My DE1 repisitory link

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De Morgan's laws

Table

c	b	a	f(c,b,a)
0	0	0	1
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	0

Code

```
----------------------------------------------------------------------------
--
-- Example of basic OR, AND, XOR gates.
-- Nexys A7-50T, Vivado v2020.1, EDA Playground
--
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-- Dept. of Radio Electronics, Brno University of Technology, Czechia
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--
----------------------------------------------------------------------------

library ieee;                -- Standard library
use ieee.std_logic_1164.all;-- Package for data types and logic operations

----------------------------------------------------------------------------
-- Entity declaration for basic gates
----------------------------------------------------------------------------
entity gates is
    port(
        a_i    : in  std_logic;         -- Data input
        b_i    : in  std_logic;         -- Data input
        c_i    : in  std_logic;         -- Data input
        f_o    : out std_logic;         -- OR output function
```
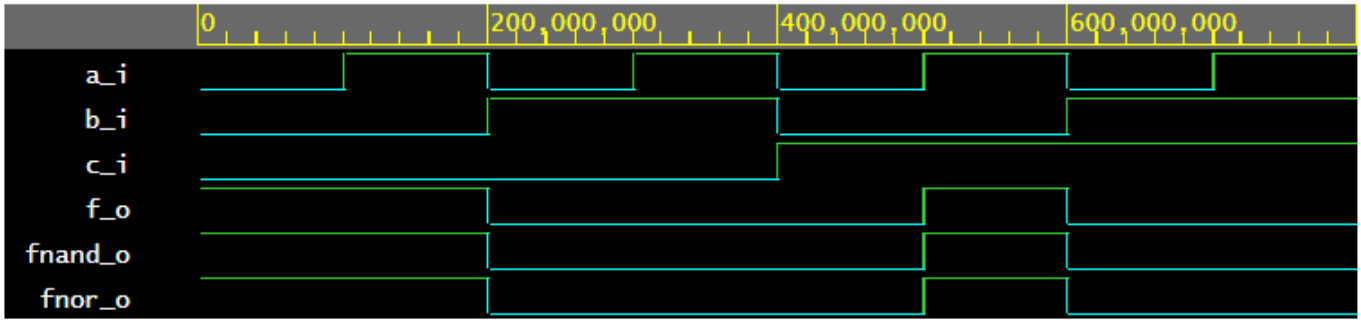

```
        fnand_o: out std_logic;         -- NAND output function
        fnor_o : out std_logic          -- NOR output function
    );
end entity gates;

-------------------------------------------------------------------------
-- Architecture body for basic gates
-------------------------------------------------------------------------
architecture dataflow of gates is
begin
    f_o  <= ((not b_i) and a_i) or ((not c_i) and (not b_i));
    fnand_o <= ((b_i nand b_i) nand a_i) nand ((c_i nand c_i) nand (b_i nand
b_i));
    fnor_o <= ((b_i nor (a_i nor a_i)) nor (b_i nor c_i)) nor ((b_i nor (a_i nor
a_i)) nor (b_i nor c_i));

end architecture dataflow;
```

Result



Link

EDA Playground link for De morgan's laws

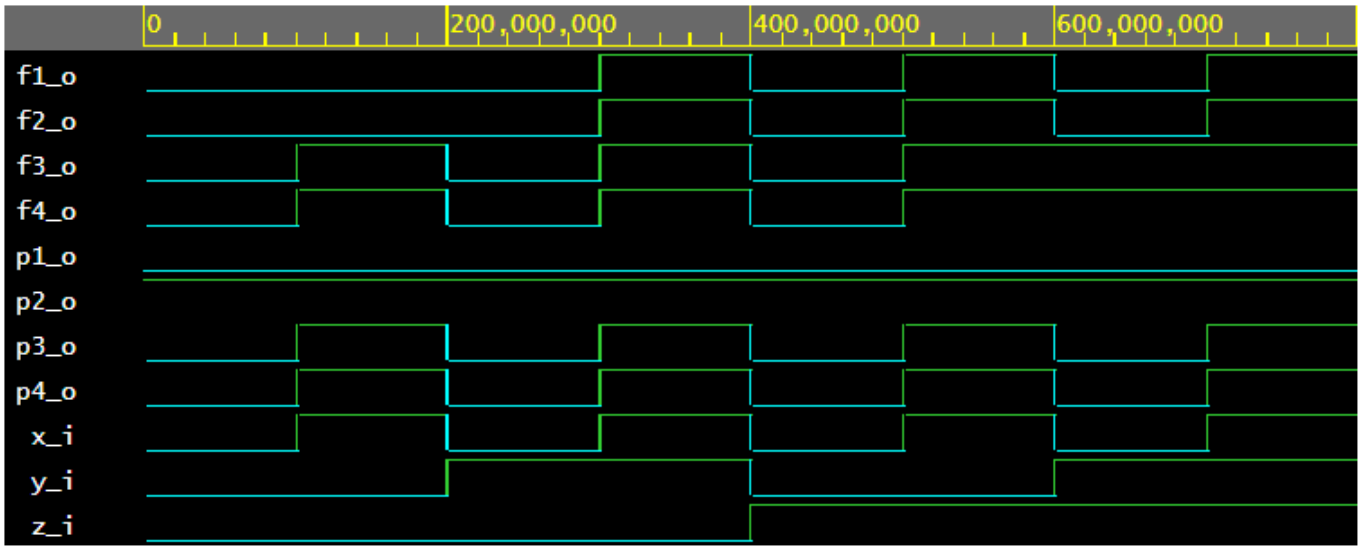
Distributive laws

Code

```
library ieee;
use ieee.std_logic_1164.all;

-------------------------------------------------------------------------

entity gates is
    port(
        x_i    : in  std_logic;         -- Data input
        y_i    : in  std_logic;         -- Data input
        z_i    : in  std_logic;         -- Data input
```

```
        p1_o   : out std_logic;         -- Postulate no.1
        p2_o   : out std_logic;         -- Postulate no.2
        p3_o   : out std_logic;         -- Postulate no.3
        p4_o   : out std_logic;         -- Postulate no.4

        f1_o   : out std_logic;         -- Function no.1
        f2_o   : out std_logic;         -- Function no.2
        f3_o   : out std_logic;         -- Function no.3
        f4_o   : out std_logic          -- Function no.4
    );
end entity gates;

-------------------------------------------------------------------------
-- Architecture body for basic gates
-------------------------------------------------------------------------

architecture dataflow of gates is
begin
    p1_o   <= x_i and (not x_i);
    p2_o   <= x_i or (not x_i);
    p3_o   <= x_i or x_i or x_i;
    p4_o   <= x_i and x_i and x_i;

    f1_o   <= (x_i and y_i) or (x_i and z_i);
    f2_o   <= x_i and (y_i or z_i);
    f3_o   <= (x_i or y_i) and (x_i or z_i);
    f4_o   <= x_i or (y_i and z_i);

end architecture dataflow;
```

Result



Link

EDA Playground link for Distributive laws