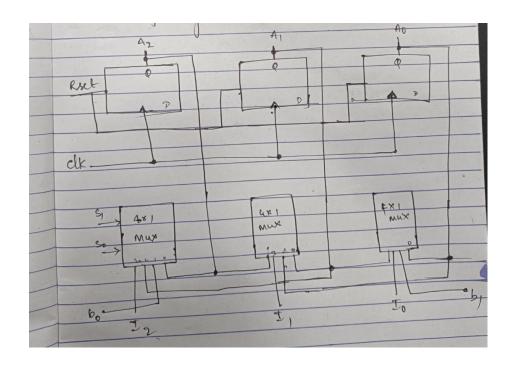
## VHDL CODE DEVELOPMENT AND CPLD BOARD OPERATING

**Aim:** The purpose is to create VHDL code, feed it to a CPLD board, and test the board's operation.

**Summary Of the Experiment:** Creating structural VHDL code for a 3-bit universal shift register using behavioral VHDL code for a D flip flop and MUX, then putting it into a CPLD board to test its functionality.

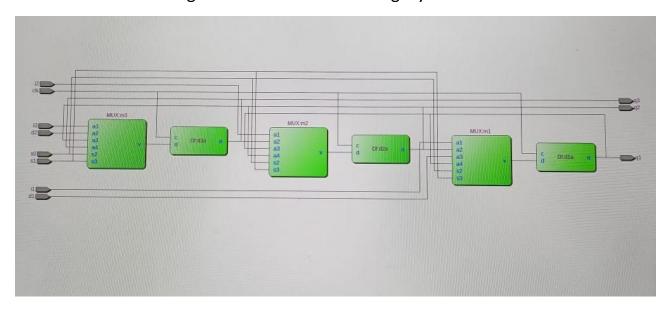
**Components Used:** CPLD MAX3000A Board, JTAG port, Type-B USB cable, ALTERA BUS Blaster cable, and Bus Blaster HDL code were the components utilized (for CPLD).

**Circuit Diagram:** 3-bit Universal Shift Register



## **Snapshots Of Gate-level Netlist:**

3-bit Universal Shift Register in structural modeling style



## **VHDL Code:**

3-bit Universal Shift Register in structural modeling style

```
library IEEE;

use IREE.STD_LOGIC_1164.ALL;

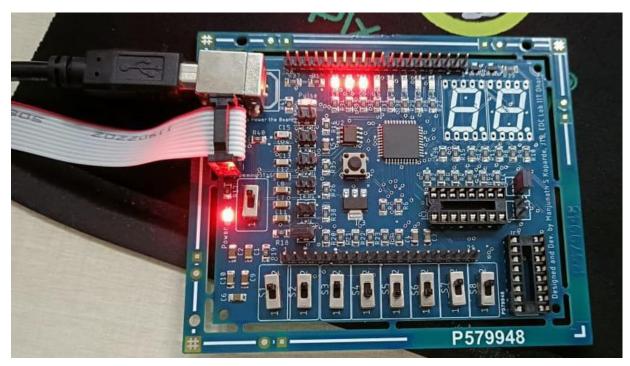
Hentity shift_register in

| Eport(sl, s0, il, i2, i3, dl, d2, clk: in std_logic;
| ql,q2,q3:out std_logic);
| end shift_register;
| end shift_register;
| end shift_register;
| end component Df
| Eport(d,c: in std_logic;
| -q: out std_lo
```

```
46
     -q<='0';
47
    melsif(c'event and c='1') then
48
49
      q<=d;
50
     -end if;
     end process;
51
52
      end Behavioral;
53
54
   library IEEE;
55
     use IEEE.STD_LOGIC_1164.ALL;
56
    ⊟entity MUX is
57
    □port (s2, s3, a1, a2, a3, a4: in std_logic;
58
   -y:out std_logic);
end MUX;
59
60
   Parchitecture behavioral of MUX is
61
    || begin
62
    Eprocess (s2, s3)
63
     begin
64
   if (s2='0' and s3='0') then
65
   y<=a1;

Eelsif(s2='1' and s3='0') then
66
67
     -y<=a2;
68
    elsif(s2='0' and s3='1') then
     -y<=a3;
69
70
    Delsif (s2='1' and s3='1') then
71
      y<=a4;
72
      end if;
73
     -end process;
74
      end behavioral;
```

## **CPLD Board Image:**



**Results and Conclusion:** Acquired a thorough understanding of how to create VHDL code using the circuit's logic. By loading the code onto a CPLD board, the 3-bit Universal Shift Register's functioning was tested using this information to construct the code.