC := '0';
begin
if (CLK = '1') then
if (J = '0' and K = '0') then TEMP := TEMP;
elsif (J = '1' and K = '1') then TEMP := not TEMP;
elsif (J = '0' and K = '1') then TEMP := '0';
else TEMP := '1';
end if;
end if;
Q <= TEMP;
QB <= not TEMP;
end process;
end Behavioral;

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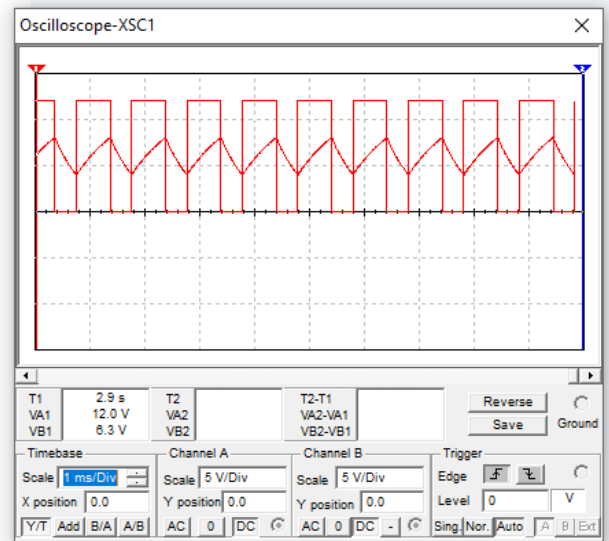
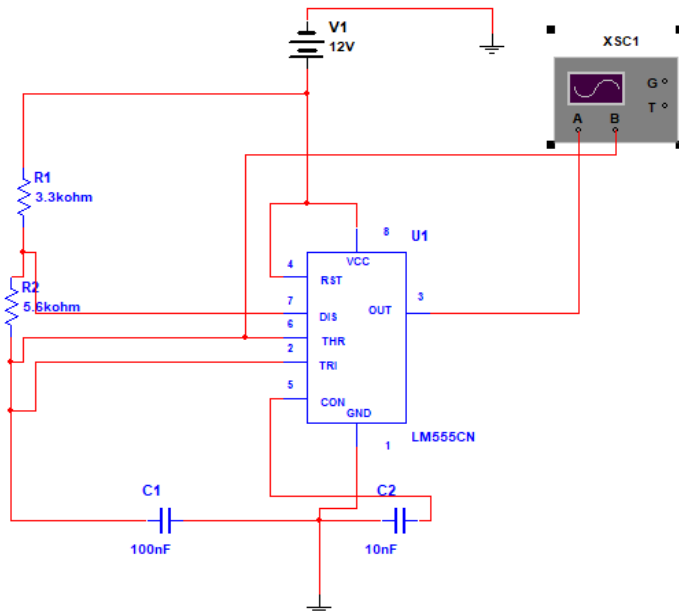




Window comparator



Astable Multivibrator



Relaxation Oscillator

