

```

library IEEE;
    use IEEE.STD_LOGIC_1164.all;

entity tb_CLA_block is
end entity tb_CLA_block;

architecture mixed of tb_CLA_block is
    component CLA_block is
        port(
            a, b : in std_logic_vector(3 downto 0);
            cin : in std_logic;
            --
            s : out std_logic_vector(3 downto 0);
            cout : out std_logic
        );
    end component;

    signal tb_a, tb_b : std_logic_vector(3 downto 0) := (others => '0');
    signal tb_cin : std_logic := '0';
    signal tb_s : std_logic_vector(3 downto 0) := (others => '0');
    signal tb_cout : std_logic := '0';

begin
    DUT : CLA_block
    port map(
        a => tb_a,
        b => tb_b,
        cin => tb_cin,
        --
        s => tb_s,
        cout => tb_cout
    );

    process begin
        tb_a <= "0100"; -- 4
        tb_b <= "0011"; -- 3
        wait for 20 ns;
        assert ( tb_s = "0111" ) report ("Feilet med: 0100 + 0011 = 0111")
severity failure;

        wait for 10 ns;
        tb_a <= "1101"; -- 13
        tb_b <= "0010"; -- 2
        wait for 20 ns;
        assert ( tb_s = "1111" ) report ("Feilet med: 1101 + 0010 = 1111")
severity failure;

        wait for 10 ns;
        tb_a <= "1001"; -- 9
        tb_b <= "0110"; -- 6
        wait for 20 ns;
        assert ( tb_s = "1111" ) report ("Feilet med: 1001 + 0110 = 1111")
severity failure;

        wait for 10 ns;
        tb_a <= "0011"; -- 3
        tb_b <= "1011"; -- 11
        wait for 20 ns;
        assert ( tb_s = "1110" ) report ("Feilet med: 0011 + 1011 = 1110")

```

```

severity failure;

    wait for 10 ns;
    tb_a <= "1100"; -- 12
    tb_b <= "1100"; -- 12
    wait for 20 ns;
    assert ( tb_s = "1000" ) report ("Feilet med: 1100 + 1100 = 1000")
severity failure;

    wait for 10 ns;
    tb_a <= "1010"; -- 10
    tb_b <= "0101"; -- 5
    wait for 20 ns;
    assert ( tb_s = "1111" ) report ("Feilet med: 1010 + 0101 = 1111")
severity failure;

    report("Testen kjørt ferdig uten feil.") severity note;
    std.env.stop;
end process;

end architecture mixed;

```