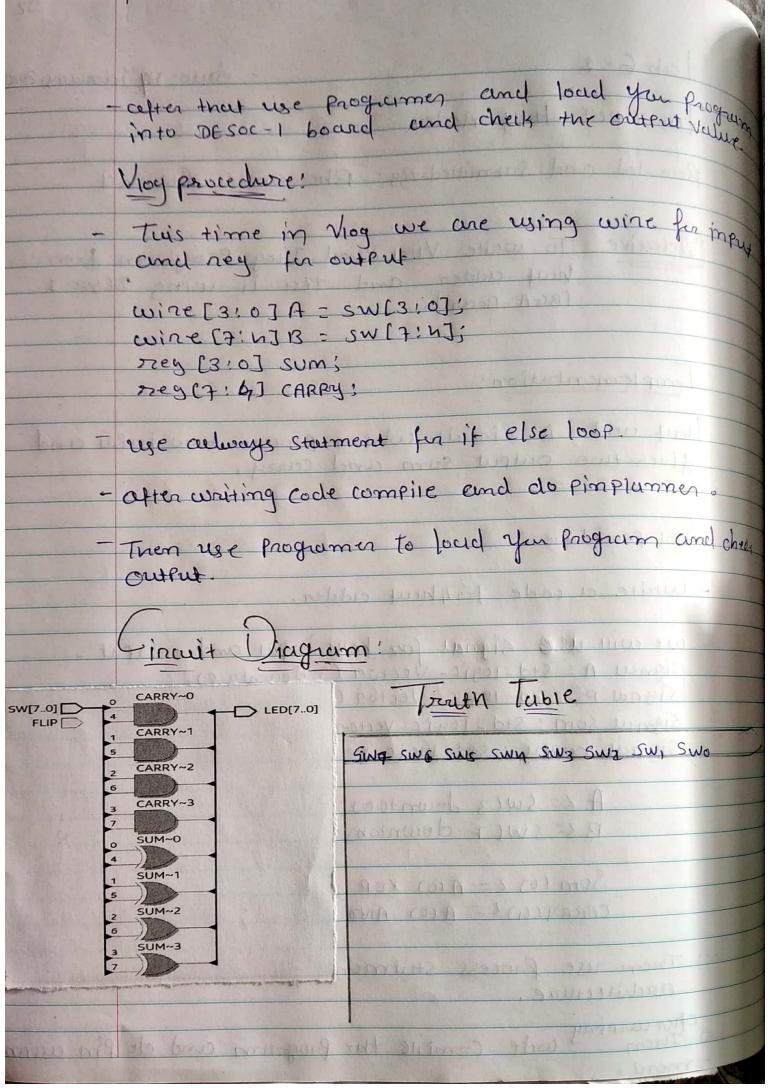
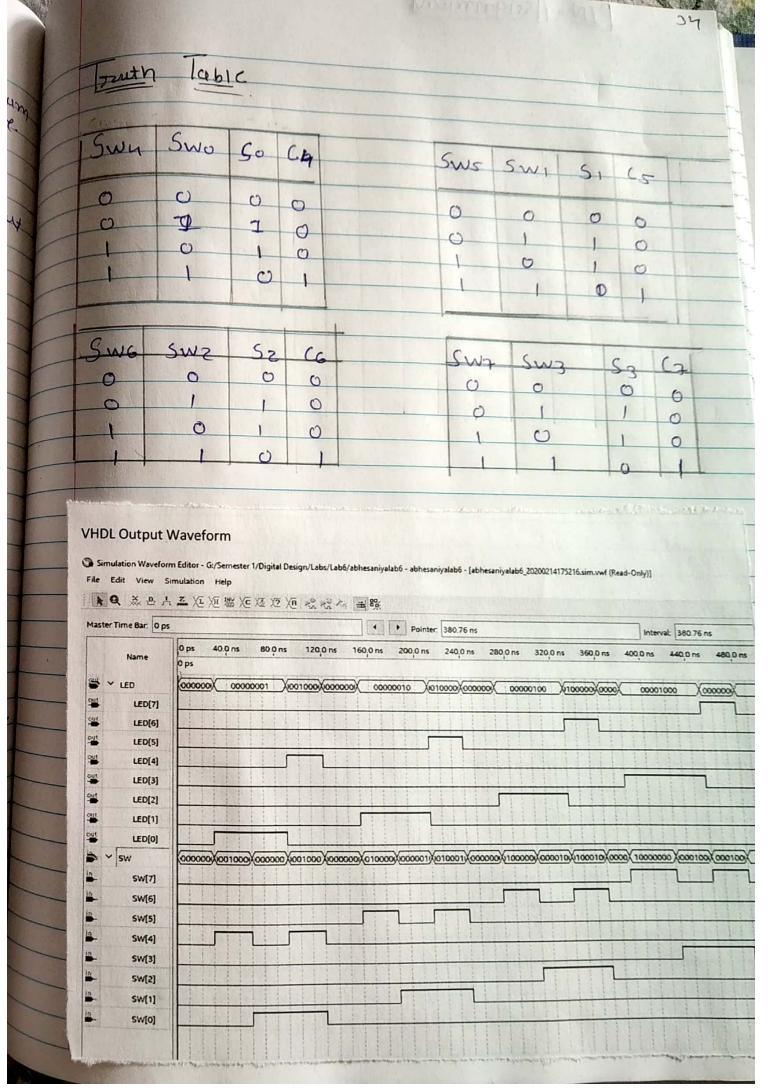
ab 6-1 dete: 10 + february, 2000, Las title! Hay Adder Recorded and Submitted By: Bhesaniyer Abhishey Objective To write VHDI and Viog Program for hour colder and test it using DESOC-1 FBGA Bound. Implementation: Hout adder is circuit which process two infut and gives two output sum and carry. VITAL Procedure: - write el code forthaut adden. we will use signal for both input and output Signey A: Std-logic-Vector (3 downto 0); Signal R: Gd-10gic-Vector (7 downto 4); Signal som: Std-logic-Vector (3 downto o); Signal carry: Std-lugic-Vector (7 down to h): A L= SW(3 down too); BL= SWL7 downlyns; Sum (0) C= A (W) XOR B(H); and like wise CARRYLLY (= ALO) AND BCN); I Then use process studment for if else loop in Christecture

Then writing code compile the program and do Pin assign





1			State of the second		gnment	PIN-Assi		
A				PIN_AE12	Input	THE PERSON NAMED IN COLUMN TWO IS NOT THE OWNER, THE OW		
				PIN_W20	Output	FLIP		
				PIN_Y19	Output	LED[7]		
				PIN_W19	Output	LED[6]		
	41			PIN_W17	Output	LED[5]		
				PIN_V18	Output	LED[4]	4	
				PIN_V17	Output	LED[3]	<u></u>	-
1				PIN_W16	Output	LED[2]		#47 L
The Man	-	233000		PIN_V16	Output	LED[0]		4
			ALC: NO	PIN_AE26	Output	SLEDO[6]		JAH.
