# **RELATÓRIO-PROJETO 4**

#### Questão 1

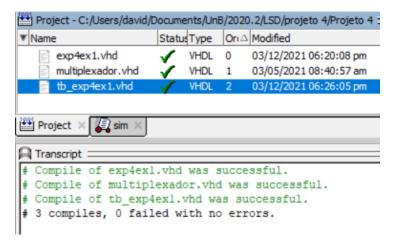
### Arquivo exp4ex1.vhd:

```
-- Circuito: Entidade com 3 bits de entrada
    -- usando 2 multiplexadores 4x1 como componentes
 4
    -- A Entrada 1
                 B Entrada 2
                 C Entrada 3
                X Saída 1 (X = (\sim A) \cdot B \cdot C + A \cdot (\sim B) \cdot (\sim C) + A \cdot B)
     -- Y Saída 2 (Y = (~A)·(~B) + (~A)·B·(~C) + A·B·C)
10
    library IEEE;
12
    use IEEE.std_logic_1164.all;
15 entity EXP4EX1 is port (
      A, B, C :in std_logic;
X, Y :out std_logic);
16
17
    end EXP4EX1;
18
19
     architecture ex1 of EXP4EX1 is
20
21
         component MULTIPLEXADOR is
22
23
          port (
24
                              :in std_logic_vector (1 DOWNTO 0);
             D0, D1, D2, D3 :in std_logic;
25
                             :out std_logic);
         end component;
27
28
         signal not_c : std_logic;
29
         Begin
31
32
         not_C <= not C;</pre>
       Mux1: MULTIPLEXADOR PORT MAP (D3 \Rightarrow '1', D2 \Rightarrow not_C, D1 \Rightarrow C, D0 \Rightarrow '0', S(1) \Rightarrow A, S(0) \Rightarrow B, Y \Rightarrow X);
33
       Mux2: MULTIPLEXADOR PORT MAP (D3 => C, D2 => '0', D1 => not_C, D0 => '1', S(1) => A, S(0) => B, Y => Y);
34
    end ex1;
```

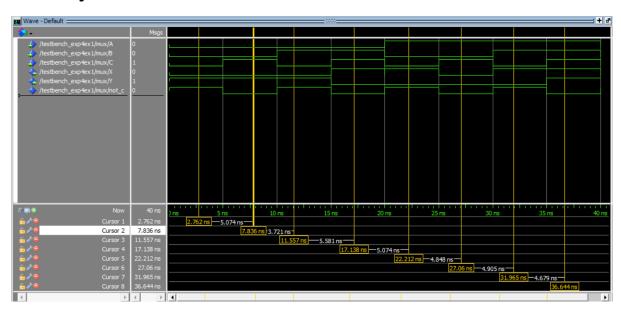
#### Arquivo tb\_exp4ex1.vhd:

```
LIBRARY ieee;
13
     USE ieee.std_logic_1164.ALL;
14
     USE std.textio.ALL;
16
17
     ENTITY testbench_exp4ex1 IS END;
18
    ARCHITECTURE tb_exp4ex1 OF testbench_exp4ex1 IS
19
20
21
     component EXP4EX1
22
23
     port (
      A, B, C :in std_logic;
X, Y :out std_logic);
24
25
26
     end component;
27
28
29
     signal aa, bb, cc : std_logic;
30
31
32
33
     mux: EXP4EX1 PORT MAP (A => aa, B => bb, C => cc, X => open, Y => open);
34
35
     estimulo: PROCESS
36
37
     begin
38
         aa <= '0'; bb <= '0'; cc <= '0'; wait for 5 ns;
39
40
         cc <= '1'; wait for 5 ns;
41
         bb <= '1'; cc <= '0'; wait for 5 ns;
         cc <= '1'; wait for 5 ns;
42
43
         aa <= '1'; bb <= '0'; cc <= '0'; wait for 5 ns;
44
         cc <= '1'; wait for 5 ns;
        bb <= '1'; cc <= '0'; wait for 5 ns;
45
46
         cc <= '1'; wait for 5 ns;
47
     end PROCESS estimulo;
48
49
50
    end tb exp4ex1;
```

### Compilação:



# Simulação:



	Entrada A	Entrada B	Entrada C	Saída X	Saída Y
Cursor 1	0	0	0	0	1
Cursor 2	0	0	1	0	1
Cursor 3	0	1	0	0	1
Cursor 4	0	1	1	1	0
Cursor 5	1	0	0	1	0
Cursor 6	1	0	1	0	0
Cursor 7	1	1	0	1	0
Cursor 8	1	1	1	1	1

