UHDL SIMULATION OF AND GATE

Theory:

AND gates are fundamental digital logic gate that outputs high (1) signal only when both of their output signals are high, otherwise the output is zerolo)

carcust diagram:



Logic expression:

A	В	output
0	0	0
0	1	0
1	O	0
1	1	1

```
VHDL code

--AND gate implementation
library TEE;
Use TEEE.STD_LOGIC_ILGU.ALL;

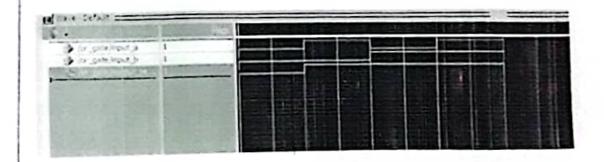
entity AND-GATE is

Port L

A: in STD_LOGRC;
B: in STD_LOGIC;
output:out STD_LOGIC;
);

end AND_GATE;
architecture Behavioral of AND_GATE is
begin
output <=A AND B;--AND gale logic
end Behavioral;
```

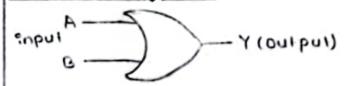
Result;



FOTHEORY:

OR GATES are fundamental logge gates that Dutput a night (1) signal if at least one of their input signals is high; else the output remain's 10w(0).

Carcast gragiom:



Logical expression:

output : A ORB

A	В	output
.0	0	О
0	1	1
1	0	1
1	1	1

```
UHDL (Ode'...

-- OR gate implementation

Intrary IEEE;

USC IEEE.STD_LOGIC_1164-ALL;

entity OR-GATE is

Port (

A:In STD_LOGIC;

B: in STD_LOGIC;

Output:out STD_LOGIC;

if

end OR_GATE;

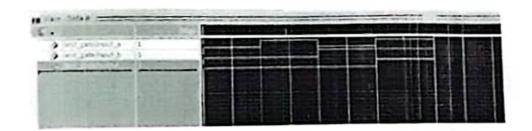
architecture Behavioral of OR_GATE is

begin

Output <= A OR B;

end Benavioral;
```

Result :-





A NOT gate, also known as an enverter is a basic logic gate that produces a nigh (1) output when its input is low(0) and vice versa.

carrant dagram:



cogical expression:

Truth tobie:

Input	output	
0	1	
1	0	

```
06
```

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UHDL (ode;

--NOT gate implementation

Intrary TEEE;

Use IEEE.STD_LOGIC_MGU.ALL;

Contity HOT_GATE is

Port (

Input: in STD_LOGIC;

output: Out STD_LOGIC;

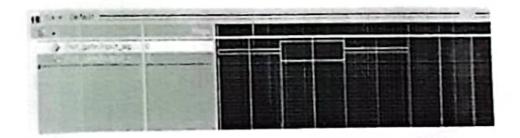
);

end HOT_GATE;

architecture Behavioral of HOT_GATE is
begin

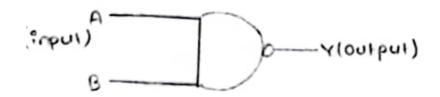
Output (=not Input;

end Behavioral;
```



A HAND gate is a basic logic gate that gives low(o) output only when both its input are high; otherwise it produces a high (1) output.

Carcust diagram:



Logacal expression:

Input(A)	В	output
0	0	1
0	1	1
1	0	1
1	1	0

```
VHDL Code:

-- NAND gate implementation

Inbrary IEEE;

USE IEEE. STD_LOGIC_1164.ALL;

entity HAND_GATE is

POIT (

A: in STD_LOGIC;

B: in STD_LOGIC;

Output: out STD_LOGIC;

end HAND_GATE;

architecture Behavioral of NAND_GATE is
begin

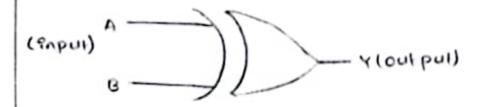
output <= not (A and B);
```

end Behavioral;



An yor gate, also known as an exclusive or gate produces a high (1) when its two input signals are different; otherwise it output low(0).

carcust diagram:



Logical expression:

output = A XOR B

Input(A)	Input	output
0	0	0
0	ı	1
1	0	1
1	1	0

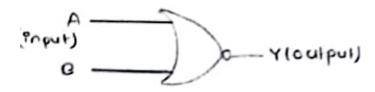
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```

acsult:



A MOR gate is a fundamental digital logic gate that generates a high (1) output only when both in put signals are 100; otherwise it produces alow (0) output

Carcust gagram:



Logac expression:

Α	В	output
0	0	i
D	1	0
1	0	0
1	í	0