Ta I			Miles N	PIN_AE27	Output	SLEDO[5]	Li-	
1				PIN_AE28	Output	SLEDO[4]		**
-	-			PIN AG27	Output	SLEDO[4]		1940
			1	PIN_AF28	Output	SLEDO[3]		
			(0)	PIN_AG28	Output	SLEDO[1]	AND THE REAL PROPERTY.	243
-				PIN_AH28	Output	SLEDO[0]		10
				PIN_AJ29	Output	out SLED1[6]		4-7
			1	PIN_AH29	Output	out SLED1[5]	A CONTRACTOR OF THE PARTY OF TH	4-144
			Nep .	PIN_AH30	Output	out SLED1[4]	1	1
ANI I				PIN_AG30	Output	out SLED1[3]		
		CAN.	10	PIN_AF29	Output	SLED1[3]		-
			N. I	PIN_AF30	Output	out SLED1[1]	AT THE REAL PROPERTY.	110-11
			13	PIN_AD27	Output	OUT SLED1[0]		1
				PIN_AB23	Output	out SLED2[6]	0	
1	-		100	PIN_AE29	Output	out SLED2[5]		
				PIN_AD29	Output	out SLED2[4]		14-1-27
			10	PIN_AC28	Output	out SLED2[3]	44	14-46
				PIN_AD30	Output	out SLED2[2]		1
				PIN_AC29	Output	out SLED2[1]		
				PIN_AC30	Output	out SLED2[0]		
				PIN_AD26	Output	out SLED3[6]	1849	一十十十十十十十十十十十十十十十十十十十十十十十十十十十十十十十十十十十十十十
				PIN_AC27	Output	out SLED3[5]	104	
	-		1	PIN_AD25	Output	out SLED3[4]		4 4
				PIN_AC25	Output	out SLED3[3]		
				PIN_AB28	Output	out SLED3[2]		1
				PIN_AB25	Output	SLED3[1]	144	14-16
				PIN_AB22	Output	SLED3[0]	400	4
1				PIN_AA24	Output	SLED4[6]		
				PIN_Y23	Output	SLED4[5]		AT B
		LIBR II		PIN_Y24	Output	out SLED4[4]		行常的
		11		PIN_W22	Output	SLED4[3]	744	-
			The same of	PIN_W24	Output	out SLED4[2]	-	1
				PIN_V23	Output	SLED4[1]		
				The same of the sa		The same of the sa		
				PIN_W25	Output	out SLED4[0]	7-17	
		Name of the last o	E and a second	PIN_AD10	Input	in_ sw[7]	HALL	1
				PIN_AC9	Input	in_ sw[6]	And I want	风鱼
				PIN_AE11	Input	SW[5]		
				PIN_AD12	Input	Sw[4]		
			1	PIN_AF10	Input	in_ sw[3]	-704	79-40
		Alian I		PIN_AF9	Input	in_ sw[2]	3	44
		31111		PIN_AC12	Input	in_ sw[1]		1
		Her Ell		PIN_AB12	Input	in_ sw[0]		
	Q		Cannon	PIN_AF9 PIN_AC12	Input Input	in_ sw[2]		1

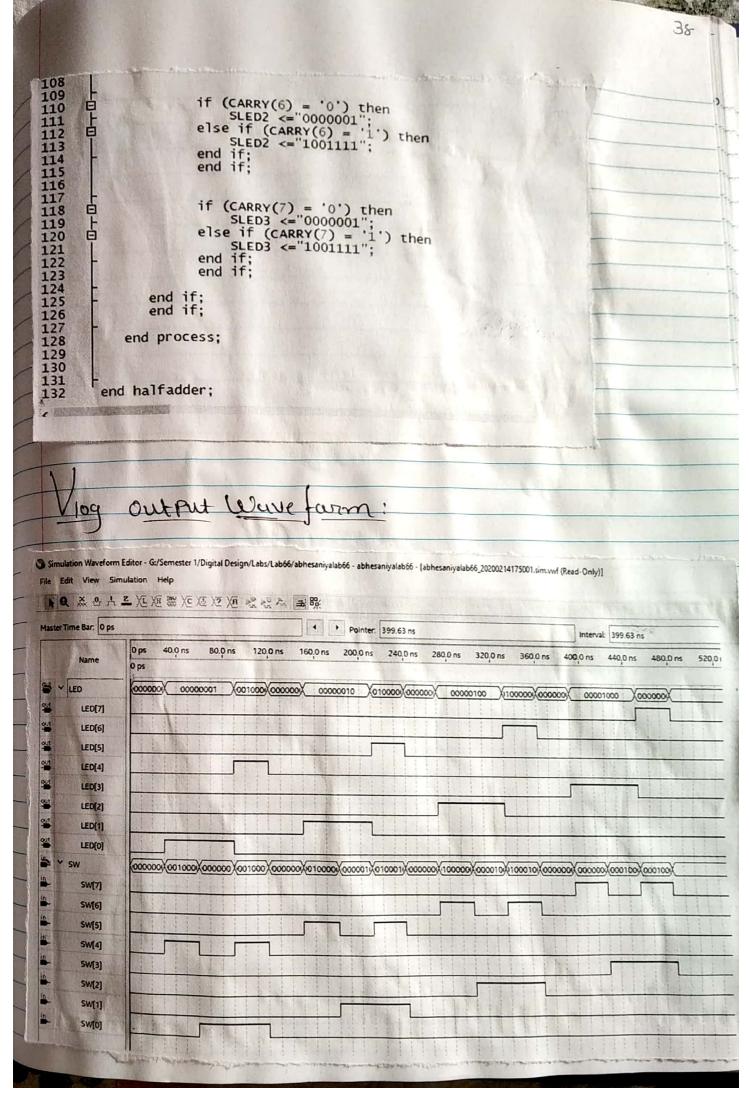
```
process (SUM , CARRY, FLIP) begin
          自
  55
  56
                      if (FLIP = '0') then 
SLED4 <= "0100100";
  57
         B
  58
 59
                             if (SUM(0) = '0') then
     SLEDO <="0000001";
else if (SUM(0) = '1') then
     SLEDO <="1001111";</pre>
 60
 61
 62
  64
                              end if;
 65
                              end if;
 66
                              if (SUM(1) = '0') then

SLED1 <="0000001";

also if (SUM(1) = '1') then
  67
  68
                              else if (SUM(1) = SLED1 <="1001111";
 69
 70
          Ė
  71
                              end if;
                              end if;
                              if (SUM(2) = '0') then

SLED2 <="0000001";

else if (SUM(0) = '1') then
  75
  76
                                SLED2 <="1001111";
  77
  78
                               end if;
  79
