

Chapter 4

★ Behavioral Modeling ~~(Pg. 87)~~ (Pg. 87)

★ Entity Declaration

* syntax:

```
entity entity-name is
    generic (list of generics & their types);
    port (list of interfacing port names & their types);
end entity-name;
```

★ Architecture Body (Pg. 89)

* Syntax:

```
architecture archname of entity-name is
    architecture-item-declaration;
```

begin

concurrent statements, these can be:

process statement

block statement

concurrent procedure-call statement

generate statement

```
end architecture architecture-name;
```

★ Process Statement (Pg. 91)

* Syntax:

```
process label: process (sensitivity list)
```

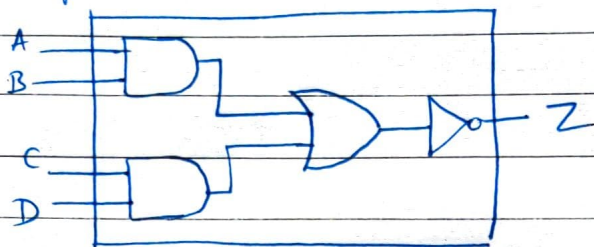
```
    process-items-declaration;
```

```
begin
```

```
    sequential statements;
```

```
end process process-label;
```

★ Example



library ieee;

use ieee.std_logic_1164.all;

entity logicckt is

port (A,B,C,D: in bit;

 Z: out bit);

end logicckt;

architecture seq. of logicckt is

begin

 process (A,B,C,D)

 variable Temp1, Temp2: bit;

 begin

 Temp1 := A and B;

 Temp2 := C and D;

 Temp1 := Temp1 or Temp2;

 Z <= not Temp1;

 end process;

end seq;

★ Example: NAND gate (Take this later)

architecture arch of NANDgate is

begin

 nandgate: process (a,b)

 begin

 if a = '1' and b = '1' then

 Z <= '0';

 else

 Z <= '1';

 end if;

```
end process hand gate;  
end arch;
```

★ Example : AND gate

```
process (a, b)  
begin  
    y <= a and b;  
end process
```

OR gate

Lecture-4

★ Recap

```
process (sensitivity list)  
begin  
    sequential statements  
end process;
```

★ Variable Assignment Statement (Pg. 92)

* variables are declared & used inside process.

* Example: process (A)

```
variable events-on A: integer := -1;  
begin  
    events-on A := events-on A + 1;  
end process;
```


★ Signal Assignment Statement (Pg. 93)

- * signals are ^{used as} concurrent as well sequential
- * signal assignment can appear within or outside a process

* Example:

```
counter <= counter + "0010"; -- assign after delta delay  
par <= par xor din after 12ns;  
z <= (A0 and A1) or (B0 or B1) after 6ns;
```