```
NHDL code:

--NOR gate implementation

libary TEEE;

USE TEEE.STD_LOGIC_1164.AII;

entity NOR_GATE is

POIT (

A: in STD_LOGIC;

B: in STD_LOGIC;

output: out STD-LOGIC;

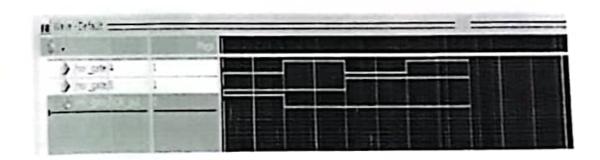
end NOR-GATE;

architecture Behavioral of NOR-GATE is

begin

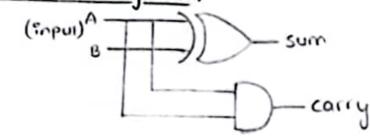
output L=not (A or B);

end Behavioral;
```



A NOR gate is a fundamental digital logic gate that generates a nigh (1) output only when both input signals are low; otherwise it produces a low(0) output.

Cercuet deagram:



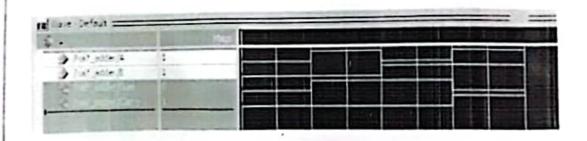
Logical expression:

SUM = A XOR B,

A	B	Sum	വ്രസ്വ
0	O	0	0
0	1	1	0
1	0	1	0
1	1	0	1

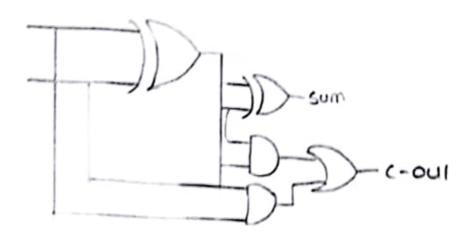
```
14
```

```
VHDL COde:
-- Half adder implementation
1961ary IEEE;
USE TEE. STD_LOGIC_1164.ALL;
 entity HAIF_ADDER "S
       Port (
           A: in STO_LOGIC;
           B: 90 STD- LOGIC;
       Sum: out STD_LOGIC;
       carry: out STD- LOGIC;
      end HAIF_ADDER
  architecture Behavioral of HAIF-ADDER &
  begin
     SUM C=A XOI B;
    carry C= A and B;
   end Behavioral;
```



A full adder is a digital circuit that adds three binary digits: the two inputs (A and B) and a carry input (C-in) producing sum and carry output.

Carchat quagrom:



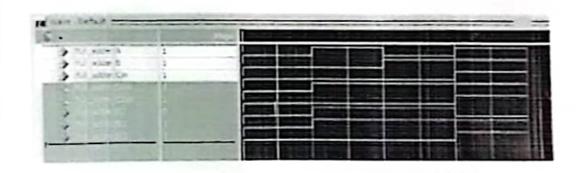
Logical expression:

carry out (C-out) = (A AND B) OR (C-PO AND (A XOR B))

A	B	C-10	sum(s)	c-out
0	0	0	0	0
0	0	1	1	0
0	1	0	1 L	0
0	1	1	0	1
1	0	0	1	0
-	0	1	0	1
1	1	0	0	1
1	1	1	1	1

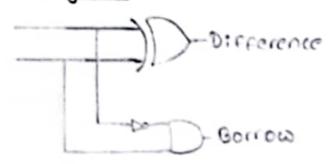
```
16
```

