#### Práctica 4

### Código de implementación:

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity sumador4b is

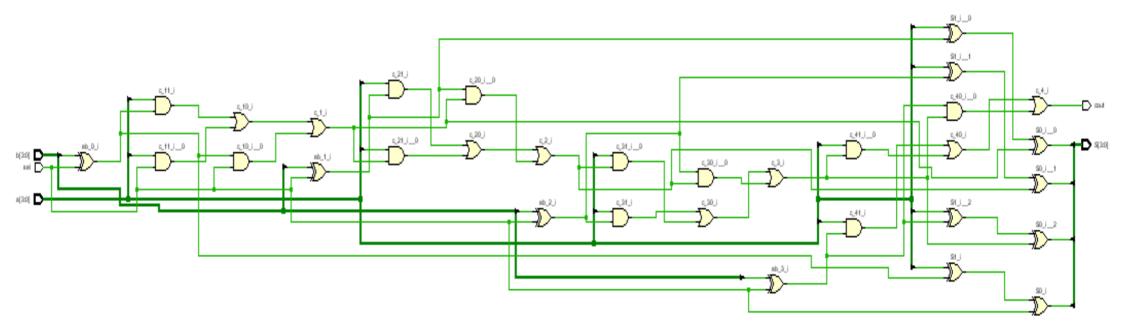
Port (a,b: in STD_LOGIC_VECTOR (3 downto 0);
sel: in STD_LOGIC_VECTOR (3 downto 0);
cout: out STD_LOGIC);
end sumador4b;
architecture Behavioral of sumador4b is
signal eb: std_logic_vector(3 downto 0);
signal c: std_logic_vector(4 downto 0);
begin

c(0) <= sel;
cicle: for i in 0 to 3 generate
eb(i) <= b(i) xor c(0);
S(i) <= a(i) xor eb(i) xor c(i);
c(i+1) <= (a(i) and eb(i)) or (a(i) and c(i)) or (eb(i) and c(i));
end generate;
cout <= c(4);
end Behavioral;
```

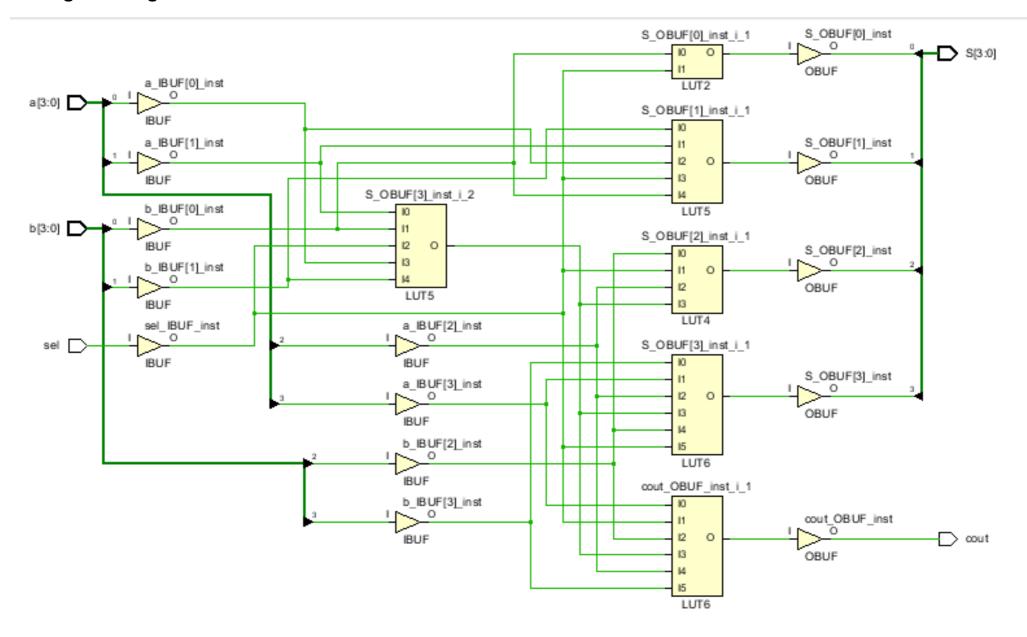
### Código test-brench:

