

7 March

Ex 2: 3-to-8 Decoder

Entity decode is
port (A, B, C : in 1bit;
F: out bit-vector (7 down to D))
end

Architecture flow of decode is

begin

$F(0) \leq \text{not}(A) \text{ and not}(B) \text{ and not}(C)$

$F(1) \leq \text{not}(A)$

:

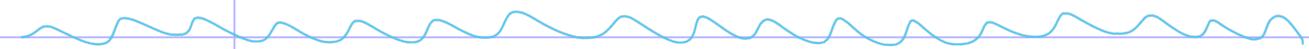


7 March

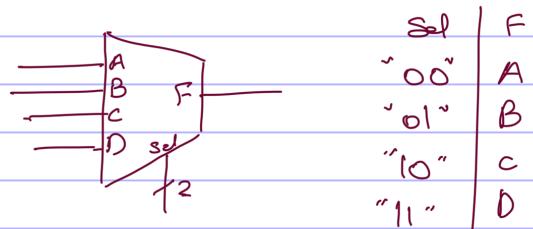
Sign~

Signal لـ if expression-1 True Condition goes to F

لـ if expression goes to F



Mux 4-1



كيف ينادي في المادحة الـ logic gates

entity mux is

port (CA, CB, CD) : in bit;

Sel : in bit-vector (1 down to 0)

F : out bit);

end;

Architecture f1 of mux is

begin

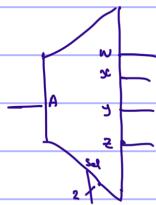
F <= A when sel = "00" else

B when sel = "01" else

C when sel = "10" else

D;

1-50-4 Demultiplexer



Sel	w	x	y	z
"00"	A	0	0	0
"01"	0	A	0	0
"10"	0	0	A	0
"11"	0	0	0	A

$w \Leftarrow A$ and not sel (0) and not sel (1)

$$\begin{aligned} x &\Leftarrow \\ y &\Leftarrow \\ z &\Leftarrow \end{aligned}$$

}

9-March

Logical operation

Co

→ Selected Signal Assignment.

with →

Read to for if else, Value is not

Select →

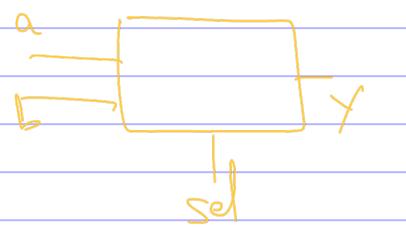
multiple Values in one Value
(when) one by one is list

Others

one by one . else and or

$y \Leftarrow x^2$ ^{⇒ Variable.}

$Y \leftarrow a$ when '0',
 b when '1';



ABC

~~Signal~~ $\leftarrow A \& B \& C \Rightarrow$ Signal ABC; bit vector
↓ C $\quad A B C(2) \leftarrow A$ (2 down to 0)
MSB

$A B C(1) \leftarrow B$

$A B C(0) \leftarrow C$

With abc select

$F_0 \leftarrow 1$ when "000",
'0' when others;

↓ ↓ ↓ o/p ↓ ↓ n
(writing)

Low level (condition) to output B0 \leftarrow
with ↓

What is next? Select J1 from \rightarrow ?
From J1 goes to o/p

14 March

Tue.

Mux 4 to 1	Muxes 2 to 1
1st ex: Building <u>(4-1) Mux</u> From <u>3 (2-1) Muxes</u>	

entity Mux21 is

```
port (D0, D1, S0: in bit;
      O: out bit);
end;
```

Architecture f1 of Mux21 is

```
begin
  O <= D0 when S0 = '0' else
    D1, when S0 = '1';
end;
```

entity Mux41 is

```
port (a, b, c, d, S0, S1: in bit;
      Z: out bit);
```

Architecture f1 of Mux41 is

```
component Mux21 is
  port (d0, d1, s0: in bit;
        o: out bit);
end;
```

begin

$S_0 \Rightarrow S_0, O \Rightarrow S_1$

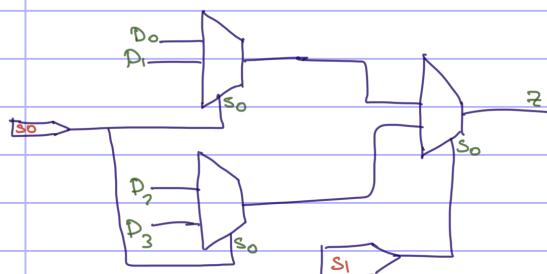
mux1 : Mux21 port map (d0 => a, d1 => b, d2 => sig+);

mux2 : Mux21 port map (c, d, S0, Sig2);

mux3 : Mux21 port map (Sig1, Sig2, S1, Z);]?]

end;

[٣٠ : ٥٥ وَقُتْلُلِيْهَا مُرْسِلًا] *



الثانية ***
- المدخلات

begin

with So Select

0 ← do when '0'

else when others.

