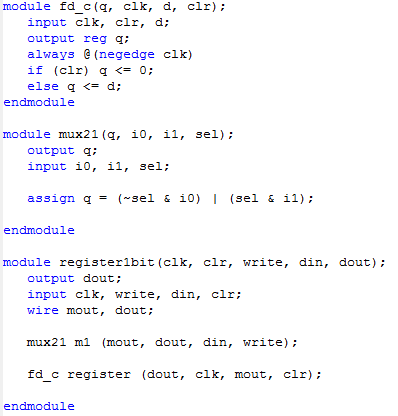
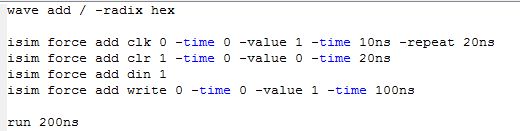
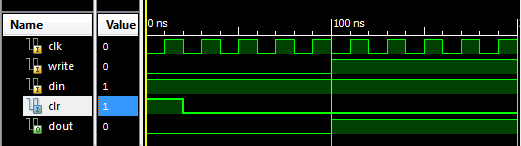
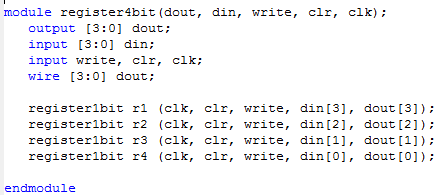
1 Bit Register:

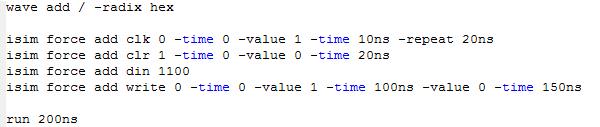


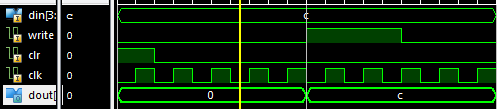




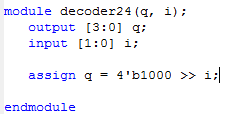
4 Bit Register:

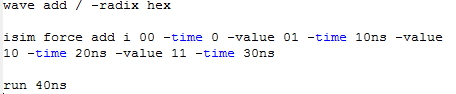


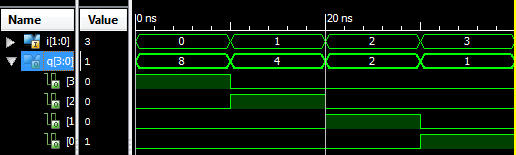




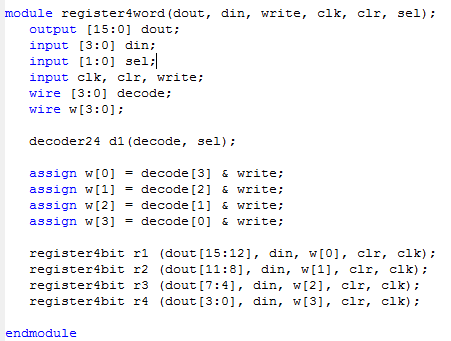
2:4 Decoder:

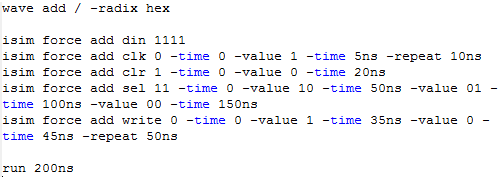


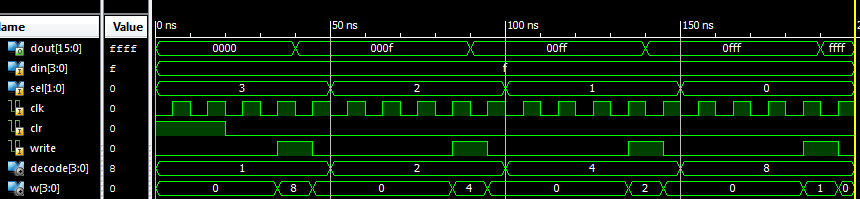




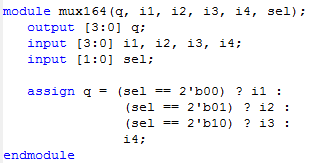
4 Bit x 4 Word Register:

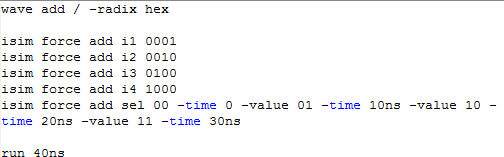


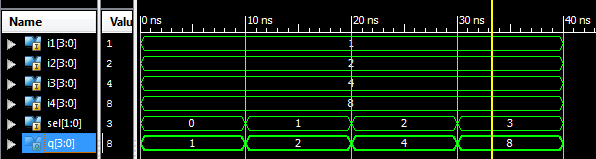




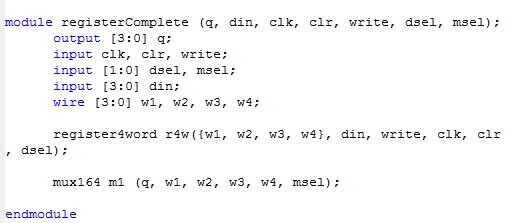
16:4 MUX:

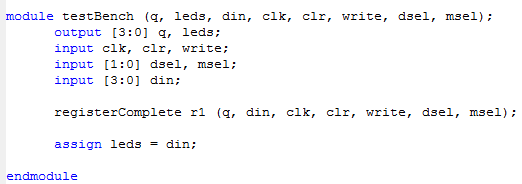


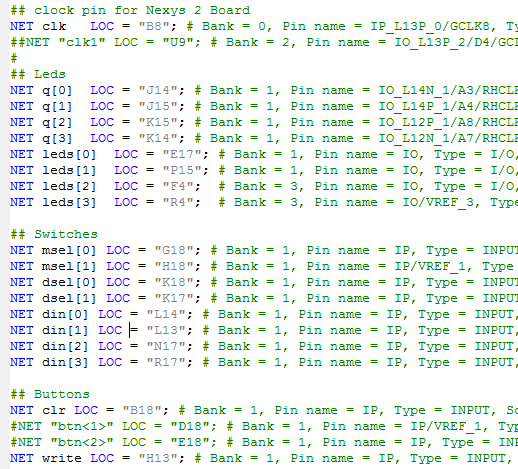




Complete Four Word by Four Bit Register:







Anomalies:

None really. I was generating a bit file without using the ucf (even though I had it written, it just wasn’t added to the project). It was confusing but not that hard to fix.