

ΣΧΕΔΙΑΣΗ ΨΗΦΙΑΚΩΝ ΣΥΣΤΗΜΑΤΩΝ

ΑΣΚΗΣΗ 2

ΑΠΟΚΩΔΙΚΟΠΟΙΗΤΗΣ 2 ΣΕ 4

```
library ieee;
```

```
use ieee.std_logic_1164.all;
```

```
entity decoder2to4 is
```

```
begin
```

```
port(
```

```
  a: in STD_LOGIC_VECTOR(1 downto 0);
```

```
  b: in STD_LOGIC_VECTOR(3 downto 0)
```

```
);
```

```
end decoder2to4;
```

```
architecture arc of decoder2to4 is
```

```
begin
```

```
  process(a)
```

```
  begin
```

```
    case a is
```

```
      when "00" => b <= "0001";when "01"=> b <= "0010";when "10"=> b <= "0100";when  
      "11"=> b <= "1000";
```

```
    end case;
```

```
        end process;  
end arc;
```

ΠΟΛΥΠΛΕΚΤΗΣ 2 ΣΕ 1 ΜΕ ΕΠΙΛΟΓΗ

```
library ieee;  
use ieee.std_logic_1164.all;
```

```
entity decoder2to4 is  
    begin  
        port(  
            a: in STD_LOGIC_VECTOR(1 downto 0);  
            b: in STD_LOGIC_VECTOR(3 downto 0)  
        );  
    end decoder2to4;
```

architecture arc of decoder2to4 is

```
    begin  
        process(a)  
            begin  
                case a is  
                    when "00" => b <= "0001";when "01"=> b <= "0010";when "10"=> b <= "0100";when  
"11"=> b <= "1000";  
                end case;  
            end process;  
        end arc;
```

ΑΠΟΚΩΔΙΚΟΠΟΙΗΤΗΣ 2 ΣΕ 4

```
library ieee;
use ieee.std_logic_1164.all;
```

entity decoder2to4 is

```
    begin
    port(
        a: in STD_LOGIC_VECTOR(1 downto 0);
        b: in STD_LOGIC_VECTOR(3 downto 0)
    );

    end decoder2to4;
```

architecture arc of decoder2to4 is

```
    begin
        process(a)
        begin
            case a is
                when "00" => b <= "0001";when "01"=> b <= "0010";when "10"=> b <= "0100";when
"11"=> b <= "1000";
            end case;

        end process;
    end arc;
```

ΤΡΙΠΛΟΣ ΠΟΛΥΠΛΕΚΤΗΣ (3 BIT) 2 ΣΕ 1

entity mux_3bit_2to1 is

```
port(
s : in STD_LOGIC;
a , b: in STD_LOGIC_VECTOR(2 DOWNTO 0);
```

```
d : out STD_LOGIC_VECTOR(2 DOWNTO 0)
);
END mux_3bit_2to1;
```

```
architecture arc of mux_3bit_2to1 is
begin
d <= a when s = '0' else
    b when s='1' else
    null;
end arc;
```