A) FIFO MAIN CODE

```
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
use IEEE.STD LOGIC ARITH.ALL;
use IEEE.STD LOGIC UNSIGNED.ALL;
entity fifo correct is
GENERIC
ADDRESS WIDTH: integer:=2;---8 bit
DATA WIDTH: integer:=4 ---32 bit
);
port (clk: in std logic;
clk div: inout std logic;
reset: in std logic;
enr: in std logic; --enable read, should be '0' when not in use.
enw: in std logic; --enable write, should be '0' when not in
use.
dataout : out std logic vector(DATA WIDTH-1 downto 0); --
output data
datain: in std logic vector (DATA WIDTH-1 downto 0); --
input data
empty: out std logic; --set as '1' when the queue is empty
err : out std logic;
full: out std logic --set as '1' when the queue is full
);
end fifo correct;
architecture Behavioral of fifo correct is
type memory_type is array (0 to
((2**ADDRESS WIDTH)-1)) of
std logic vector(DATA WIDTH-1 downto 0);
----distributed-----
signal memory : memory_type ;-- :=(others => (others =>
'0')); --memory for queue.----
signal readptr, writeptr:
```

```
std logic vector(ADDRESS WIDTH-1 downto 0); --read
and write pointers.
signal full0 : std logic;
signal empty0 : std logic;
signal counter: std logic vector(28 downto 0):=( others=>'0');
begin
full <= full0;
empty \le empty0;
fifo0: process(clk div,reset,datain,enw,enr)
begin
if reset='1' then
readptr \leq (others \Rightarrow '0');
writeptr \leq (others \Rightarrow '0');
empty0 <='1';
full0<='0';
err<='0':
elsif clk div'event and clk div = '1' then
if enw='1' and full0='0' then
memory (conv integer(writeptr)) <= datain;
writeptr <= writeptr + '1';</pre>
if (writeptr + '1' = readptr) then
full0<='1';
empty0<= '0';
else
full0<='0';
empty0<= '1';
end if;
end if;
if enr='1' and empty0='0' then
dataout <= memory (conv integer(readptr));</pre>
readptr <= readptr + '1';
     if (readptr + '1' = writeptr) then
     empty0<='1';
     full0<='0';
     else
     empty0<='0';
     full0<='1';
     end if;
end if;
```

```
if (empty0='1' and enr='1') or (full0='1' and enw='1') then
err<='1';
else
err<= '0';
end if;
end if;
end process;
process(clk)
begin
if clk'event and clk='1' then
counter<= counter + '1';</pre>
end if;
end process;
clk_div<= counter(0);</pre>
end Behavioral;
B) FIFO TESTBENCH
LIBRARY ieee;
USE ieee.std logic 1164.ALL;
-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--USE ieee.numeric std.ALL;
ENTITY fifo test IS
END fifo test;
ARCHITECTURE beh OF fifo test IS
 -- Component Declaration for the Unit Under Test (UUT)
```

COMPONENT fifo correct

```
PORT(
    clk: in std logic;
 clk div: inout std logic;
 reset: in std logic;
 enr: in std logic; --enable read, should be '0' when not in
use.
 enw: in std logic; --enable write, should be '0' when not in
use.
 dataout : out std logic vector(3 downto 0); --output data
 datain: in std_logic_vector (3 downto 0); --input data
 empty: out std logic; --set as '1' when the queue is empty
 err : out std logic;
 full: out std_logic --set as '1' when the queue is full
    );
 END COMPONENT;
 --Inputs
 signal clk : std logic := '0';
 signal reset, clk div: std logic;
 signal enr : std logic := '0';
 signal enw : std logic := '0';
 signal datain : std logic vector(3 downto 0) := (others =>
'0');
     --Outputs
 signal dataout : std logic vector(3 downto 0);
 signal empty: std logic;
 signal err : std logic;
 signal full: std logic;
 -- Clock period definitions
 constant clk period : time := 10 ns;
BEGIN
     -- Instantiate the Unit Under Test (UUT)
 uut: fifo correct PORT MAP (
     clk => clk
     clk div=>clk div,
     reset=>reset,
     enr => enr,
     enw => enw,
     dataout => dataout.
     datain => datain,
```

```
empty => empty,
     err => err,
     full => full
    );
 -- Clock process definitions
 clk_process :process
 begin
          clk <= '0';
          wait for clk_period/2;
          clk <= '1';
          wait for clk period/2;
 end process;
reset<='1','0' after 50ns;
enw<= '1', '0' after 200 ns;
enr <= '0', '1' after 200 ns;
--Stimulus process
stim_proc: process
 begin
     datain<="1010";
     wait for 10 ns;
     datain<="1111";
          wait for 10 ns;
     datain<="1001";
wait for 10 ns;
     datain<="0001";
     wait for 10 ns;
end process;
END beh;
```