```
• • •
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity sumadorTB is
-- Port ( );
end sumadorTB;
architecture Behavioral of sumadorTB is
component sumador4b is
    Port ( a,b : in STD_LOGIC_VECTOR (3 downto 0);
            sel : in STD_LOGIC;
            S : out STD_LOGIC_VECTOR (3 downto 0);
            cout : out STD_LOGIC);
end component;
signal a,b : STD_LOGIC_VECTOR (3 downto 0);
signal sel : STD_LOGIC;
signal S : STD_LOGIC_VECTOR (3 downto 0);
signal cout : STD_LOGIC;
begin
unidad1: sumador4b
    Port map(
        a \Rightarrow a,
        b => b,
            sel => sel,
            S \Rightarrow S,
             cout => cout
    );
process
begin
  a <= "valor inicial";</pre>
  b <= "valor inicial";</pre>
  sel <= 'operador (0=+ / 1=-)';</pre>
  wait for 20 ns; --espera este tiempo antes de ir
    --a otra operación
  sel <= 'operador (0=+ / 1=-)';</pre>
  a <= "valor nuevo";</pre>
  b <= "valor nuevo";</pre>
  wait;
end process;
end Behavioral;
```

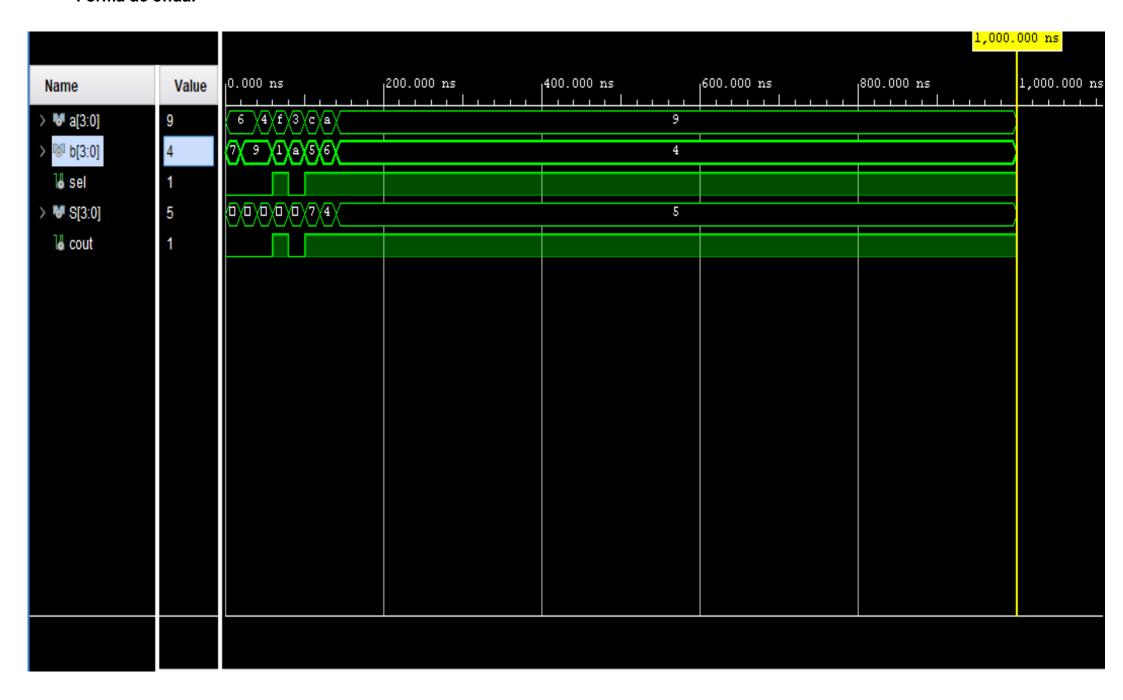
# Diagrama RTL:



## Diagrama Lógico:



### Forma de onda:



## Tabla de resultados:

Operación	Α	В	S	Cout
Suma	6	7	13	0
Suma	6	9	15	0
Suma	4	9	13	0
Resta	15	1	14	1
Suma	3	10	13	0
Resta	12	5	7	1
Resta	14	8	6	1
Resta	10	6	4	1
Resta	9	4	5	1