Mon Apr 01 15:32:47 2019

```
1
                 3
 4
     library IEEE;
     use IEEE.STD LOGIC 1164.ALL;
 5
 6
     use IEEE.NUMERIC STD.ALL;
     --ENTITY
 8
     entity mux main is
 9
        port(in add, in sub, in mul, in div, fl add, fl sub, fl mul, fl div: in unsigned(7 downto 0);
              in add fg,in sub fg,in mul fg,in div fg,fl add fg,fl sub fg,fl mul fg,fl div fg,clk:in std logic;
10
           op code:in unsigned( 2 downto 0 );
11
12
           res:out unsigned(7 downto 0);
13
           suc flag:out std logic);
14
     end mux main;
     --ARCHITECTURE
15
16
     architecture Behavioral of mux main is
17
     begin
18
     process(clk)
19
     begin
20
     --POSITIVE EDGE TRIGGERED
21
      if (clk='1') then
22
     --SELECTING RESULT WITH OPCODE
23
           case op code is
24
               when "000" =>res<=in add;</pre>
25
               when "001" =>res<=in sub;</pre>
26
               when "010" =>res<=in mul;</pre>
27
               when "011" =>res<=in div;</pre>
28
               when "100" =>res<=fl add;</pre>
29
               when "101" =>res<=fl sub;</pre>
               when "110" =>res<=fl mul;</pre>
30
31
               when others =>res<=fl div;
32
           end case;
33
     --SELCTING SUCESS FLAGS USING OPCODE
34
           case op code is
35
               when "000" =>suc flag <=in add fg;
36
               when "001" =>suc flag<=in sub fg;
37
               when "010" =>suc flag<=in mul fg;
38
               when "011" => suc flag<=in div fg;
39
               when "100" =>suc flag<=fl add fq;
40
               when "101" =>suc flag<=fl sub fg;</pre>
               when "110" =>suc flag<=fl mul fg;</pre>
41
               when others =>suc flag<=fl div fg;
42
```

```
end case;

end if;

end process;

end process;

end process;

end Behavioral;

end Behavioral;
```