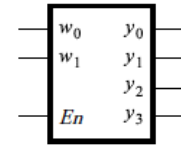


1.

a) The graphical symbol and truth table of a 2-to-4 decoder is shown below.

$En$	$w_1$	$w_0$	$y_0$	$y_1$	$y_2$	$y_3$
1	0	0	1	0	0	0
1	0	1	0	1	0	0
1	1	0	0	0	1	0
1	1	1	0	0	0	1
0	x	x	0	0	0	0



(a) Truth table

(b) Graphical symbol

Complete the behavioral VHDL of 2-to-4 decoder (entity named **dec2to4**) using **IF-THEN-ELSE only**.

```

ENTITY dec2to4 IS
    PORT ( w : IN STD LOGIC VECTOR(1 DOWNTO 0) ;
           En : IN STD LOGIC ;
           y : OUT STD LOGIC VECTOR(0 TO 3) ) ;
END dec2to4 ;

```

ARCHITECTURE Behavior OF **dec2to4** IS

BEGIN

--- use **IF-THEN-ELSE only** ---

```

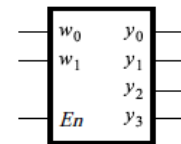
if En = '1' then
    if w = "00" then y <= "1000"
    elsif w = "01" then y <= "0100";
    elsif w = "10" then y <= "0010";
    elsif w = "11" then y <= "0001";
else
    y <= "0000";
end if;

```

END Behavior ;

b) The graphical symbol and truth table of a 2-to-4 decoder is shown below.

$En$	$w_1$	$w_0$	$y_0$	$y_1$	$y_2$	$y_3$
1	0	0	1	0	0	0
1	0	1	0	1	0	0
1	1	0	0	0	1	0
1	1	1	0	0	0	1
0	x	x	0	0	0	0



(a) Truth table

(b) Graphical symbol

Complete the behavioral VHDL of 2-to-4 decoder (entity named **dec2to4**) using IF and then **CASE**.

```

ENTITY dec2to4 IS
    PORT ( w : IN STD LOGIC VECTOR(1 DOWNTO 0) ;
           En : IN STD LOGIC ;
           y : OUT STD LOGIC VECTOR(0 TO 3) ) ;
END dec2to4 ;

```

## ARCHITECTURE Behavior OF **dec2to4** IS

BEGIN

--- use IF and then CASE ----

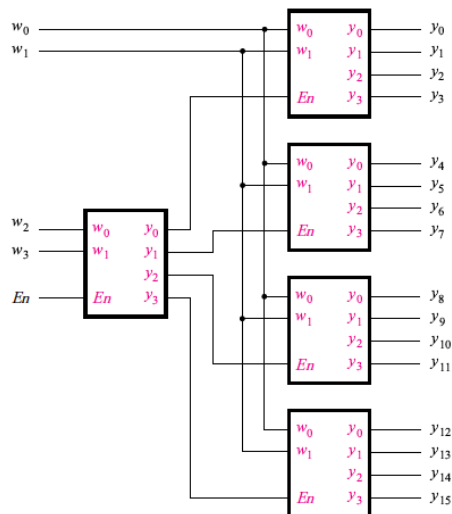
```

if En = '1' then
    case (w) is
        WHEN "00" => y <= "1000";
        WHEN "01" => y <= "0100";
        WHEN "10" => y <= "0010";
        WHEN "11" => y <= "0001";
    end case;
else
    y <= "0000";
end if;

```

END Behavior ;

c) Complete the behavioral VHDL of 4-to-16 decoder (entity named **dec4to16**).



ENTITY **dec4to16** IS

PORT ( w : IN STD LOGIC VECTOR(3 DOWNTO 0) ;

En : IN STD LOGIC ;

y : OUT STD LOGIC VECTOR(0 TO 15) ) ;

END dec4to16 ;

## ARCHITECTURE Structure OF dec4to16 IS

---- component declaration -----

```

COMPONENT dec2to4
    PORT ( w : IN STD LOGIC VECTOR(1 DOWNTO 0) ;
          En : IN STD LOGIC ;
          y : OUT STD LOGIC VECTOR(0 TO 3) ) ;
END COMPONENT ;

```

```

SIGNAL m : STD LOGIC VECTOR(0 TO 3) ;

```

BEGIN

```
Dec1: dec2to4 PORT MAP ( w(3 DOWNT0 2), En, m(0 TO 3) ) ;  
Dec2: dec2to4 PORT MAP ( w(1 DOWNT0 0), m(0), y(0 TO 3) ) ;  
Dec3: dec2to4 PORT MAP ( w(1 DOWNT0 0), m(1), y(4 TO 7)) ;  
Dec4: dec2to4 PORT MAP ( w(1 DOWNT0 0), m(2), y(8 TO 11) ) ;  
Dec5: dec2to4 PORT MAP ( w(1 DOWNT0 0), m(3), y(12 TO 15) ) ;
```

Or

```
Dec1: dec2to4 PORT MAP ( w(3 DOWNT0 2), En, m(0 TO 3) ) ;
```

```
G1: FOR i IN 0 TO 3 GENERATE
```

```
    Dec_right: dec2to4 PORT MAP ( w(1 DOWNT0 0), m(i), y(4*i TO 4*i+3) );
```

```
END GENERATE G1 ;
```

END Structure ;