#### Questão 2

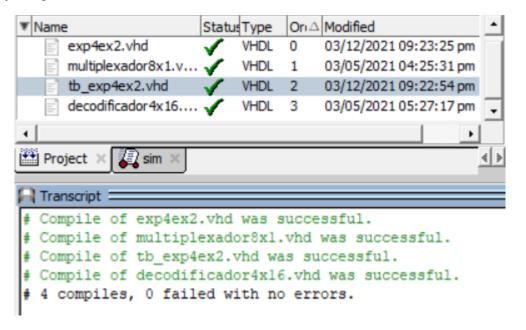
#### Arquivo exp4ex2.vhd:

```
-- Circuito: Entidade com 7 bits de entrada
             usando 1 multiplexador 8x1 e um
       -- decodificador 4x16 como componentes
       -- A, B, C e D serão as entradas do decodificador
        -- e E, F e G atuarão como seletores para o multiplexador
                        A Entrada 1 (Bit mais significativo)
                        B Entrada 2
  9
                        C Entrada 3
 10
                        D Entrada 4
11
                         E Seletor 1 (Bit mais significativo)
                        F Seletor 2
12
                        G Seletor 3
14
       --
                        S Saída
15
                        S = (F \cdot G + A \cdot B \cdot C \cdot D \cdot (\sim E) \cdot (\sim F) \cdot G +
16
                              (~A)·(~B)·(~C)·(~D)·(~E)·(~F)·G +
17
                             A \cdot (\sim B) \cdot C \cdot E \cdot F \cdot (\sim G) + (\sim A) \cdot B \cdot C \cdot D \cdot (\sim E) \cdot F \cdot (\sim G) +
18
                              A \cdot B \cdot C \cdot D \cdot E \cdot (\sim F) \cdot (\sim G) + A \cdot (\sim B) \cdot (\sim C) \cdot D \cdot E \cdot (\sim F) \cdot (\sim G)
19
     library IEEE;
22
      use IEEE.std_logic_1164.all;
23
      entity EXP4EX2 is port (
       A, B, C, D, E, F, G :in std_logic;
S :out std_logic);
26
27
28
      end EXP4EX2;
29
      architecture ex2 of EXP4EX2 is
30
31
32
          component DECODIFICADOR4X16 is
          port (
           A :in std_logic_vector (3 DOWNTO 0);
Y :out std_logic_vector (15 DOWNTO 0));
35
36
          end component;
37
          component MULTIPLEXADOR8X1 is
39
          D :in std_logic_vector (7 DOWNTO 0);
S :in std_logic_vector (2 DOWNTO 0);
40
41
42
          Y :out std_logic);
43
          end component;
44
          signal Y_signal : std_logic_vector (15 DOWNTO 0);
46
47
          signal D_signal : std_logic_vector (7 DOWNTO 0);
          signal Y015, Y915, Y1011 : std_logic;
49
50
          dec: DECODIFICADOR4X16 PORT MAP (A(3) => A, A(2) => B, A(1) => C, A(0) => D, Y => Y_signal);
51
          Y015 <= Y_signal(0) or Y_signal(15);
          Y915 <= Y_signal(9) or Y_signal(15);
Y1011 <= Y_signal(10) or Y_signal(11);
53
54
55
56
          D_signal(0) <= '0';
57
          D_signal(1) <= Y015;</pre>
          D_signal(2) <= '0';
58
          D_signal(3) <= '1';
60
          D_signal(4) <= Y915;
61
          D_signal(5) <= '0';</pre>
          D_signal(6) <= Y1011;
          mux: MULTIPLEXADOR8X1 PORT MAP (D => D_signal, S(2) => E, S(1) => F, S(0) => G, Y => S);
```

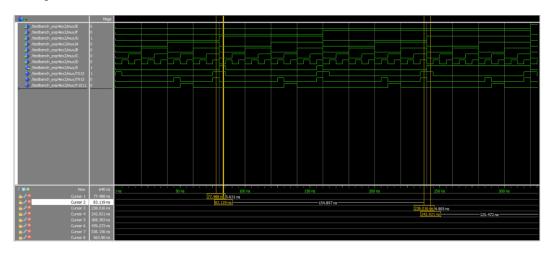
#### Arquivo tb\_exp4ex2.vhd:

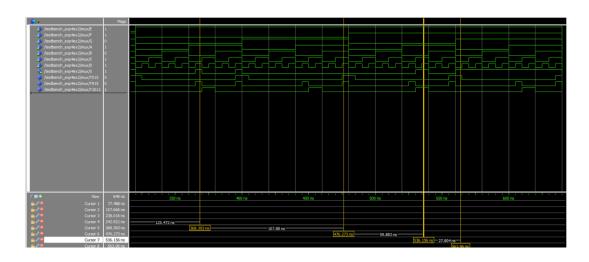
```
LIBRARY ieee;
22
     USE ieee.std_logic_1164.ALL;
24
     USE std.textio.ALL:
     USE ieee.numeric_std.ALL;
     ENTITY testbench_exp4ex2 IS END;
     ARCHITECTURE tb_exp4ex2 OF testbench_exp4ex2 IS
     component EXP4EX2
33
34
       A, B, C, D, E, F, G :in std_logic;
                              :out std_logic);
38
40
41
     signal entrada : std_logic_vector (6 DOWNTO 0);
     mux: EXP4EX2 PORT MAP (E => entrada(6), F => entrada(5), G => entrada(4), A => entrada(3), B => entrada(2), C => entrada(1), D => entrada(0), S => open);
48
     begin
          for i in 0 to 127 loop
             entrada <= std_logic_vector(to_unsigned(i, 7));</pre>
50
     end loop;
end PROCESS estimulo;
     end tb exp4ex2;
```

### Compilação:



## Simulação:





	Seletor E	Seletor F	Seletor G	Entrada A	Entrada B	Entrada C	Entrada D	Saída S
Cursor 1	0	0	0	1	1	1	1	0
Cursor 2	0	0	1	0	0	0	0	1
Cursor 3	0	1	0	1	1	1	1	0
Cursor 4	0	1	1	0	0	0	0	1
Cursor 5	1	0	0	1	0	0	1	1
Cursor 6	1	0	1	1	1	1	1	0
Cursor 7	1	1	0	1	0	1	1	1
Cursor 8	1	1	1	0	0	0	0	1