```
library ieee ;
      use ieee.std logic 1164.all;
 3
      entity MUX2 1 13Bits is
 4
 5
        port (I 1,I 0: std logic vector(12 downto 0);
 6
               S, ld mux: in std logic;
 7
               d: out std logic vector(12 downto 0));
 8
      end MUX2 1 13Bits;
9
10
      Architecture ckt of MUX2 1 13Bits is
11
12
     Begin
13
        d(0) \le (((not S) and I 0(0)) or (S and I 1(0)))) and ld mux;
14
        d(1) \le (((not S) and I 0(1)) or (S and I 1(1)))) and ld mux;
        d(2) \le (((not S) and I 0(2)) or (S and I 1(2)))) and ld mux;
15
        d(3) \le (((not S) and I_0(3)) or (S and I_1(3)))) and ld_mux; d(4) <= ((((not S) and I_0(4)) or (S and I_1(4)))) and ld_mux;
16
17
18
        d(5) \le (((not S) and I_0(5)) or (S and I_1(5)))) and ld_mux;
19
        d(6) \le (((not S) and I_0(6)) or (S and I_1(6)))) and ld_mux;
20
        d(7) \le (((not S) and I 0(7)) or (S and I 1(7)))) and d(7) \le (((not S) and I 0(7)))
21
        d(8) \le (((not S) and I_0(8)) or (S and I_1(8)))) and ld_mux;
22
        d(9) \le (((not S) and I_0(9)) or (S and I_1(9)))) and ld_mux;
        d(10) \le (((not S) and I_0(10)) or (S and I_1(10)))) and ld_mux; d(11) <= ((((not S) and I_0(11)) or (S and I_1(11)))) and ld_mux;
23
24
25
        d(12) \le (((not S) and I_0(12)) or (S and I_1(12)))) and Id_mux;
26
27
      end ckt;
```