```
VHDL COde:
-- full Adder implementation
 19brary IEEE;
USC IEEE. STD. LOGIC - 1164. ALL;
 entity full ADDER is
        Port (
            A: in STD_LOGIC;
            B: In STD-LOGIC;
         C-9n: in STD - LOGIC;
          sum: out STD_LOGIC;
        C-out: Out STD- LOGIC
            );
     end full - ADDER;
 architecture Benguioral of full ADDER is
 pediv
     SUM (= (AXORB) XOT (-90;
   c-oul <= (A and B) or (c-in and (Ax or B);
     end Behavioroi;
```



A half subtractor is a basec digital circuit that subtracts two benary digits i producing a difference bet and a borrow bet.

carcust gragiam:



Logic expression:

Dollow (B-Ont) = (NOL V) UND B

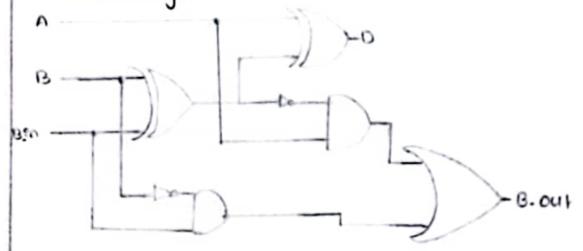
Α	В	Otfference (B)	(B-only
0	0	0	O
0	1	t.	1
1	0	7	0
1	1	0	0

```
VHDL Code:
-- Half Subtroctor implementation
 19brary ILLE;
 use Illisto_LOGIC - 1164, ALL'S
  CONTRY HAIF SUBTRACTOR TS
       Post (
           A: in STO. LOGIC;
           B: In STD-LOGIC;
      otterence: out sto-logic;
        Borrow: out STD- WGIC
          ١;
    end HALF-SUBTRACTOR
 archetecture Behavioral of HAIF-SUBTRACTOR is
 begen
      Battereuce T: Y XOI B?
      Borrow C= (not A) and B;
  end Behavioral;
```



A full subtractor is a digital circuit that performs subtraction of three binary digits: the two input (A and B) and a borrow input (B-in), resulting in difference and borrow output.

corcust diagram:



Logic expression:

Difference(D)=(A YOR B) YOR B-in

Borrow-out(B-out)=(B-in AND(NOT A) OR(B AND (NOT IA YOR B)))

A	B	B-10	Difference	Balow (B-Onl)
0	0	0	0	0
0	0	1	1	1
0	1	0	1	
0	1	1	1	1
1	0	0	9	1
4	0	1	_	0
	7.	1 1	0	0
1	1	0	0	0
1	1	1	1	1

```
THOL code:

- full subtractor implementation in the any IE(f;

use IEEE STO_LOGIC - 1164. ALL;

entity full subtractor is

Port (

A:in STO_LOGIC;

B:in STO_LOGIC;

O:in out STO_LOGIC;

B-out: out STD_LOGIC;

);
```

end full subtractor architecture Behavioral of Full-subtractor is begin

D Z: (A YOR B) XOT B-90;

end Bengvioral;



```
blodiaw:
      # anclude Cetato.h)
           Vota decimal to Hexadecimal (Int decimal) &
             char hexa [20];
             10+ 1= 0;
   while (decimalso)s
      aut cemagnage = gecimai. 1. 18;
      if (remainder 210) {
          uexa [:] = (emagnaer + 'o';
      4 elses
          nexa [i] = remainder -10+1A';
       dec9mai 1= 16;
         9449
     Print (" Hexaderimal: 0x");
     for (90+ i=1-1; 1>0=0; 1--) {
        prantu.i.c", nexa [:]);
     3
      PMA+ f(":n");
      But masu US
        ant decamal;
        Prant f ("Enter a decimal number:");
        Scan (".1.d", decemail;
       decimal to Hexadecimal (decimal);
        return 0;
```

output:

Hexadecimal unuper:50

beadeau: # POCIUDE CStato.h> void decimal to binary (int decimal) { of (decomal = 0) \$ Print f (" Binary: o(n"); return; But Pausia [35]? POF 9=0; Myse (decamor hamper >0) & binary [i] = decimal · 1; decimal 1=2; ***; Prent ("Benary:"); For (901;29-1; 1>=0;9--)\$ bisut (.. 1 a .. 1 Psuar (:))? 3 P(90+ ("\n"); ent maen () & Put decemal: Print flin Euter adecomal number: "); scan f ("1.a", decamal); decimal to Binary (decimal); return o; output:

Enter a decimal number:20 10100