                               end if:
  80
                              if (SUM(3) = '0') then
  SLED3 <="0000001";
else if (SUM(3) = '1') then
  SLED3 <="1001111";</pre>
  81
  82
          83
  84
  85
                               end if:
  86
                               end if;
  87
  88
  89
                               else if(FLIP = '1')then
  90
          SLED4 <= "0110001";
if (CARRY(4) = '0') then
SLED0 <="0000001";
else if (CARRY(4) = '1') then
  91
  92
  93
  94
  95
                                             SLED0 <="1001111";
  96
                                     end if;
  97
                                     end if;
  98
  99
100
                                     if (CARRY(5) = '0') then
    SLED1 <="0000001";
else if (CARRY(5) = '1') then
    SLED1 <="1001111";</pre>
101
102
103
104
                                     end if:
105
                                     end if;
106
107
```



```
Viog - Program
 Vlog Program
                                                                                                                                      abhesaniyalab66.v
              的方 課課 D 的 D 0 도 图 255
                    module abhesaniyalab66 (SW,FLIP, LED, SLEDO, SLED1, SLEI
                   input [7:0]SW;
input FLIP;
output[7:0]LED;
output[6:0]SLED0;
output[6:0]SLED1;
output[6:0]SLED2;
output[6:0]SLED3;
output[6:0]SLED4;
     45678910
     11
                    reg [7:0]LED;
reg [6:0]SLEDO;
reg [6:0]SLED1;
reg [6:0]SLED2;
reg [6:0]SLED3;
reg [6:0]SLED4;
     12
      14
      15
      16
17
      18
                      //assign
                     wire [3:0] A = SW[3:0];
wire [7:4] B = SW[7:4];
reg [3:0] SUM;
reg [7:4]CARRY;
      19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
                       always @(A or B or FLIP)
                   ⊟begin
                                              SUM[0] = A[0]
SUM[1] = A[1]
SUM[2] = A[2]
SUM[3] = A[3]
                                                                                ^ B[4];
^ B[5];
^ B[6];
^ B[7];
                                              CARRY[4] = A[0] & B[4];
CARRY[5] = A[1] & B[5];
CARRY[6] = A[2] & B[6];
CARRY[7] = A[3] & B[7];
        37
38
                          LED[3:0] = SUM;
LED[7:4] = CARRY;
         39
40
41
42
                                   if (FLIP == 0)
                                          begin
                                                 SLED4 = 7'b0100100;

if (SUM[0] == 0)

SLED0 = 7'b0000001;

else if (SUM[0] == 1)

SLED0 = 7'b1001111;
          43
          44
          45
          47
          49
                                                 if (SUM[1] == 0)
   SLED1 = 7'b0000001;
else if (SUM[1] == 1)
   SLED1 = 7'b1001111;
          51
52
```