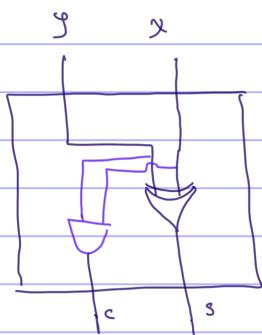
→ سیف آنچہ جس کو جاؤ

end.

لخچ ۲nd Example: Structural mode of a 4-bit RCA →
اولیا - N

Carry Ripple Adder

16. March.

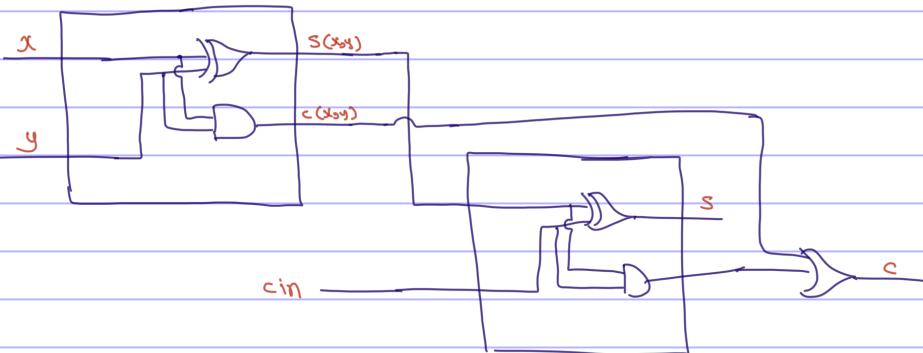


c	s	x	y
0	0	0	0
0	1	0	1
0	1	1	0
1	1	1	1

$$S = x \text{ xor } y$$

$$C = x \text{ and } y$$

half adder



c	s	x	y	an
0	0	0	0	0
0	1	0	0	1
0	1	0	1	0
1	0	0	1	1
0	1	1	0	0
1	0	1	0	1
1	0	1	1	0
1	1	1	1	1

with sd sell ?

"bit" $\rightarrow S_{\text{ig}} = A \oplus '0' \oplus '0' \oplus '0'$ when "00"
 $'0' \oplus A \oplus '0' \oplus '0'$ when "01"

حل آخر
لسؤال
حل
من قبل
ذلك بالطبع
with
ذات مرة

entity HA is
port (in1, in2 : in bit;
s, c : out bit);
end;

completion of circuit

RCE & 8

file 1

architecture f1 of HA is
begin
s ← in1 xor in2
c ← in1 and in2
end

entity Mux21 is
port (in1, in2, in3 : in bit;
s, c : out bit);
end;

file 2

Architecture f1 of FA is

component HA is
port (in1, in2 : in bit;
s, c : out bit);
end component;
Signal sig1, sig2, sig3 : bit;
begin
HA1 : HA port
HA2 : HA port

file 3

entity RCA is
port (A, B : in bit_vector (3 downto 0);
S : out bit_vector (3 downto 0);
C : out bit);
end;

21/3/2023

begin

sign \leq in

out \leftarrow sign

A: process (sign)

:

end;

B: process (x,y)

:

end;

end

process

If \geq else $\stackrel{\text{cond}}{=}$ if condition then dosomething
end if

موعد بالدين

if ... then ...
else dosomething

Compensation : الـ If يخواص المـ توسيع خ

28 March

Ch.7

$TB \rightarrow$ test bench

30-4

Synthesis

Library IEEE

use IEEE.std_logic_1164.all;

process → X

use IEEE.numeric_std.all;

entity Counter is

port (En, clk, R: in std_logic;

CNT: out std_logic_vector (3 down to 0));

