```
1
 2
     -- Company:
 3
     -- Engineer:
 4
 5
    -- Create Date:
                       15:20:40 08/24/2023
 6
    -- Design Name:
 7
    -- Module Name:
                       shiftregistrer - Behavioral
   -- Project Name:
 8
    -- Target Devices:
 9
     -- Tool versions:
10
11
    -- Description:
12
    --
13
    -- Dependencies:
14
    -- Revision:
1.5
16
     -- Revision 0.01 - File Created
17
     -- Additional Comments:
18
19
20
    library IEEE;
21
    use IEEE.STD LOGIC 1164.ALL;
22
    -- Uncomment the following library declaration if using
23
24
     -- arithmetic functions with Signed or Unsigned values
     --use IEEE.NUMERIC STD.ALL;
25
26
27
     -- Uncomment the following library declaration if instantiating
    -- any Xilinx primitives in this code.
28
29
     --library UNISIM;
    --use UNISIM.VComponents.all;
30
31
32
     entity shiftregistrer is
         Port ( s : in STD LOGIC VECTOR (3 downto 0);
33
34
                m : in STD LOGIC VECTOR (1 downto 0);
                y : out STD LOGIC VECTOR (3 downto 0);
35
                clk : in STD LOGIC;
36
37
                rst : in STD LOGIC);
38
     end shiftregistrer;
39
    architecture Behavioral of shiftregistrer is
40
41
    signal t : std logic vector(3 downto 0);
42
     begin
43
     process(clk,rst)
44
     begin
45
     if rst='1' then
     y<="0000";
46
     elsif clk' event and clk ='1' then
47
48
     case m is
49
     when "00" =>
50
51
     t(3) \le s(0);
52
     t(2) \le t(3);
53
     t(1) \le t(2);
54
     t(0) \le t(1);
55
     y(0) \le t(0);
56
57
   when "01" =>
```

${\tt shiftregistrer.vhd}$

```
58
      t(3) \le s(0);
59
      t(2) \le t(3);
60
      t(1) \le t(2);
61
      t(0) \le t(1);
62
      y<=t;
63
64
     when "10" =>
65
     t<=s;
66
     y<=t;
67
68
     when "11" =>
69
     t<=s;
70
      t(2) \le t(3);
71
      t(1) \le t(2);
72
      t(0) \le t(1);
73
      y(3) \le t(0);
74
75
      when others => NULL;
76
77
      end case;
78
      end if;
79
      end process;
80
81
     end Behavioral;
82
83
```