

# Decoder VHDL descriptions

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## Alternative VHDL descriptions for DECODERS

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity Dec2_4En is
    port(enable : in std_logic;
          inputs : in std_logic_vector(1 downto 0);
          outputs : out std_logic_vector(3 downto 0));
end Dec2_4En;
architecture BehavEquations of Dec2_4En is
begin
    outputs(0) <= enable and (not inputs(1)) and (not inputs(0));
    outputs(1) <= enable and (not inputs(1)) and (inputs(0));
    outputs(2) <= enable and (inputs(1)) and (not inputs(0));
    outputs(3) <= enable and (inputs(1)) and (inputs(0));
end BehavEquations;

architecture BehavAssign1 of Dec2_4En is
signal ENINPUTS : std_logic_vector(2 downto 0);
begin
    ENINPUTS <= enable & inputs; -- concatenation
    with ENINPUTS select -- WITH SELECT WHEN
        outputs <= "0001" when "100",
                    "0010" when "101",
                    "0100" when "110",
                    "1000" when "111",
                    "0000" when others;
end BehavAssign1;

architecture BehavAssign2 of Dec2_4En is
Begin
    -- WHEN ELSE
    outputs <= "0000" when (enable = '0') else
               "0001" when (inputs = "00") else
               "0010" when (inputs = "01") else
               "0100" when (inputs = "10") else
               "1000";
end BehavAssign2;

architecture BehavProc of Dec2_4En is
begin
    process(enable, inputs)
    begin
        if (enable = '0') then -- IF can only be used inside processes
            outputs <= "0000";
        else
            if (inputs = "00") then
                outputs <= "0001";
            elsif (inputs = "01") then
                outputs <= "0010";
            elsif (inputs = "10") then
                outputs <= "0100";
            else
                outputs <= "1000";
            end if;
        end if;
    end process;
end BehavProc;
```

## Truth Table

Enable	Input(1)	Input(0)	Output(3)	Output(2)	Output(1)	Output(0)
1	0	0	0	0	0	1
1	0	1	0	0	1	0
1	1	0	0	1	0	0
1	1	1	1	0	0	0
0	x	x	0	0	0	0

## Logic Diagram

## Example Simulation