Architecture fi of counter is

Signal S: integer range 0 to 15;

begin

proc: process (clk, R)

if (R = '1') then S=0;

elsif (rising-edge (clk)) then

if (En='1') then

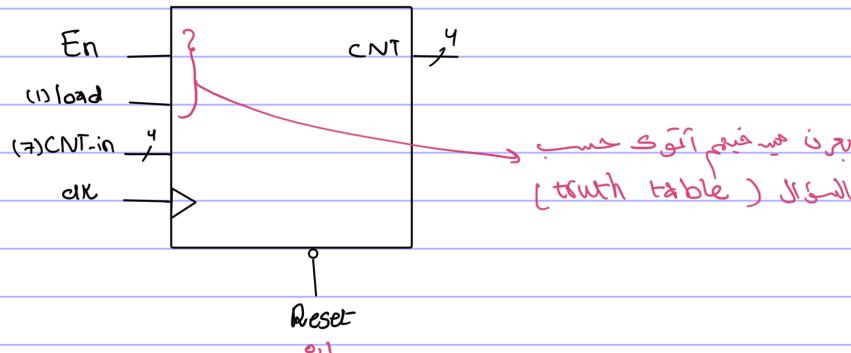
if (S=15) then S=0;

else S=S+1

end if; end if; end if;

end proc;

cnt ← std_logic_value(toUnsigned(S)) ;
end;



Library IEEE

use IEEE.std_logic_1164.all;

use IEEE.numeric_std.all;

entity counter is

port (En, CLK, R: in std_logic;

CNT: out std_logic_vector (3 down to 0);

CNT: in std_logic_vector (3 down to 1));

Architecture A of counter is

Signal S: integer range 0 to 15;

begin

proc: process(CLK, R)

if (R = '0') then S=0;

elsif (rising-edge(CLK)) then

if (L = '1') then

S ← to_integer(unsigned(CNT-int));

elsif (En = '1') then

if (S = 15) then S=0;

else S=S+1

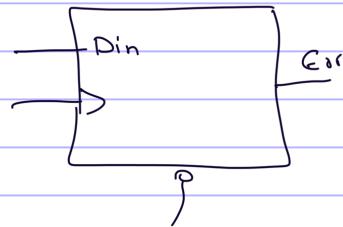
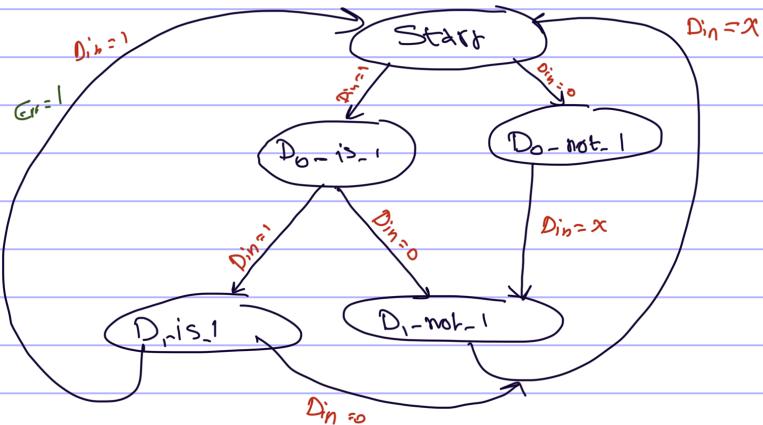
end if; end if; end if;

end proc;

CNT ← std_logic_value(to_unsigned(S, 4));

end;

14-May



entity

end entity

Architecture PI of bit_detector is

type state is

:

begin

memory-state : process (clk, n)

begin

if ($R='0'$) then Err <= '0';

elsif (rising.edge(clk)) then

current-state = memory-state;

endif;

end process;

heat-state logic : process (current-state, Din)

begin

case (current-state) is

when state0 => if ($Din='1'$) then

next-state <= D0-is-1

else next-state <= D0-not-1

endif;

when D0-not-1 => next-state <= D1-not-1

when D1-not-1 => next-state <= state

when D0-is-1 => if ($Din='1'$) then

next-state <= D1-is-1

else next-state <= D1-not-1

end if

when $D_1 \text{ is } 1 \Rightarrow \text{next_state} \Leftarrow \text{State}$

when other $\Rightarrow \text{next_state} \Leftarrow \text{Start}$

end case;

end process;

output_logic : process (current_state, D_{in})

begin

case (current_state) is

when $D_1 \text{ is } 1 \Rightarrow \text{if } (D_{in} = 1) \text{ then}$

Err = '1';

else Err = '0';

end if

when others $\Rightarrow \text{Err} \Leftarrow '0'$

end case;

end process;

end;

Exit Vending Machine

