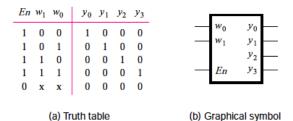
1.

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



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;
```

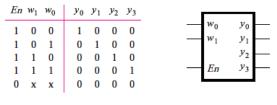
ARCHITECTURE Behavior OF dec2to4 IS

BEGIN

```
--- use IF-THEN-ELSE only ----
if (En = '1') then
if (w = "00") then y <= "1000";
elsif (w = "00") then y <= "1000";
elsif (w = "01") then y <= "0100";
elsif (w = "10") then y <= "0010";
elsif (w = "11") then y <= "0001";
end if;
else y <= "0000";
end if;
```

END Behavior;

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



(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

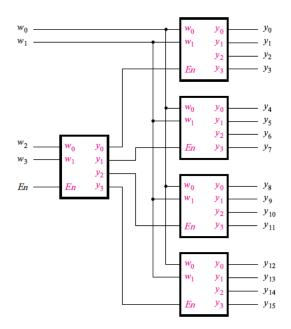
BEGIN

```
--- 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";
    when others => y <= "0000";
    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 declaration -----
SIGNAL m: STD LOGIC VECTOR(0 TO 3);
BEGIN
L1: dec2to4 port map(w(0) \Rightarrow w(2), w(1) \Rightarrow w(3), en \Rightarrow en, y \Rightarrow m);
L2: for i in (0 to 3) generate
```

END Structure;

end generate;

 $dec2to4: port\ map(w(0) \Rightarrow w(0), w(1) \Rightarrow w(1), en \Rightarrow m(i), \ y(0) \Rightarrow y(i*4), \ y(1) \Rightarrow y(i*4+1), \ y(2) \Rightarrow y(i*4+2), \ y(3) \Rightarrow y(i*4+3));$